SD Gundam G Generation-F (Import) FAQ/Walkthrough

by SOng

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From GameFAQs <http://www.gamefaqs.com>
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===========================================================================
                         SD Gundam G-Generation-F
===========================================================================
                  SD Gundam G-Generation-F Strategy Guide
                              Version 1.0
                          For Sony Playstation
                             By Scott Ong
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Homepage:           http://members.xoom.com/scottong
                       http://www.gamefaqs.com
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Revision History
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Version 1.0
. Initial Release of FAQ. I have included basic tutorial sections and
  partial strategies section for the game. All the basic concepts of
  playing the game is being briefly discussed.
. Finished walkthroughs/strategy guides for Gundam Wing, G-UNIT, Gundam
  Wing: Endless Waltz and Gundam X.


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The latest revisions of the FAQ can be found at the following addresses:
GameFAQs           http://www.gamefaqs.com
Scott's Homepage   http://members.xoom.com/scottong/


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* Always check out the GameFAQs for the latest revisions. The latest
  version of the FAQ will be sent there.

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Author's Note
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* Shameless Self-Promotion *
For the first time, I adding a bit of rubbish ^_^; I have reached his
tenth FAQ! Well, it is kind of strange that I have an interest for the
import games recently. You will perhaps to get to see me doing more FAQs
on import games rather on English games). BTW, this is my tenth FAQ...
*sob* (It took me rather a long time to reach this...) BTW, a lot of
time has been invested in this FAQ (imagine that I have take down the
statistics manually...)


* Objective *
(It will be clearly to state what the FAQ will be covering...)
The objective of this FAQ is to help people who have trouble in
understanding Japanese or experience problems in playing the game. I
have also include my methods of completing that particular scenario (it
would better if you got better strategies). Plus, I have added an
exclusive Gundam Bestiary which includes list of MS, Warships,
Characters which features the statistics for the ratings and even the
attacks. Plus if there is any parts that you need more help, you can
contact me via my e-mail at <kangning@mbox5.singnet.com.sg>


* Notes for Version 1.0 *
- Added a brief explanation on how to navigate the menus in this game.
- Added the basic tutorial (still partially complete)
- Added strategy/walkthroughs for Gundam Wing, G-UNIT, Endless Waltz and
  Gundam X [all of them are complete except with some doubts]
- Added card codes for units from Gundam Wing, G-UNIT, Endless Waltz and
  Gundam X. Arrange them in chronological order and according to series.


                                                        [Scott Ong]

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Table of Contents
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1. A Brief Introduction
2. Basic Controls of SD Gundam G-Generation-F
3. Basic Tutorial
4. Strategy Guides/Walkthroughs
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=---=-
Time to go on with the introduction about this strategy game...

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==
A Brief Introduction
==
When start to type a FAQ, I would usually give a brief introduction on
what the game is about:

SD Gundam G-Generation-F is a collection of all Gundams Series over the
past 2 decades. The game is typically a Strategy/RPG game just like
Brigandine [that game, which I got really hooked for months...] The
game allows you enjoy the fun on organizing combat battles by
controlling Mobile Suits. I guessed kids should be happy that Gundam
Wing is in the series... And that's not all! The game contains every
Gundam Series and that's a chunk of 21 series when spanned over three
discs. BTW, SD stands for "Super Deformed".

The Multi Situation Mode added values to the game and it gives the game
more replay value. Below is a short paragraph from my point of view:

In the game, you will be able to enjoy to play the Gundam Series, where
the stories are based on Sunrise. You will get the chance of controlling
an additional party outside the original storyline [i.e. You will able
to control an additional troop of units besides those in the story.] For
example, you can control other MS units besides the original Mobile
Suits found in that series. You can also import pilots from other
series to play in the series that you are currently playing. Besides
that, a feast of CGI sequences awaits you!

Before I begin, here is a short recap [for those who had play Gundam
before] and briefing [for those who are totally new in Gundam]

Mobile Suits are mechanic units that are meant for combat and controlled
by a pilot. The common abbreviation used by the game is "MS". Mobile
Dolls, on the other hand, are units that are meant for combat but
controlled by a computer instead of a pilot. BTW, Mobile Dolls are also
known as MD. There is also MS carriers/transportation and these are
called Warships.

Is that all? The answer is still no... You have a VS Fight Game Mode
which allows you to play against your friends. But make sure that you
have at least 3 more controllers for better game play. BTW, don't
forget the Multi-Tap which allows you to have more than 2 controllers
for your Playstation.

That's not all! You can have a group match against your friends! It
allows you play with more than 4 players! Of course, you will get
different color coding. Before it get confusing, I guess it will be
better to list down the codes:

Player 1   Blue
Player 2   Red

```
Player 3        Green
Player 4        Yellow


Get a brief idea about the game? If you haven't gotten the game, it is
really a great game to add it in your collection! <-- This is one of the
games which could get me hooked for months and this is the first time I
was advertising for a game...

That's all and let's proceed on to the Basic Controls.


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End of Section 1.0

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============================================================================
Basic Controls of SD Gundam G-Generation-F
============================================================================
~---About the game---~
Before I begin with my explanations on controls of playing SD Gundam
G-Generation-F, here is a little fact file on the game:

Game Title:             SD Gundam G-Generation-F (import)
Number of Discs:        4
Platform:               Playstation, Playstation 2
Creator:                Bandai
Players:                1 ~ 4
Memory Blocks required: 2 ~ 9 blocks
Multi-tap:              Yes
Analog Supported:       Yes
Game Compatibility:     SD Gundam G-Generation Zero
No. of Gundam Series:   21


~--- Additional Memory Cards Needed! ---~
I would recommend you to get more memory cards as this game is really
memory-consuming. Those compressed memory cards will cause the data to
be lost easily. You can get the PSX 15 blocks memory card or a 4 MB
memory card. It will be very frustrating if your hard work is just being
lost overnight. [BTW, it has happened to me twice already, that's why I
am giving you this notice...]

You need 6 blocks of memory for a single battlefield save and 2 blocks
of memory for the actual game save [i.e. game saves made at the
Operation Room or at the Intermission Menu]

~--- Multi-Tap ---~
Since SD Gundam G-Generation-F consists of two game modes. One is the
Situation Mode whereas the other VS fight features game play against
2~4 players. But in order to have a 3 or 4 battle mode game play, you
will definitely need a multi-tap which is a separate peripheral that is
needed to be bought separately.

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The Controls
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In this section, I will briefly explain on navigating the menu. IMO, the
menu is quite easy to navigate. I guess you should not have much
problems in using it.

~--- Menu Controls ---~
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These are menu controls for navigating the menu. The menus used in the
game are quite user-friendly. Well, you need to take quite a long time
to get used to it.

```
Button       What it does?
D-Pad        Moves the cursor and changing options in the Option Screen.
Circle       Allows you to select commands. View conversation between
             units during Multi Situation Mode.
X            Cancel the command. During conversation, you will be able
             to skip the speeches by holding down X. [If you get bored
             of the speeches.] BTW, don't do this too often as there are
             times where there is voice animations...
Triangle     Brings up the status screen. You can view models and
             pictures of Gundam characters, which includes statistics.
Square       Serves no functions in menu controls.
R1           Activate the right side menu [if applicable].
             Occasionally, especially in Operation Room or Meeting
             Rooms, if you pressed R1, you will see a string of commands
             appear on the right, which give access to other section.
L1           Same function as R1 but applies to the left area.
Start        Skip CGI sequences. Pause game during battles.
Select       Not in use for the game.
R2           Sometimes, it is applicable to some parts of the menu.
L2           Sometimes, it is applicable to some parts of the menu.
```

~-- In-Battle Controls --~
The controls applies to the controls for battle maps. The battle
controls is relatively simple and you can also at the same time enjoying
the battle animations.

```
Button       What it does?
D-Pad        Moves the cursor and allows you to select your commands.
Circle       Select chosen commands or units.
X            Cancel commands
Triangle     Brings up the status screen of units.
Square       Hold down speeds up the cursor speed while in use
             conjunction with D-Pad.
R1           1) Switch to the right side of current map. [Space]
             2) Rotate MAP attack field clockwise*
             3) Transfer to another map while attacking
             4) Switch to the next map in a clockwise rotation.
L1           1) Switch to the left side of the current map. [Space]
             2) Rotate the MAP field clockwise*
             3) Transfer to another map while attacking
             4) Switch to the next map in an anti-clockwise rotation.
R2           Jumps to the next allied unit.
L2           Jumps to the next allied unit.
Start        Pause the game and brings up battle menu.
Select       Not in use for the game.
```

* Certain MS/WS units have this ability. It is typically an attack which
  cannot be countered and does the damage to any units with the attack
  field. There are many forms of attack fields. This will discussed
  further under the Basic Tutorial section.

BTW, certain attacks can reached enemies even if they are on a different
map. If you press R1 or L1, you will have the attack area of the unit
on the other map. [More details will be covered under The Basic
Tutorial]

~-- Frequently Asked Questions --~
If you have any doubts, you can contact me through my e-mail at
<kangning@mbox5.singnet.com.sg>. If a question is being frequently
asked, I would consider adding them here.

Q: What is the meaning of MS?
A: This is a standard Gundam abbreviation [for those who play Gundam
   for the first time.] It means Mobile Suit. You can read more about
   it under the introduction of the FAQ. For your information, a lot
   of abbreviations have been used in the FAQ. [Otherwise, I would end
   up like a typing freak ^_^;] Therefore, please read the Legend
   before you proceed on. Anyway, I guess you won't miss it as it is
   always being displayed before the battle.

Q: How to setup a group and what's a customized group?
A: In SD Gundam G-Generation-F, you will be able to control
   additional troops of units. These allows you to have more allies.
   For example in Gundam Wing, you can control your specialized troops
   to aid the existing characters. [Besides in the anime, those
   Gundams are just too powerful and they did not get help from others
   ...]. To set up a customized group, you need to be in Operation
   Room and proceed to the Organize, just enter a warship and you will
   be to enter the units into the warship. In the battle, you can
   choose to launch it by selecting in your base [in some of the
   missions, you can skip this step]. Next pick the first option and
   select any units in that group and they will be launch out! But
   there are some limitations... (refer to the Multi Situation Mode for
   more details.). The additional troop of units are from the SD Gundam
   G-Generation selection.

Q: Is the custom troops that important?
A: Yes! In one of missions in Gundam Wing, you are entitled to use
   Tallgeese as your unit only from the story and the enemy comprises
   of several hauls of Aries and Leos. Therefore, it is crucial to
   have to give your story characters a helping hand, even though the
   story players spoiled half of the fun.

Q: What is the purpose of upgrading your Base guarders?
A: There are typically two main reasons. One is by upgrading your
   guarder it means that your base will have stronger defenses against
   the enemy troops. However it is still quite pointless though as the
   guarders' attack are weak and they don't inflict as much damage as
   your units. But the higher level of guarder, the more HP it has.
   BTW, the guarder is an MD controlled unit. It does not conserve any
   MP.

   The second reason is that the higher the level of guarders, the
   better the units you can get via card codes. More details will be
   discussed under the Card Code sections.

Q: How do I have production data for units like Wing Zero Gundam?
A: In order to have it appear on the producing list, you must first
   play the multi-situation mode and encounter the chance to use the MS
   unit in the game series. Next you must level it up [by dealing the
   killer blow on enemy's units, you will gain exp] to ACE. [that's the
   next level after Level 3, your units begins with Level 1]. The EXP
   requirement is fixed for every level but normally the stronger the
   unit is, the more EXP is required to ACE that unit. Once it is ACEd,
   end the mission and you will be brought to Intermission Menu. There,
   you select the ACE units option and you will be able to add it to

your producing list. BTW, you have limited slots for additional
     ACE units to the producing list. The only problem to solve it is
     by deleting the record or upgrade your guarder to have more slots.
     Another method is by entering card codes. [Refer to Card Codes
     section for more details]

Q: How to create: What about ENEMY units such as Gundam Epyon?
A: To do that, you must have some of required units to combine them to
     form a new design. For example, in order to producing Gundam Epyon,
     you need to have either one of the following combinations [there are
     a lot more and I am only list down a few.]
     2) Wing Gundam Zero and Tallgeese II/Tallgeese III/Tallgeese
     3) Wing Gundam Zero Custom and Tallgeese III/Tallgeese II/Tallgeese
     There you will find a production status of Gundam Epyon and you
      can choose to add it or not. BTW, you can only design new MS,
      through MS Combination in the Intermission Menu. MS Combinations can
      be found under the Bestiary section.

Q: How do I make a MD to execute an attack?
A: MDs are computer controlled MS units. They are normally controlled
     by the leader in the row. There is an additional command called
     "Command". If the MD is not is not in warship, you can use it to
     attack enemies just like normal MS. But you can't choose the attack
     that you wished to execute...

As if more e-mails dropped by, I would expect the list start to
increase...

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End of Section 2.0

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===
Basic Tutorial
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Under this section, you will find everything (hopefully) that you need
to know on playing SD Gundam G-Generation-F. I have included ASCII
diagrams to explain some of the menus.

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Getting Started...

~-- Note --~
In order to start the game going, make sure that you load the game
through Disc 1. This applies every time that you want to start the game.
If you load any of remaining discs, it will ask you to load Disc 1 to
start the game.

~-- Premium Disc --~
If you choose load Disc 4 instead, you will get to view the Premium
Disc, which includes movies extracts along with Gundam G-Generation
Fight Mode and some stuffs which regarding to Playstation 2. I will
talk more about it after I have completed VS Fight Mode and
Multi-Situation Mode.

After that great SD Gundam CGI movie, press Start twice and you will be
brought to the main menu. You will be given the following options:

1) New Game

```
2) Data Load
3) Continue
4) Options


~-- Main Menu Explanations --~
Now for main menu breakdown...

[New Game]
* What it does?
Typically, this option allows you to start a new game. Next, you will
be given two options:

A) Multi Situation Mode {"Story Mode"}
  For this mode, you will be able to upload files from previous SD
  Gundam G-Generation series [to be more specific, SD Gundam
  G-Generation Zero. Before you begin the game, you will be prompted
  whether to upload your files from the previous series.
  Note: I don't own the previous series.
  (!) See Starting a New Series for more information

B) VS Fight Game Modes
  This is a multiplayer game mode and it leads to three more new
  options: (these will be discussed after I have completed the Multi
  Situation Mode.)
  a) Battle Match Mode    (1 ~ 4 players)
  b) Missionable Mode     (1 ~ 2 players)
  c) Gundam Fight Mode    (1 player)

[Data Load]
* What it does?
This option allows you to load files from your previous saved files
from Meeting Rooms/Operation Rooms [This applies after you have
completed a stage. You will be prompted to save after you have
completed a stage for that Gundam Series]

[Continue]
* What it does?
This option allows you to load a saved file from the previous battles
[in-battle] for that series. You will see a box with the name of the
series along with the percentage of the game completed.

[Option]
* What it does?
This option allows you to activate the options mode where you can made
changes to the configuration of the game.
Before you could access this section first, you will be prompted if
you want to load your G-Generation-F files. If you choose yes, the
Profile Mode will be updated based on the save file. If no, you will
get to see the default Profile Mode.


No matter what is your decision, you will be brought to the Option
Screen. (See Options Mode for more details). To exit, press Start or
X.


Next, let's proceed to the Options Mode.

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Options Mode
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As you select this option, you will be prompted whether to load your
files from G-Generation-F.

If you have choose to load, you will see the characters and units that
you have already encountered for that save file. In other words, you
will get to access to the list of characters you have found during the
course of your game play. [This applies to the Profile Mode only]

~-- The Option Screen --~
After that, you will be brought the main option menu and you will be
given the following options:

```
_____        << Explanation >>
Options Menu                  | The option screen is a straightforward
----------------              | one and I guessed you should have no
Profile Mode                  | problem in navigating it.
Sound          Stereo / Mono  |
Vibration      ON / OFF       | Now let's proceed to the Profile Mode.
Sound Test     001 (up to 255)| The Profile typically contains the
Exit                          | profile of characters, WS, MS units
_____| that you have encountered during the
                                course of your game play.
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~-- The Profile Mode --~
If you select the Profile Mode, you should get a screen like the
diagram below:
```
 _____        <<Abbreviations>>
 | Profile Mode     _____ | MS unit   - Mobile Suit Units
 | MS unit    1% |        || WS unit   - War Ship Units
 | WS unit   11% |   Des  || Supt unit - Support units
 | Supt unit  8% |        || Des       - Descriptions/what it tell?
 | Characters 1% |        || The percentage increases as you complete
 | Series        |_____|| more of the multi situation mode. As for
 | exit          |        | Series option, it is only accessible if
 |_____| you have completed that particular series.
                          You can view the completed game endings
```

*If you choose to look at the along with the game openings. At the
 beginning, the percentages should look something like this.

-- Importance of Profile Mode --
Well, I guessed I'm a bit slow compared to other FAQ writers for this
game. Durendal (durendal@hotmail.com) has gotten the 100% profile mode.
If you have any doubts, you can ask him.

Why is there are need for a 100% profile mode?
When you have 100% in your profile mode, you can buy any unit you want
from the factory. Yes, you can buy any of them provide you have
sufficient funds.

A 100% profile mode means 100% for the categories stated above. You will
get characters added the profile mode as your proceed on with the story
and it also applies to WS and Support Units. You can hire pilots like
Heero Yuy (without card code), from the rental pilot list. But one point
to note is that not all pilots can be used like Howard of Gundam Wing.

The key problems lies in the MS. If you want to view the full list of
MS, you can find it at Durendal's FAQ. To rock up the MS, you can choose
to upgrade and combine units to get new units. You can use card codes to
get those unit if you wish to.

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-----------------------------------------------------------------------
Multi Situation Mode
-----------------------------------------------------------------------
Now I have already explained the Options menu, it's time to switch your
focus on the Multi Situation Mode.

~-- SD Gundam G-Generation-Zero --~
Before you begin the game, you will be brought to a screen where you
will be prompted whether to load your Zero files. [well, I don't own SD
Gundam G-Generation Zero...]. If you have completed the game, you will
be given $50,000 in addition with 48 characters. [thanks to Michael Cox
for this valuable information]

~-- Starting Units --~
If you start without loading the previous saved files, you will get 3x
Tornado Gundams, 1x Captain [default], 1x Level 2 Pilot and 6x Level 1
Pilots for the first time you play the game. BTW, you will also be given
a Warship and it varies depend on the type of series that you played.

~-- The List of Gundam Series --~
IMO, I think that this is actually the "Story Mode" that you play in
most games. Typically, it allows you to play any Gundam series that is
stated in the list according that series' storyline. Below are the list
of Gundam Series that is found in the game:
```

History	Name	Stage	Disc	
UC 0079	MS Gundam	10	1	
UC 0079	08th Mobile Suit Team	4	1	
UC 0079	Blue Destiny	4	1	
UC 0079	Side Story 0079: Rise From the Ashes	5	1	
UC 0080	War in the Pocket 0080	2	1	
UC 0083	Stardust Memory 0083	5	1	
UC 0087	Zeta Gundam	10	2	
UC 0088	Gundam Sentinel	4	2	
UC 0088	Gundam ZZ	6	2	
UC 0093	MS Gundam: Char's Counterattack	2	2	
UC 0105	Shining Hathaway	3	2	
UC 0120	Gundam F90	3	2	
UC 0123	Gundam Silhouette Formula 91	3	2	
UC 0123	Gundam F91	2	2	
UC 0133	Cross Bone Gundam	6	2	
UC 0153	V Gundam	9	3	
FC 0060	G Gundam	8	3	
AC 0195	Gundam Wing	10	3	(P)
AC 0195	Gundam G-Unit	5	3	(P)
AC 0196	Gundam Wing: Endless Waltz	2	3	(P)
AW 0015	Gundam X	9	3	(P)
CC 2345	Turn-A Gundam	2	3*	

```
BTW, you are free to begin with any series, which you preferred. IMHO, I
think it is better to start with a series, which has many stages [at
least 8 and above] as these allows you to gain sufficient capital and it
will allows you to complete the game more easily. [well, it allows you
to get stronger troops and it will be no sweat if you have a troop of
Wing Gundam Zeros...]

* Turn-A Gundam is only available after you have completed all the
  series in the Multi Situation Mode. You can see it under the Series
```

section which is found in the Profile Mode.

Series that I have completed are those marked with (P). Therefore if
you have any problems regarding these series only, feel free to contact
me. As for other, don't bother to ask or you can consult other FAQ
writers instead. If you check the low portion of the FAQ, you should
know why I am that SLOW ^_^;)

~-- Switching Discs --~
Depends on the series that you have chosen, you will be prompt to load
to another disc [Disc 2 or Disc 3] depends on where the series is being
located. Just simply open the PSX lid and popped in the disc as being
instructed. If you insert the wrong disc, the game will just wait for
you to insert the correct disc.

After you done with loading, you will be given a short briefing of the
series... (Press Start to skip the starting sequence.) The starting
sequence will have a short backdrop of the story...

Next you will be introduced to the chapter. After that introduction, it
marks the beginning of that series. Normally, you will be entitled to
play for at least twice for the chapter. The first part is without the
SD Gundam G-Generation-F units [normal game sequence] and the next part,
you will be allowed to play with the original storyline along with the
additional units. The latter part seems to be much tougher compared to
the initial one. Typically, the flow of the game is something like this:

~-- Flow of Situation Mode --~
A flow is quite similar to the list below [on the left hand side]. But
occasionally, you will see in the sequence like the one on the right...

~Flow 1~   ~Flow 2~
Story   Story
Part I Stage Battle   Operation Room Phrase
Story   Part I Stage Battle
Operation Room Phrase   Story
Part II Stage Battle   Part II Stage Battle
Intermission Mode Phrase   Intermission Mode Phrase
Story   Story
Next Stage   Next Stage

-- Example illustrating Flow #1 --
In New Mobile Suit Report: Gundam Wing, Stage 1, you will be able to
play the part of the story where Wing is being assaulted by OZ. That is
the original storyline without additional units. In that same Stage,
you will be allowed to play Sandrock, Heavyarms and Shenlong (which is
on a different map) along with the units from SD Gundam G-Generation-F
(or your special units/customized group)

Before you begin the second battle sequence of the Chapter, you will
be first brought to the Operation room. For some cases, you will get the
chance... I will illustrate one to you:

-- Example illustrating Flow #2 --
New Mobile Report: Gundam Wing Stage 2
For Part I, you will have 4 Gundams to play with [except for Shenlong.]
If Heero destroyed the main plane, you will get the chance to play the
second sequence. There you will see a CGI movie of Wing destroyed the
plane.

For Part II...
Next, you will have a second sequence, you will get to play Shenlong and
need to destroyed the 5 missile silos in order to win the game in just
only 5 turns.

Of course, there will ALWAYS be exceptions... There are certain stages
where it has only one part.

Now I guess you guys should know much about the flow of how the game is
going on, let's proceed on the Operation Room Phrase.

```
  _____
/ 3.3.1 _____
---------------------------------------------------------------------
Operation Room Phrase
---------------------------------------------------------------------
```

This is one of most important screens that you should take note of while
playing this game. It is crucial as it organize and create for your
temporarily groups.

(You will be given an access screen where you see the meter of the
 indicator start to fill up [which has no aspect to the game])

You should be given a screen when the room starts up. Eventually you
should see the menu, that is a bit similar to ASCII diagram below:

~-- A view of The Operation Room --~

```
 _____    _____    _____
| L1             |  |       MS Customize        |  | R1                |
| Auto Setup     |  |---------------------------|  | MS/SP List        |
| Card Code      |  |         Organize          |  | Warships List     |
|_____|  |---------------------------|  | Characters List   |
                    |        Stage Maps         |  | Rental List       |
Notes:              |---------------------------|  | Production List   |
On the actual       |        Base Level         |  | Profile Mode      |
screen, you will    |---------------------------|  |_____|
not view the        |          SAVE             |
menus [L1 and R1]   |---------------------------|
unless you press    |          NEXT             |
L1 or R1 to         |_____|
activate them.
```

I guess that's the core body of the this tutorial guide... Okay, let's
begin with drop-down menus. In this area, [btw, this also applicable to
the Intermission Mode] you will find PSX button indicators such as R1,
L1 appearing on the screen. If you press that button, you will be like
to brought to the next screen, there you need to make use of the D-Pad
to navigate the sub-menus. The sub-menus will not be disclosed until
you have press the button as it indicates. Therefore, let's start off
by introducing the L1 menu.

-- L1 --
Auto Setup
It allows the computer to set up a group for you. Refer to Organize
for more details.

Card Code
It allows you to input a card code to have a unit/pilot for a price.
Pilots will only be render the service for only that mission unless
you re-enter the code for the next time, where you were at the
Operation Room Phrase. Press Circle to accept and X to remove a digit.

Remember that upon entering the last digit, it will automatically
enters the code. If it is successful, you get to see the unit's status
bar if not you will get a message saying "The code that you have just
entered is not correct."

-- L2 --
MS/SP List
It lists the list of all MS/MD/SP that you have. Under this sub-menu,
you can choose to organize. If you press Triangle button, you will
get to view the status screen of the unit. The status screen will be
discussed in detail later under this section.

Warships List
This is typically brings to the list of Warships that you have in
your stock. It is pretty similar to the MS/SP list. If you press the
Triangle button, you can view the status screen of the WS.

Characters List
This shows the list of crew that you have received upon winning
battles. I guess the more the merrier as these are the permanent
crew for your groups. You will get more as you finish stages in any
of the series. You can get up to the most of four new characters at
one time.

Rental List
This shows the list of pilots that you can hired as temporarily
pilots. The good thing about this pilots is that they are stronger
than some of your characters but generally weaker compared to your
crew. You can hired more types of pilots by upgrading your guarder.
If you have completed a series, you will get to use characters from
the series. Note that not all the pilots are usable. For example, you
can't have Howard (the guy with a cool pair of black glasses and
dressed rather casually) from Gundam Wing.

Production List
From there, you will be given another three options.
. MS Factory List - This option shows you the list of MS that you can
  create for your customized troops.
. SP Factory List - This option shows you the list of SP (support
  units) that you can create for your customized troops.
. WS Factory List - This option shows you the list of WS (warships
  units) that you can create for your customized troops.

Profile Mode
This will bring you automatically to the Profile Mode. Refer to the
Options Section for more details

All these menus and commands will be explained in greater detail under
Group Menus Explanations. Now I have given a short breakdown on the menu
explanations of the L1 and R1 menus of the main screen of Operation
Room, It's time to focus on the main menu.
 _____
/ 3.3.1A _____
~~~~~~
The Basics of Operation Room
~~~~~~
Here you will find a simple flow chart that illustrates a basic tutorial
on the main menu of Operation Room Phrase. If you still have any doubts,
you can contact me at <kangning@mbox5.singnet.com.sg>.
 _____

```
|1. MS Customize   | Short Description: It allows you to customize your
|_____| MS or upgrade your MS to newer versions.
|Layout...
|
|This option will bring you to a new screen where you will be shown the
|list of the MS and SP units that you have in the game. The list of
|units will apply for whatever series that you are playing. The units
|are being placed a grid format.
|
|What you can do here?
|Under this option, you can choose to upgrade [change into a new
|version of MS or customizing it]. BTW, in order for these units to be
|upgraded or customized, it must reached level ACE or "ACEd"
|
|Units that are being allowed to be customized are selectable [i.e.
|highlighted, they will appear in bright color. If the bright color
|is different because that unit is leader unit for that group.]
|You can also transform the Gundam [one good example of MS that can be
|transformed are Gundam Wing] into other form(s). You will find an
|additional command for it. You should find the following menus:
|   _____
| | Upgrade   | --> refer to (1)
| | Customize | --> refer to (2)
| | Transform | <-- if the unit can transform, you will find this option.
| |_____|
|
|(1) Upgrade to New MS versions
|Certain MS can be upgraded! You will see three options if a Gundam can
|transformed, customized and upgraded. Upgrading will change the entire
|unit to a brand new unit. One good famous example is the Wing Gundam
|Series. You should see a screen similar like this:
|
| Diagram 3.3.1A) A general view
| Typically it looks a drop-down menu and you can choose to upgrade or
| downgrade your MS. Of course, the screen would not be as simple as
| shown in the diagram below ^_^;)
|   _____
| |_____|              Notes:
| |   _____  next   If you select the MS bar [when I
| |--|_____| back   can't find any better substituted
| |   _____         words for that...], you will be
| |---|_____| next able to upgrade that unit. But
| |   _____       remember that once you have
| |----|_____|      upgraded the unit, you can't
| |   _____       reverse the selection but if you
| |-----|_____|     want to upgrade the unit, you need
|                                  ACE that unit once again.
|
|Typically, it is a drop down tree line of MS development. For the
|example, Wing Gundam can be upgraded to Wing Gundam Zero and
|eventually to Wing Gundam Zero Custom. Remember that if you choose to
|upgrade, you can't customize your Gundam. Plus once a Gundam is being
|customized, (remember that customize and upgrade are a total different
|thing) you can't perform an upgrade. You will find a box stated "NEXT"
|or "BACK". You can reversed the process for your information.
|
|(2) Customize your MS
|Customize will allow you to change an ACE'd unit to Kai Level 1.
|There, you will be given 002 points to assign to your unit's UA or UD.
|(UA stands for Unit Attack, UD stands for Unit Defense). Once you are
```

```
|confirmed, just press X and you will be prompted yes or no. To confirm
|the changes, press Circle. To move on Kai Level 2, you must engaged
|in the combat, like normal leveling up. For every customized level, you
|will be given another 2 points to be assigned to UD or UA. I guess the
|flow would stop once the unit has reached Kai 99.
|
| L1: Manage
|     Manage according to Unit Attack
|     Manage according to All Terrains
|     Manage according to Space
|     Manage according to Sky
|     Manage according to Land
|     Manage according to Water
|     Manage according to Underwater
| R1: Profile Mode
|
| Notes: if you select the MS with Triangle button, you will be brought
| to the MS Status Screen, which will discussed in further details
| under Status Screen Explanations.
|_____
|2. Organize       | Short Description: Typically, it allows you to
|_____| organize your customized troops by reorder your
|                    units and forming new parties.
|
|Layout...
|You will find more boxes compared to the previous screen ^_^;). Below
|is a simple ASCII diagram of the menu screen.
|
| Diagram 3.3.1B) ASCII art of Organize Screen
| << Abbreviations Explanation >>
| WS  - Warship   MS  - Mobile Suit   LE2 - Leader 2   Grp - Group
| CA  - Captain   LE1 - Leader 1      LE3 - Leader 3   MD  - Mobile Doll
| Lvl - Level     OP  - Operator      DR  - Driver     MC  - Mechanic
| GU  - Guest
|  _____
| |Group 01/08                                      | Grp Lvl       0 |
| | ____   _____      | Grp Leader 1  0 |
| ||-WS-| | MS | MS | MS |     |XXXX|XXXX|XXXX|XXXX| | Grp Leader 2  0 |
| ||_CA_| |_LE1|_PL_|_PL_|_  _|XXXX|XXXX|XXXX|XXXX| | Grp Leader 3  0 |
| |       | MS |    |    |     |XXXX|XXXX|XXXX|XXXX| |                 |
| |       |_LE2|_  _|_  _|_  _|XXXX|XXXX|XXXX|XXXX| | Operator      0 |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | Driver        0 |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | Mechanic      0 |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | Guest         0 |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| |  _____  |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | |            | |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | | Grp Control | |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | |    Radar    | |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | |_____| |
| |       |XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX|XXXX| | Grp Area      0 |
| |            Bridge Crew   |_OP_|_DR_|_MC_|_GU_| | Team Area     0 |
| |_____|
|
| If you are new the game, please pay attention... [btw, this concept is
| pretty hard to understand at the beginning, for your information].
| First of all, under the Organize screen, you will entitled to have up
| to eight groups. The number of empty slots varies as it depends on
| the Warship [WS]. The leader slots depends on the warship. Certain
| Warship has multiple leader slots. I will discuss about this more
| under Bestiary Section.
```

```
|
|A) Assign a Warship [WS]
| First of all, just move the cursor to the WS slot, [the box is
| isolated on its own...], press Circle button and you will be given
| the following options:
|
|Assign       - Moves the WS from the WS List [the layout is actually
|                quite similar to MS/SP List.]. BTW, as you begin a new
|                series, you will be given a WS [which varies from series
|                to series]
|Create*      - It allows you to create a new WS. Note that you need to
|                have a WS before you can have a group. The WS is a very
|                important unit. Therefore make sure that you have
|                sufficient cash!
|AUTO Assign - This allows the computer to assign a Group for you.
|
| However if the slot is already occupied, you will see "Move", "Group
| Remove" along with "Destroy" commands. You can choose to move the
| unit to another Group through the "Move" command. The "Move" Command
| will replace the "Assign" command. You will also find the command
| "Destroy", if you select it, you will be given a prompt whether to
| destroy the unit.
| "Group Remove" allows you to disband the assigned group.
| [if you choose to destroyed a WS, you will received half the price that
| it cost you to build the WS.]. It should look something like the one on
| the low left-hand corner.
|  _____
| | Move          | - Moves your WS with other groups.
| | Group Remove  | - Disband the group.
| | Destroy       | - Allows you to destroy the WS.
| |_____|
|
| -- Group Remove --
| Now you have the group formed, and you can also choose to disband the
| group too. You will find the "Create" command being replaced by "Group
| Remove" command under the Warship.
|
| Now the both the WS and the character slot is highlighted in green.
| Next highlight an empty character slot, and you will get 2 more
| options:
| Assign   - You can move a character from your characters list.
| Rent     - You can choose to rent a temporary pilot. But the pilot
|             will left your party after that mission p:) This also
|             applies to secret Gundam pilots that you have access using
|             the card code. Of course, you need to pay a fee to hire
|             them. BTW, nothing is free of charge in the game. These
|             pilots have universal statistics.
|
| -- *Notes on Assigning Tension --
| The character is a code-character and is not a newtype or already in
| tension mode. Tension appears once there is a character in the slot.
|
| If the slot is already occupied by a character, you will see an
| additional command "Move", which you can exchange places with another
| pilot that is assigned with groups. Below is a simple command list
| that appear if the pilot is assigned to the WS.
|  _____
| | Move     | --> Exchange pilot within the group or other groups.
| | Exchange | --> Exchange pilot with pilots available on the list.
| | Remove   | --> Remove current Pilot
```

```
| | Tension  | --> Gives Tension to the character*
| |_____|
|
|B) Assign a MS/MD/SP unit
|Now let's forget about the characters for the time being... Now I will
|illustrate on assign an example on assign an MS. Now move to any of
|the empty slots [the number of slots depends on the WS for your info]
|Press Circle and you should be given the following commands:
|
|Assign     - You can choose to assign your unit that is available under
|             your group's MS/SP list.
|Create     - You can choose create additional unit from your MS or SP
|             production list.
|MD         - Assign the slot to any MD you have in your current
|             list of units. This option will not appear if you intend
|             to assign the leader slot to a MD.
|
|If the slot is already occupied by an MS, you should get to see a list
|similar to the one below:
|  _____
| | Move      |--> Exchange unit with other units in the group(s)
| | Exchange  |--> Exchange current unit with other unit in MS List.
| | Remove    |--> Removes current unit from the slots.
| | Transform |--> Applicable if the unit can transform.
| | Upgrade   |--> Refer to MS Customize for more details.
| | Customize |--> Refer to MS Customize for more details.
| | OP Insert*|--> Insert an Option Part to the unit.
| | Destroy   |--> Destroys the unit.
| |_____|
|
|* If the MS/MD already has an OP inserted, you will see "OP Remove"
|  instead. You can remove it and sell it at half-price. It applies to
|  destroying an MS too.
|
|Now you are done with assigning an MS, you can now assigned a pilot
|and this typically works the same for the captain for the warship. If
|MS is under the leader slot, on the extremely left-end [certain
|warships has multiple leader slots and one good example is Libra of
|the White Fang], it will be colored in white-blue compared to the
|normal light blue. So what's the function of a leader unit? Refer to
|Battle Maps for more information. MDs (or known as Mobile Dolls) does
|not need a pilot to control it. [heck, you can modify an unit into a
|MD by insert an OP] The MD will be controlled by the leader in the
|same row. SP units does not requires a Pilot too.
|
| If you press L1 or R1, you will should get the respective menus:
|
| -- L1 --
| Auto Form    - The computer will automatically form an unit for you.
| Group Remove - This option will disband the group. BTW, you can have
|                up to the maximum of 8 groups.
| OP Insert    - Allows you to insert an Option Part [refer to Bestiary
|                for more details]
| OP Remove    - Allows you to remove an Option Part [refer to Bestiary
|                for more details.] The option parts will be sold at 1/2
|                price for your information.
| Tension      - Allows you to increase the tension level of a pilot [it
|                does not apply to special characters/rented pilots].
|                You need to pay an additional fee from $1500 per pilot.
|                Is this important? Well, you will see it later...
```

```
|                    Once Tension has been added, you don't have to repeat
|                    that same process.
|
| -- R1 --
| MS/SP List      - View the list of MS/SP that you currently have.
| Warship List    - View the list of WS that you currently have.
| Characters List - View the list of characters that you currently have.
| Rental List     - View the list of rental pilots that you could hire.
|                    [more pilots as your base level increases]
| Production List - View the list of units that you can produce/create.
| Profile Mode    - Proceed to the Profile Mode.
|
|Therefore you are all set and it's time to proceed to next area. But
|what will happened if there is no base for your groups?
|
|C) Map Positioning
|If you are observant enough, you will find gray squares [reserved
|spaces for your custom groups] on the stage map and an additional
|command appear on every units in the group and that's "Map Position"
|After you are done with assigning your troops, you will proceed on the
|stage map and place the groups on the spots that you desired. [choose
|wisely!]. If you check back to the Organize screen, you will see the
|group being enclosed by a glowing box. That means the party is already
|assigned on the map. But if you are still not pleased with the
|assignment of your groups, press Circle on the group at group edit mode
|and you will have a command "Map Remove", there the box will be removed
|and you are free to re-organize the group. Once you are done, choose
|Map Position (the last option for MS and it is a 4-letter Chinese word)
|to place the group back on the map. BTW, you can only place warships.
|For WS, you will find as the first option.
|
|_____
| 3. Stage Maps     |
|_____|
|
|Under this mode, you can view for the upcoming stages to see what
|enemies that you'll be facing. It is typically a group of mini maps,
|where you can find how the enemies are organized and what units you
|will be able to use for the battle. Press Circle to enlarge the map.
|From the map, you can view which pilot is controlling the MS! BTW,
|you can't view the status screen of MS but you can view the WS status
|screen. Just press triangle and you will be brought to the status
|screen. From there, you can know what kind of enemy troops that you
|can capture! Under the maps, you can also view the exact locations
|of the occupation areas and make your planning... Plus you can view
|the location of your customized groups' base.
|
|Sometimes, you can even preview Part II beforehand! As some of stages
|only has one part on the surface but you need to do something special
|to have Part II. One good example is Stage 2 of Gundam Wing. To do that
|just select R2 (it'll show only when it is possible.) and the final
|stage of Gundam Wing... There, you need to press L2 back to the initial
|map.
|
|What! No Base?
|If there is no base on the map to launch your warship, you will have to
|use the map to place as many groups as you're allowed on the white
|squares. Sometimes, you are given extra squares so you can decide
|exactly where you want to come from. Just click on the white square and
|you will be brought to the Organize screen. Just press Circle on the
```

```
|group that you desired.
|
|Normally you will see a R1 indicator: therefore if you press R1, you
|will get the following options:
|
| -- R1 --
|Organize     - Bring you to the Organize screen.
|Profile Mode - Bring you to the Profile Mode.
|
|_____
| 4. Base Level    |
|_____|
|Well, for the first time that I played SDGGGF (whoa! what a complex
|abbreviation!), I ignore it but regrets it later as it is really
|important!
|
|Want to know why? There are three STRONG reasons:
|1) They increases your Base defense against your enemies.
|2) They increases 4 additional slots to your factory, 1 more generic
|   pilot to rent and more support units to create once you leveled
|   up the base.
|3) The Card Codes. [Please refer to the card codes section]
|
|Well, you should use a table that looks quite similar like the ASCII
|art below. Typically, it shows the status of the guarders. Just press
|Circle [Technical Level Up] and you can upgrade the level of the base.
|
|
|  _____
| |Group Level             1 | Generally, it gets more costly as you
| |-------------------------| choose to level up your base guarders.
| |Temporary Units         0 | Below is a list of pricing that you
| |Level                   1 | need to have in order to upgrade your
| |HP                 14,000 | guarders.
| |UA                     14 | LV 1 - n/a       LV 9 - $360,000
| |UD                     14 | LV 2 - $10,000   LV 10- $450,000
| |Production Total       30 | LV 3 - $30,000
| |MS/SP List             15 | LV 4 - $50,000
| |WS List                15 | LV 5 - $100,000
| |Characters List         4 | LV 6 - $150,000
| |Rental List             1 | LV 7 - $200,000
| |_____| LV 8 - $280,000
|
|If you press R1, you will get the following list:
|-- R1 --
|Production List     - Allows you to view the following lists
|.   MS Factory List - View the list of MS that you can create.
|.   SP Factory List - View the list of SP that you can create
|.   WS Factory List - View the list of WS that you can create
|Profile Mode       - Allows you to enter the Profile Mode.
|
|i) Production List: MS Factory List
|This list typically shows you the list of MS that you can create from
|your production line. You can also view the status screen of each MS
|from the list by pressing Triangle button. The MS slots are limited
|but increases by 4 slots each time. If you have made a new creation
|but cannot add it to the list, this is due to the lack of slots for
|the creation to be recorded. If select the option, you will be given
|two choices and they are: Create [top option] and Remove Data [below
|option]. BTW before you choose to create, there will be a prompt
|whether yes or no. To indicate yes, press Circle and for no, press X.
```

```
|If you choose to create, you need to pay the cash needed [as indicated
|on the top right-hand corner]. If you delete a MS record, you will get
|a sum of cash from the creation costs.
|
|-- R1 --
|MS/SP List              - Allows you to view the list of MS/SP that you
|                          currently have in your stocks.
|Warship List            - Shows the list of warships that you currently
|                          have in your stocks.
|Characters List         - Shows the list of pilots that you currently
|                          have recruited.
|Profile Mode            - Views the Profile Mode.
|
|ii) Production List: SP Factory List
|Typically it is same as the MS Factory List except you can't delete
|the records. To gain more SP units to create, you can do that ONLY by
|upgrading your base. By increasing the technical level, you can create
|more SP units.
|
|-- R1 --
|MS/SP List              - Allows you to view the list of MS/SP that you
|                          currently have in your stocks.
|Warship List            - Shows the list of warships that you currently
|                          have in your stocks.
|Characters List         - Shows the list of pilots that you currently
|                          have recruited.
|Profile Mode            - Views the Profile Mode.
|
|iii) Production List: WS Factory List
|You don't get to see ALL WS that you will be able to create at one
|time. Instead once you have selected the "WS Factory List" command,
|you will be brought to a new menu...
|
| All-Terrain - shows available WS that can move in all terrains.
| Space       - shows available WS that can move in space.
| Sky         - shows available WS that can move in sky
| Land        - shows available WS that can move on land.
| Underwater  - shows available WS that can move in underwater.
|
| You will automatically unlock a WS once you have finished/encountered
| it in the battle.
|
|-- R1 --
|MS/SP List              - Allows you to view the list of MS/SP that you
|                          currently have in your stocks.
|Warship List            - Shows you the list of pilots that you
|                          currently have in your stocks.
|Characters List         - Shows the list of pilots that you currently
|                          have recruited.
|Profile Mode            - Views the Profile Mode.
|
|_____
| 5. SAVE         |
|_____|
|This allows you to save a file from the Operation Room screen. The save
|file will be overwrite each time you save. The save file takes 2 slots
|per save.
|
|_____
| 6. Next         |
```

```
|_____|
|After you have done with the following stuffs, it's time to proceed to
|the battle map where all fighting takes place. It is time to rock'n
|roll!
 _____
/ 3.3.1B _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Group Menus Explanations
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Well, it took me really a long time to figure out and could easily
explain these menus. *phew* Well, I start out with the generally lists
first. Before I begin, I got a piece of important information for you:

-- R1 menus for the Lists --

(i)                (ii)               (iii)              (iv)
MS/SP List         WS List            Characters List    Rental List

WS List            MS/SP List         MS/SP List         MS/SP List
Characters List    Characters List    WS List            WS List
Profile Mode       Profile Mode       Rental List        Pilot List
                                      Profile Mode       Profile Mode

i)  MS/SP List - Allows you to view the list of current MS/SP that you
      have.
 _____        Explanation:
|_|_|_|_|_|_|_|_|_|_|_|      It looks something similar to the diagram on
|_|_|_|_|_|_|_|_|_|_|_|      the left. There you will find all your
|_|_|_|_|_|_|_|_|_|_|_|      created MS/SP units. If you press Triangle,
|_|_|_|_|_|_|_|_|_|_|_|      you will be able to view the unit's status
|_|_|_|_|_|_|_|_|_|_|_|      screen. If you press Circle on selecting an
|_|_|_|_|_|_|_|_|_|_|_|      unit, you should a command menu similar to
 _____     For SP      the one that's slightly below.
| Move       |              The diagram illustrates an MS with the
| Transform  | | Move     | ability to transform and does not have an
| OP Insert  | | Destroy  | Option Parts inserted.
| Destroy    | |_____| If the unit already has an OP inserted, you
|_____|              will see "OP Remove" in place of "OP Insert"

-- L1 Menus --
Manage    - Allows you to manage according to unit attack, all terrains,
             space, sky, land, water and underwater respectively.
OP Insert - Allows you to insert an Option Part. Units that does not have
             an option part will be highlighted.
OP Remove - Allows you to remove an Option Part. Units that have an
             option part will be highlighted.
Card Code - You will be brought to the card code entrance screen.

ii) WS List - Allows you to view the list of available warships that you
      current have in stock.

 _____       Explanation:
|_|_|_|_|_|_|_|_|_|      Well, the WS List is typically much smaller compared
|_|_|_|_|_|_|_|_|_|      MS/SP List. Instead of finding icons of MS/SP in the
|_|_|_|_|_|_|_|_|_|      grids, you will find icons of WS in the grid. If you
|_|_|_|_|_|_|_|_|_|      press Triangle, you can activate the status screen.
 _____            There are two options when you select a WS:
| Move      |           Move - Switch current WS with other WS.
| Destroy   |           Destroy - Destroy the current WS.
|_____|
```

```
-- L1 Menus --
Manage    - Allows you to manage according to unit attack, all terrains,
            space, sky, land, water and underwater respectively.
Card Code - You will be brought to the card code entrance screen.


iii) Characters List - Allows you to view the list of available
      characters that you recruit throughout your game play.

  _____
 |_|_|_|_|_|_|_|_|_|_|_| Explanation:
 |_|_|_|_|_|_|_|_|_|_|_| It looks pretty similar to the MS/SP list except
 |_|_|_|_|_|_|_|_|_|_|_| that you got characters replacing MS/SP. If you
 |_|_|_|_|_|_|_|_|_|_|_| press Triangle, you will view the status screen.
 |_|_|_|_|_|_|_|_|_|_|_| Press Circle on a character and you will get the
 |_|_|_|_|_|_|_|_|_|_|_| following commands:
 |_|_|_|_|_|_|_|_|_|_|_| Move - Switch current character with other
  _____                       characters.
 | Move       |             Tension - Strengthen the character's Tension,
 | Tension    |             giving them higher chances of critical attacks.
 |_____|             Applicable to characters that are non-NT and is
                           not given tension yet.


-- L1 Menus --
Manage    - Manage your characters according to Captain, Leader, Pilot,
            Operator, Driver, Mechanic, Guest.
Tension   - Gives tension to character.
Card Code - You will be brought to the card code entrance screen.


iv)  Rental List - Allows you to view the list of available pilots that
      you can rent [you will automatically unlocked them once you have
      completed that particular series.

  _____
 |_|_|_|_|_|_|_|_|_|_|_|_|_|X|X| Explanation:
 |X|X|X|X|X|X|X|X|X|X|X|X|X|X| A pretty simple screen where you can rent
 |X|X|X|X|X|X|X|X|X|X|X|X|X|X| pilots for your current mission. You will
 |X|X|X|X|X|X|X|X|X|X|X|X|X|X| get more generic pilots by undergoing
 |X|X|X|X|X|X|X|X|X|X|X|X|X|X| more technical level up.
 |X|X|X|X|X|X|X|X|X|X|X|X|X|X| As the pilots that appears in the series,
 |X|X|X|X|X|X|X|_|_|_|_|_|_|_| they will appear once you have completed
 |_|_|_|_|_|X|X|X|X|X|X|X|X|X| the series. [Note that not all characters
 |                            | will be available. You will need to pay
                                a small sum of money to hire them.


~-- Notes and Downsides --~
- You can't rent the characters if they appear in the series using this
  method. E.g you can't rent Heero Yuy while playing Gundam Wing.
- Certain characters have "two faces" like Zechs Merquise and Miliardo
  Peacecraft. You can choose to rent either one of them.
- If you really want to use that character, there is another way, that
  is to use card codes!

  _____
 / 3.3.2 _____
 ------------------------------------------------------------------------
Battles in SD Gundam G-Generation-F
 ------------------------------------------------------------------------
This is one of the most important factors in playing SD Gundam GGF. You
will be able to battle using your troops against your enemies. BTW,
you can also watch the animations of those super deformed MS fighting
out with each other...
```

In the game, you will be able to control your customized/created party
along with the story characters for that series. In every series, there
are conditions for you in order to win the battle. If you press Start,
you should get the following options:

~-- BATTLE MENU --~
This menu is very important. Therefore please note the function of these
commands. Besides the commands are in English for your information.

```
Pass          - This option ends your current turn
Mini Map      - This option allows you to view the whole map. Blue dots
                represents your units.
Square        - This options turns square grid on or off.
Battle Anime  - It sets the default battle animation on or off
Vibration     - It allows you to turn the vibration on or off
Sound         - It allows you to choose between stereo or mono.
Mission       - This display the winning and losing conditions. Sometimes,
                you will get to see the event bonus conditions.
Save          - It allows you to save the game.
```

On the map you will see enemy units [marked in red, green or yellow] and
your units [blue (represents those in the story) and light blue
(represents those in your customized team)].

Of course, there are some stuffs that you need to take note of. Below
are a series of tutorials on the basic aspects of combat in SD Gundam
G-Generation-F and below is a short list of them:

```
3.3.2A    Movement
3.3.2B    Warships
3.3.2C    Bridge Crew
3.3.2D    Attacking
3.3.2E    Dodge, Counter and Defend
3.3.2F    Inside the Home Base
3.3.2G    Leveling Up
```

```
  _____
 / 3.3.2A _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Movement
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Here is a simple tutorial about moving your MS/MD. Movement is important
as it allows your MS/SP/MD to get near enemy units to launch an attack.
It is also crucial as it allows your damaged MS/SP/MD/WS to run for its
life ^_^;)

~-- Normal Units Movement --~
If you press X on that unit, you will noticed the square grid is
visible. Actually, that indicates the movement range of the unit. There,
you will be able to view the maximum movement range indicated by the
square grid.

An unit cannot perform its movement after you have choose the end
command or you have finished attacking your enemy [the enemy unit must
not be destroyed unless you have got the "Bonus Turn" (applicable if you
have destroyed the unit)]. Movement does not cost any EN points.

However, the terrain has some effect on the movement. If you battle
within a city, you will noticed some of the land based units can't move
along the map well. Therefore it is also highly advisable to read the
movement indicator. [that's my name for it. Normally you will see a lot

of As and Bs or dashes on the right side of the HP and EN bar.] If an
unit has D at Space,[E.g Gundam Deathscythe has a D range in Space and
a A range on Land] it will move pathetically slow [the movement is being
limited to an extent it moves at 2 squares per turn...] However, if
Gundam Deathscythe moves on land, it will be able to move at its
maximum at 6 squares. Again, some units have better mobility because its
Flight and Transform ability.

~-- Flight Movement --~
Tallgeese is a great example of this illustration. If you select it
while you see the icon of MS is above the map slightly, you should see
similar commands (Situation 1). However, if you select it while you see
the icon is close the map [like normal land units], you should see the
following commands (Situation 2)

```
Situation 1         Situation 2      In Situation 1, you will be able to
 _____           _____      move on the ground [but note that the
| Move     |         | Move     |     movement will decrease]
| Attack   |         | Attack   |     In Situation 2, it is vice-versa of
| Descend  |         | Ascend   |     Situation 1.
|_____|         | Flight*  |     * Just read on for more details.
                     |_____|
```

Tips on Ascending and Descending: I think this optional command is
very useful: As if the unit is ascending [in flight mode], it can
also perform melee commands while the enemy units can't counter as
they are on the ground. This is a great point but sometimes it has
somewhat increases the chances of being hit by the opposition party.
For space, Ascend and Descend

~-- Transformation --~
Most of the time, transformation increases the movement range. One
example of this is Wing Gundam. But note that some of the commands
will not be usable if the unit is transformed [i.e. it is rather
funny to see Wing Gundam in Neo Bird Mode hold a beam saber ^_^;]

```
 _____
| Move       |   This option applies if the unit hasn't been transformed.
| Attack     |   Therefore you will select Transform, you should see the
| Transform  |   unit's icon has changed. Transforming does not waste a
|_____|   turn for your information. BTW, this is a two-way
                 transformation.
```

If there are two maps while the other map is Sky.

```
 _____
| Move       |   This option applies if the unit is in a mode where Sky
| Attack     |   range is A to D, not marked with a "-". If you choose
| Transform  |   Flight, the unit will ascend to the Sky map. [or the
| Flight     |   unit will end the atmosphere ^_^;]. (applies if the
|_____|   unit is on the ground)
```

```
 _____
| Move       |   This option is only available if the unit is currently
| Attack     |   in the sky. If you choose ground, your unit will be back
| Ground     |   at the land and you can choose to attack or end the
|_____|   unit's turn.
```

The "Flight" and "Ground" commands are only available if you are
engaging combat within Earth.

~-- Space Battles --~

Your units can travel from map to another. If you select an MS, you
will see the following options:

```
 _____
| Move       | * Applies if the unit are able to transform. Please take
| Attack     |   note that if the unit with Flight/Transform ability,
| Transform* |   the commands Ascend/Descend/Sky/Ground will not longer
| Front      |   be available in a space terrain based battlefield.
| Back       |
|_____|  To move in between maps (space type), just choose Front
                or Back. Below is a simple illustration:

                 ____  ____  ____
  <- L1 |_M1_||_M2_||_M3_| R1 ->
```

You will see both options (Front and Back available) and there will be
three situations:

Situation 1 [Map 1]: You will see all the commands above except for
                     Front, because there are no maps in front of the
                     the first map.
Situation 2 [Map 2]: You will see all the commands. Since Map 2 is in
                     between the maps.
Situation 3 [Map 3]: You will see all the commands except for Back,
                     because there are no more maps found behind the
                     last map ^_^;)

~--- Underwater Battles --~
When there is sky, there must definitely be land and water. Certain MS
can glide on water [i.e. MS with Water ratings of D and above can move
on water.] If a MS unit got a "-" rating for the unit, it will
definitely sink into water. However, not only MS's mobility will be
greatly hindered, you can't execute some of the attacks like Melee
[Fire] and BEAM weapons, based on status chart for each attack.

~--- Usage of Support Units in Movement --~
In SD Gundam G-Generation-F, you can make use of Support Units to place,
units that are immobile to be mobile. There are certain units that
allows non-space units to travel in space and there are also units that
allows you to place units that are immobile to underwater. But remember
certain attacks can't be executed in the area terrains [E.g Beam
weapons [range] can't be executed in Underwater]

~--- Movement for Warship --~
However if you press X on a Warship, you will find blue square grid
surrounded WS. That indicates the Warship's control area. The control
area is extremely important. If an MS moves out of the control area,
you will observe that the MS has low hit rates and poor defense etc.
Therefore, it is advisable that you kept those units within the control
area. More information about the Warship will be covered in the next
section. Occasionally, you will see an additional command coming out
and it allows you increase the hit rate and dodge rate of the units
that are within the area. But please remember that you can't attack
anymore. Hence, don't be surprised to see "WARNING" in Chinese
appearing so often if you left an MS/SP outside the control area. [This
is also confirmed by a beep.]

~--- Occupation Areas --~
In most of the battle maps, you will like to find occupation areas.
Occupation Areas are actually buildings that have resources such as
energy. These looks differently on different maps. To check whether
the area is an occupation areas, press Start button and choose the
Mini Map option, if the icon is white in color and it flickers, that's

an occupation areas. Occupation areas are only occupied when an allied
MS moves over the icon. [Moving a Warship over a MS does not occupied
the occupation area]. But if you move a Warship over an Occupation Area,
you can restores its HP and EN (more details will be covered in the
next areas.) Another purpose of occupying occupation areas, it is to
increase your score. Each Occupation Area gives you a hefty 1000 points,
which is equivalent to $1000.

~--- Mobile Dolls ---~
These units are known as MDs. These units doesn't have pilots
controlling them. These units are just like MS except that they does not
have the attack command. Their attacks are commanded by the leader in
the same row. More details will be covered in the "Attacking" section.

```
  _____
/ 3.3.2B _____
```
~~~~~~
Warships
~~~~~~

In this section, I will talk on how to manage and use Warships. WS are
units that transport MS/MD/SP from one place to another. Generally, WS
have higher hit points and stronger defense compared to MS. Certain WS
like Libra has devastating attacking power which instantly eliminate
enemies from the face of the earth...

~--- Basics of the Warship ---~
The Warship is an extremely important unit [especially for customized
troops]. Once it is destroyed, you WILL automatically lost control of
the units! [a white flag will appear on the icon of unit(s)] Therefore,
protect your warship at all costs! In my game play, I would save up
sufficient cash and get warship that are mobile in all terrains [BTW,
IMO the White Base is a perfect option...]. The warship has the
following basic commands:

```
  _____
| Move     | - Moves the WS.
| Attack   | - WS makes an attack. Usable before movement only.
| Launch   | - Launch your MS and view MS in your slots [press Triangle]
| Flight   | - Available if the WS has Sky rating of D and above.
| Capture  | - Capture surrender enemy MS within control area.
| Front    | - Move to the front map [applies to space terrains]
| Back     | - Move to the back map [applies to space terrains]
| Scatter* | - Increases hit and dodge rates of all enemies*
|_____ |
```

* Certain WS has this command.

Typically, the WS has higher HP compared to normal MS/MD units. Most of
them have attacks and they can only use their attacks before movement.
Example, if you choose Flight [provided there is a Sky type map], you
can't perform any attacks unlike MS units. BTW, WS can't defend from
attacks and either choose to dodge or counter attack.

The Launch Command is an important command as it allows you to sent out
your MS units. If you select Circle on that command, you will be brought
a screen similar to the MS/SP units list and you can choose to launch,
which MS that you preferred.

The Capture Command allows the WS to capture enemy's MS units. More
information will be covered in the later sections.

~--- Healing a MS using Warship ---~

The WS could also heals your wounded MS. To do that, select the wounded
MS [it must not have executed its turn yet]. Next select the WS as its
end location. You will find a message indicated that the MS has entered
the WS. The rate of healing depends on the mechanic's ability (see
characters status screens for more information). After that turn, you
can sent the units out again. This means that your MS can't last for a
long time unlike your normal MS units [story-line type units]. BTW,
please refer to Bridge Crew section for more details.

~--- Recover lost HP and EN for WS ---~
The key factor is the Occupation Areas. But make sure you have already
occupied that occupation area with a MS unit before you sent the WS over
the area. After you have reach your turn/phrase, you will see 3 words
meaning "Repairs in Progress" and your WS will be recovered but it does
not causes the healing rate of the mechanic to be better. The alternate
method is the Base. But remember that launching an MS from the main
Base wastes a turn.

~--- Launching MS units ---~
To launch an MS, just simply select the WS and select "Launch" command.
There you will be brought to the slots where your MS are placed. Just
select the MS you will launch and next select it within the blue region.
The blue region marks the WS control region. If the MS is outside the
control region, most likely there is a GREAT fall in hit rate and
increase in vulnerability. Therefore, don't send your MS units too
far away from your WS and just make sure that it is within the control
area.

~--- Capturing enemy MS/MD units ---~
In order to capture enemy units, first of all you need to DESTROY THE
ENEMY'S WS and make sure the MS units are located outside the WS. [If
you destroyed the WS (if the MS are located inside), you can't capture
any MS as they are as good as destroyed.] However if you destroyed the
WS while the enemy's MS units are located outside the WS, you will see
a white flag appear near the MS. This indicate these units can be
captured! To capture the unit, just simply the WS near the surrender
enemy's MS [or make sure that the MS is within your warship's
controlled area.] Just choose "End". In the next turn, you will find an
additional command called "Capture" [the 1st Chinese word have two
squares with one of them in the middle], next select the MS that you
wished to capture. Note that this can be only done if the WS have free
slots. BTW, if you capture using your original characters' WS (for the
series) E.g White Base in Gundam to capture enemy MS, you will find
them ended up in the Captured Units option at the Intermission Screen.
Please note that this is also applicable to your WS too. If your WS is
destroyed, your units are facing the risk of being captured or
destroyed. If the WS unit, those "white flag" units can't counter any
attacks! [This is good opportunity when you are trying to ACE'd the
unit.]

  _____
/ 3.3.2C _____
~~~~~~
The Bridge Crew
~~~~~~
If you wondering why is there a need for the bridge crew? These pilots
may not be piloting any MS and help those pilots that are in combat, but
they will be helping a lot by restoring and making the WS more
efficiently.

~--- Captain / Leaders ---~

IMO, I think Leaders are very important as they helps to control the
WS. The better the leader is, the less risk that you have your MS or
WS being destroyed. Pilots with high Lead ratings are very suitable for
being the leader. The higher the Lead stats, the higher the level of
group is and the larger is the control area of WS. For leaders within
the WS slots, I would recommend the leader possess great melee, range
and dodge attributes along with average Lead stats. Even though it may
reduce the overall group level, it is much safer to assign a strong
pilot to be the leader. There are a few pilots with great attributes
along with high Lead stats. Examples are Treize, Miliardo and Lady Une
of Gundam Wing. Treize has an astonishing Lead stats of 15!

~-- Operator --~
(Can anyone help?)

~-- Driver --~
(Can anyone help?)

~-- Mechanic --~
The mechanic is one of the most important units. It helps to increase the
HP and EN recovery of MS/MD/SP units when you assign them inside the WS.
I myself is still figuring out on how it is done.

~-- Guest --~
The Guest is typically a support pilot for the captain to extend to the
control area of the WS. IMO, I think this is best slots for characters
who are weak in combat but possess high Spirit stats. Examples include
Relena Peacecraft from Gundam Wing, which is 15!

   _____
 / 3.3.2D _____
~~~~~~
Attacking
~~~~~~
~-- Introduction --~
Under this section you will read more about attacking your enemies. The
key objective is to get your MS within the attack range and attack your
enemy. First of all, there is some notes that you need to take note of:
- All attacks commands requires EN [energy].
- You can't attack an enemy which is outside the range of the attack.
- MAP attacks can't be counter-attacked.
- Attacks can reach other maps [Land and Sky (vice versa), Space and
  Space)
- Newtype [NTL] Attacks requires MP [mind points].
- You will get a bonus turn if you have destroyed an enemy unit. However
  if the enemy unit isn't destroyed, the MS' turn ends there.

Before I continue, I would like to introduce my concept on "Hit
Diagrams". Sometimes, I find it rather hard in explaining without using
diagrams, therefore here is an idea that I come with. But before you
proceed, here is the list of abbreviations:

Legends:
A   Your controlled unit [on the ground]
B   Enemy unit [on the ground]
[ ] Attack Regions
( ) Void Regions
C   Enemy Unit [at sky]
D   Your controlled unit [at sky]

You will see a lot of these diagrams as I myself believe that these will

definitely help in your course of playing.

~-- Reading the Attack Slots --~
Below is a simple illustration of basic generic attack slot.

```
 _____
| Name of Attack @                           Type        |
|-------------------------------------------------------|
| Range x1~ x2   Damage yyyyy    Hit ###   EN %%%  MP +++ |
|_____|
```

Now I guess I should talk more about what the elements appeared in the
attack slots mean. Below is a table illustrating the explanations.

Name of Attack	As the name suggest, I guess there is not much need for explanation.
@	Indicates the number of shots to be executed by the unit. It will be present in a format of "x2", etc.
Type	Attacks can be classified to many categories like Melee, Range, BEAM 1, BEAM 2, NTL, MAP, etc.
Range x1~x2	Here it states the maximum range and the minimum range of the attack. x1 indicates the minimum range and x2 indicates the maximum range. The range is an important factor that you should not forget.
Damage yyyyy	For this heading, it states the damage of the attack the higher the rating [appears in numeric form], the devastating the attack will be. You will find yyyyy being substituted by the numbers. BTW, don't be surprised to see attacks that does not have damage.
Hit ###	For this heading, it indicate the percentage that the attack would hit its target. [It is percentage even though the % is not indicated.]. You will find ### being substituted by numbers.
EN %%%	For this one, it indicates the amount of EN is needed in order to execute the attack. You will find %%% being substituted by numbers.
MP +++	For this, it indicates the amount of mind points needed by the pilot to execute the attack. This would normally applies to NTL attacks.

~-- Initiate an Attack --~
First of all, select the "Move" command. You can choose to move anywhere
on the map [unless due to mobility reasons]. After you have select Move,
choose attack and you will be brought to the following screen:

ASCII Diagram of the Attack Status Screen

```
 _____
| _____      Wing Gundam                              |
|| Photo  |    HP              12180 / 12180    Rank D     |
||  of    |    |||||||||||||||||||||||||||||    Pilot type |
|| Pilot  |    EN                220 /   220               |
||_____|    |||||||||||||||||||||||||||                 |
| MP  350/273                                              |
```

```
| ||||||/|||||              [Attack]                     |
|_____|
|Assist ON /OFF  Damage 3000  Hit 20      EN -     MP -  |(A)
|_____|
| Beam Saber                             Melee           |
|-------------------------------------------------------|
| Range 1 ~ 1   Damage 4000   Hit 100    EN 44    MP -   |
|_____|
| Shoulder Vulcan                        Range           |
|-------------------------------------------------------|
| Range 2 ~ 3   Damage 2500   Hit 95     EN 20    MP -   |
|_____|
| Buster Rifle                           Range [BEAM 2]  |
|-------------------------------------------------------|
| Range 3 ~ 5   Damage 5000   Hit 75     EN 60    MP -   |
|_____|
| Self Explode                           MAP             |
|-------------------------------------------------------|
| Range - ~ -   Damage 99999  Hit --     EN  6    MP -   |
|_____|
```

The screen typically looks like a portion of the status screen combined
with the Attack List of the unit. Just simply select the command that
you wished to execute and you will be brought to the range area. Just
select units that are within the range and they are selectable. Below
are the attacks breakdown.

~--- Melee Attacks --~
In Chinese, Melee means "Combat". The Melee attack is perhaps one of the
most damaging attacks overall. But there are a few notes that you need
to know about it:

* Most Melee attacks have a range of 1 square. There are few of the
  Melee attacks, which can be done at a range longer than 1.
* Examples are Deathscythe Hell's Beam Scissors and Shenlong's Flame
  Thrower Attacks.
* Melee (those 1 square range except if the unit is in Flight) cannot be
  done on aerial units. [Units with a Sky rank of D and above]. But it
  is executable if the enemy unit is on the ground even the unit is
  Flight mode. [hey... that's cheating as the enemy can't counter
  attack!]
* It does not differ which side that you are attacking from.

~--- Hit Diagrams for Attacks [Melee] --~
Legends:
A   Your controlled unit [on the ground]
B   Enemy unit [on the ground]
[ ] Attack Regions
X   Void Regions
C   Enemy Unit [at sky]
D   Your controlled unit [at sky]
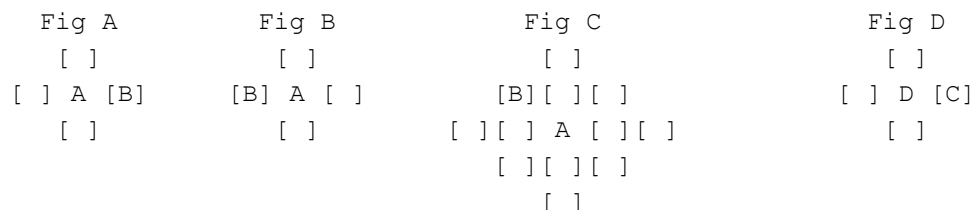
```
  Fig A            Fig B              Fig C                    Fig D
   [ ]             [ ]                [ ]                       [ ]
[ ] A [B]       [B] A [ ]          [B][ ][ ]              [ ] D [C]
   [ ]             [ ]          [ ][ ] A [ ][ ]              [ ]
                                   [ ][ ][ ]
                                      [ ]

         Fig E                                  Fig F
```

```
                [C]                                         (C)
             [ ] X [ ]                                 [ ][ ][ ]
          [ ] X  X  X [ ]                          [ ][ ] A [ ][ ]
       [ ] X  X  X  X  X [ ]                           [ ][ ][ ]
    [ ] X  X  X  X  X  X  X [ ]                            [ ]
 [ ] X  X  X  X  A  X  X  X  X [ ]
    [ ] X  X  X  X  X  X  X [ ]
       [ ] X  X  X  X  X [ ]
          [ ] X  X  X [ ]
             [ ] X [ ]
                [ ]
```

Attack Diagram Explanations:

-- Figure A and Figure B --
Figure A illustrates the attack range of 1~1 and that is applicable
to most Melee Attacks. If the enemy is outside the range, the command
cannot be executed. If the enemy is a flying-type, the attack cannot be
done. Figure B illustrates it doesn't matter where the opponent is.
Range: 1~1
Example: Wing Gundam's Beam Saber on enemy Tragos. [Figure A]
         Wing Gundam's Beam Saber on enemy Aries [Figure B] (void)

-- Figure C --
Diag. 3.1.1C illustrates an attack of 1~2. [i.e. it reads as minimum
attack range of 1 and maximum attack range of 2]. It means as long as
the enemy is within the range, the command is executed.
Range: 1~2
Example: Gundam Deathsycthe Hell's Beam Scissors on enemy Virgo.

-- Figure D --
Figure D illustrates that it is possible to perform a Melee Attack,
while in flight mode. You can hit enemies whether they are on ground or
in air. But if the enemy is on ground and it means that the attack can't
be counter-attack even if the enemy has the Flight Ability but it's
status is "On Ground". You need to make use of this technique to survive
in one of Gundam X's stage.
Range: 1~1
Example: Tallgeese's [In Flight Mode] Beam Sword on enemy Aries.

-- Figure E --
Figure E illustrates that is even possible to perform a Melee-type
attack even if the enemy is 5 squares and is in air but the unit is on
the ground. Actually, if you press Triangle while view the MS status
screen, you will be given a chart whether attack can reach enemies in
the sky or underwater. Refer to MS status screen explanation for more
details. Therefore, it is highly advisable that you check on the
attacks status screen to know more about the attacks.
Range: 5~5
Example: Gundam Shenlong's Dragon Fang Attack on enemy Aries.

-- Figure F --
Figure F illustrates a situation where you can't attack an enemy as
the move cannot be executed if the enemy unit is in air and it applies
even if the attack range is more than 1.
Range: 1~3
Example: Gundam Sandrock's Cross Crusher on enemy Aries (void)

~-- Range Attacks --~
Range Attacks are generally weaker compared to Melee Attacks but in
```

substitution, they have range. Of course, there will be exceptions when
Range attacks are more stronger than Melee Attacks. Range attacks can
be classified to further new groups:

-- Range --
This is normal range attack. It can be rapid firing, a missile
launching, etc. It can be used in underwater but it can't attack enemy
units on the sky. It can attack enemies that are in Sky-type. [E.g
Aries]. Sometimes, you will find "x2" or "x4" next to the attack's name.
These means that the MS is rapid ammo for the x number of times.
Example: if the back of the attack's name is marked with "x2", you will
find two shots of ammo made. If it indicates "Rapid Fire", it means
unlimited ammo will be unleashed in that attack. The key difference
between this type of attacks and hits is that it does not give to
additional hits [i.e. more damage] and once a hit is missed, the entire
attack is considered as a "miss"

Example: Wing Gundam's Double Shoulder Vulcan attack (normal range)
         Gundam Heavyarms' Gatling Gun Attack. (rapid fire)


-- 2/4/6 hits --
This is normal range attack except it has more hits compared to the
normal range attack. These attacks are devastating and does more
damaging. (Provided if all hits are connected). These attacks can be
used on sky and can even reaches the enemy even it is in Flight mode.

Example: Gundam Sandrock's Shoulder Missiles (2 hits)
         Gundam Heavyarms' Homing Missiles (6 hits)
         Gundam Heavyarms Custom's Micro Missiles (4 hits)


BTW, don't expect for all hits to connect every time you execute the
attack. That's the key difference between Range and hits. BTW, these
attacks will still inflict damage even some of the hits missed.

-- BEAM 1 --
This attack is a 1 or 2 or 4 hit attack but instead of rapid firing and
a beam of energy rushes from the unit's weapon. Neither, this beam
can't attack enemies in water, nor reach enemies in the sky. [i.e. the
beam can't attack enemies on the opposite side of maps]. It is possible
for an unit to dodge one of the attacks but got hit but by one. But
like Range attacks, it can reach Sky type enemies. But certain attacks
like Gundam X Divider's Split Beam Rifle which is actually a beam attack,
it is like rapid beam firing attack.

Example: Gundam's Vulcan Beam Cannon Attack. [single hit]
         Gundam Airmaster's Double Beam Rifle [x2]

-- BEAM 2 --
This attack is a 1 or 2 hit attack but instead of rapid firing and a
huge beam of energy rushes from the unit's weapon. BEAM 2 is different
from BEAM 1 where the beam surrounds the entire enemy. BEAM 2 attacks
can reach enemies on the other side of maps. [i.e. the attack reach
enemies even they are other side of the maps]. BEAM 2 attacks can't
reach enemies who are underwater. If the attack is used to attack
enemies that's on the either side of the map, the attack range is
reduced by half. [you need to press R1 or L1 to switch to the other
map]. Another major difference is that BEAM 2 attacks inflict more
damage compared BEAM 1.

Example: Wing Gundam's Buster Rifle Attack (single hit)

Wing Zero Custom's Twin Buster Rifle Attack (x2)

~-- Defense Barrier --~
The defense barrier applies to certain units like Virgo [remember those
magnetic plates that surrounds an unit and deflect any range attacks?].
The Defense Barrier is one of most damaging and it is extremely
damaging against Range type units like Heavyarms Custom. Any attacks
will be nullified and deals zero damage. But if you depends on this too
often, the tension level will definitely drop. [that's the downside]
The only way to attack an unit with Defense Barrier, is to make use of
Melee, MAP and NTL attacks.

~-- MAP Attacks --~
These attacks are extremely damaging. I have seen it doing finishing
blows to most enemies and you can see a chain of enemy's MS destroyed.
There are typically 4 types of map attacks:

Legends (here is the 2nd refresh...)
A     Your controlled unit [on the ground]
B     Enemy unit [on the ground]
[ ]   Attack Regions
X     Void Regions
C     Enemy Unit [at sky]
D     Your controlled unit [at sky]

  Fig A                        Fig B                        Fig C
 [ ][ ][ ]        [ ][ ][ ][ ][ ][ ][ ][ ][ ]              [ ]
 [ ][ ][ ]          [ ][ ][ ][ ][ ][ ][ ]                  [ ]
 [ ][ ][ ]            [ ][ ][ ][ ][ ]                       [ ]
 [ ][ ][ ]              [ ][ ][ ]                           [ ]
 [ ][ ][ ]                [ ]                               [ ]
 [ ][ ][ ]                 A                               A/D
 [ ][ ][ ]
 [ ][ ][ ]
 [ ][ ][ ]
    A/D


                  Fig D
                   [ ]
                 [ ][ ][ ]
               [ ][ ][ ][ ][ ]
             [ ][ ][ ][ ][ ][ ][ ]
           [ ][ ][ ][ ][ ][ ][ ][ ][ ]
         [ ][ ][ ][ ][ ] A [ ][ ][ ][ ][ ]
           [ ][ ][ ][ ][ ][ ][ ][ ][ ]
             [ ][ ][ ][ ][ ][ ][ ]
               [ ][ ][ ][ ][ ]
                 [ ][ ][ ]
                   [ ]

MAP attacks ignore whether the unit in the region is allies or enemies.
It just delivered a killer attack against all units in the region.
Before the map attack is being executed, you will view a short CGI of
the unit do its attack. [if the original pilot is using the unit, you
will get to see the pilot in action too]. After that, you will view
animations on the map of the attack. The attacks does damages ranging
from 6,000 to 99,999 maximum. There are some more hit diagrams which
I won't be bother to illustrate. Unique ones include Gundam DX's Twin
Satellite attack.

Examples: Wing Zero Custom's Twin Buster Rifle Attack [Fig A]
          Gundam Heavyarms' Gatling Cannons Launcher [Fig B]
          Gundam Epyon's Beam Sword Slash Attack [Fig C]
          Wing Zero Gundam's Buster Rifles Spin Attack [Fig D]

~-- NTL Type Attacks --~
These attacks are also called as NewType Attacks. These attacks requires
MP in order be executed. I will discuss more about the MP later in this
section. It has better hit rate compared to Melee Attacks. You will
encounter a lot of these in Gundam Wing Dual Story: G-UNIT. NTL
attacking power depends on the pilot's condition.

~-- Assist Mode --~
Now, let's focus our attention on the region marked (A). This shows that
the Warship which this Wing Gundam is currently docked in, has an Assist
Attack [Note that this is only applicable if this unit is also a Leader
(i.e. the unit is found under the Leader Slot {LE slot})]. This means
before the unit launches its attack, the Warship will launch its Assist
Attack beforehand. [It only works for non-MAP attacks]. Normally, these
assist type attacks have crappy hit rate compared to normal range
attacks but these assist attacks does not waste any EN and causes the
enemy can only counter against the MS [in this case, Wing Gundam] only.
Anyway, it is not advisable to turn OFF the assist mode from the WS as
it helps you to conserve unnecessary wastage of EN usage. You will find
the normal attack along with the assist attack on the background.

~-- Combined Attack Mode --~
The combined attack is simply a deadly combination of both units. But
Combined Attack requires both unit to use EN unlike Assist Mode. This
is only executable when the unit is within its leader's control area.
If it is outside, you should know what will be the results... To use it,
there are a few conditions and here they are:
, The leader or assisting unit must not end its turn.
, The assisting unit must have sufficient EN for the attack. The enemy
  must also fall within the attack's range.
, The unit must launch its attack first before you can choose the attack
  for your assisting unit.
, The assisting unit must be in the leader's control area.
, Combined Attack Mode applies to units in the WS.

To know whether your unit can make use of this mode, select the attack
command, you should find a menu pop-up like the one below:

 _____
| Single  | --> Only the current MS attacks.
| Combine | --> You are free to choose the attack for the assisting
|_____|     unit.

Notes:
If you choose "Combine", you will find the assisting unit to attack
first, followed by the current unit. The assisting unit CAN'T be
countered by the enemy unit. If the assisting unit kills off the enemy,
the current unit will NOT perform its attack and WILL NOT waste any EN.
If the current unit is a leader unit, it will still get the Assist Mode
from the WS along with the Combined Attack Mode.

~-- Attack using Mobile Dolls --~
At the beginning, I feel that it is kind of strange why MDs in WS doesn't
have commands. To order a MD, you need to relate to its MD's leader. The
leader for the MD depends on the row that the MD. Next the leader will
have an additional command called "Order". Next you will see the entire

map being unselectable except for enemy units. Just select the enemy
unit that you want the MD to attack. The MD will proceed towards the
enemy even they are out of the control area of the leader and WS. They
will just attacking until the enemy unit has been destroyed. If they
can't reach the enemy within that turn, they will stop at the closest
possible range to reach the unit. BTW, MDs can't counter! You can even
order a MD even the leader has used its turn and is currently in the WS.
     _____
    / 3.3.2E _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Dodge, Counter and Defend
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Well, we have seen the other side of the battlefield: Attack, now it's
time to focus on the defense concept. In my opinion, this is very
important key for survival. But like what Wufei has says, "Attack is the
best defense.", it seems to work for me most of the time...

~--- The Defense Screen --~
When an enemy MS/MD/WS launches an attack on your unit, you will be
given the following screen:

  _____
 | _____        Name of Unit                           |
 || Photo   |    HP            xxxxx / xxxxx     Rank Type   |
 ||   of    |    |||||||||||||||||||||||||||     Pilot type  |
 || Pilot   |    EN             xxx /   xxx                  |
 ||_____|       |||||||||||||||||||||||||                |
 | MP   xxx/xxx                                              |
 | ||||||/|||||             [Dodge] [Defend] [Counter]      |
 |_____|


It is quite easy to understand huh? Well, that means I can eat "snake"
for the time being...

~--- Dodge --~
Dodge does not conserve any EN. Dodge will results the unit flying from
one side to another ^_^;). IMO, I think that Dodge is an important
command that most SDGGGF players should not forget. In fact, it is much
reliable compared to Defend. But the downside is that if your MS can't
dodge the attack, the damage received will be much higher compared to
an attack which is defended. For Melee type attacks, I would recommend
Defend compared to Dodge. Once you have select Dodge, the hit rate of
the enemy's attack will drop. [Look out for the percentage next to the
attack name.]. Sometimes, you will find the unit defend instead of
dodging even though you have chosen "Dodge". But if you have dodging
all the time and you fail for 2 or more times, your unit's tension
level will definitely drops. Therefore, watch out and make your choices
wisely!

~--- Counter --~
If you choose to Counter, you will probably end in either 1 of the 3
scenarios stated below:
- Received the damage, followed by counter.
- Dodge the attack, followed by counter.
- Defend the attack, followed by counter.

Counter is a very "sensitive" and it is hard to predict. Even if the hit
rate of the enemy's attack is low, you can still expect the enemy to hit
your unit. But that are certain cases that you will be assure of the
results:

- The hit rate of enemy's attack is 10% --> definitely dodge the attack.
- The hit rate of enemy's attack is 100% --> definitely received damage.

Therefore, select "Counter" when the enemy's attack is 10% ~ 15% [if
make an attack is possible] and Defend if the enemy's hit rate is 95% ~
100%. But for some units like Gundam Mercurius [the red MS piloted by
Heero Yuy] or Virgo (these units have one common factor and that is
they have defense barriers.), you can ignore of about dodging or defend.
Just counter as ANY range-type attack will be nullified!

It is more advisable to choose Counter when the opposition is dying. So
that your MS has gotten EXP in exchange for that damage. Choose Counter
wisely and definitely not during the time where your unit is extremely
in HP (below 2000 is considered low already) as I would recommend to
dodge instead of counter or defend. [At least you still got some hopes
for survival...]. The only type of units that can't counter is the
Support Units Group.

~-- Defend --~
Defend works best against Melee. Like what I have mentioned in the
earlier paragraphs, if your unit fail to dodge, it is very luckily that
your unit will sustained extremely heavy damage. But Defend is much
safer and less risky compared to Dodge [and of course, make sure your
unit does not have extremely low HP]. WS and SP can't defend. Therefore,
please take note. Some MS don't have defend capabilities, hence take note
of it.

 _____
/ 3.3.2F _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Inside the Home Base
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Before that, you may want to know what is a base?

Typically a base is actually a base ^_^;, with four guarders that
surround the base. You can choose to launch WS from there and recover
lost EN and HP for WS along with its MS. In ASCII format, it should
look something like this:

    G         where    G  stands for the guarder
G [B] G                [B] stands for the home base.
    G

The base is considered as an extremely important object. If it is being
invaded, i.e. enemy enters the base, it will be a game over for you. To
enter a base, your unit must be from G-Generation group/ customized
group or piloted by the Original Characters. Heck, any icon that is
light blue in color can enter the base ^_^;. Note that your Guest
units can't enter the base (btw, can Guest WS enter the Home base?)

As you proceed to base, you can select it like selecting any units. You
will be brought to a new screen and given the following options:

WS Launch          - Launches any group that you have prepared earlier.
Guest WS Status    - View status of your Guest WS if any.
Captured Units     - View the list of captured units*
Exit               - Exit from the Base menu and return to the map.

-- Capture and Store --
Note that I have marked an asterisk on the captured units option. If you
have captured any units by using your original group WS/ Guest WS, you

can enter them in the base and all captured unit will be stored in the captured list. In other words, it increase the capability of the WS to capture more units.

```
  _____
/ 3.3.2G _____
```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Leveling Up
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
This is one of the sections that I really need help to explain the leveling up system for the game.

-- Increase HP and EN --
Yeah, that's true. You can increase both your HP or EN for your units by leveling them up. Each level will bring ~10% increase in HP and 5% increase in EN. That means the higher the level, the more EN and HP the unit has. But all units can only reached level ACE'd at most. That's when the Kai system comes in. Yup, if you choose to "Customize" an ACE'd Original group unit, you can convert it to Kai level and the highest Kai level is 99. This system only affects the following attributes: HP, EN, UA and UD. Once you level up an unit which be used to customize, you will the status bar along with two additional points where you can add to the units' UA or UD, which you preferred. My Gundam Epyon has an increase in UA and a single blow can deal as much as 10,000+ [in normal tension status.] You can increase up to a maximum of 100 for UA or UD, but my advice is that you distribute them evenly.

-- Changing Tensions --
Well, if you examine the unit's pilot carefully, note that expression of pilot changes as the tension level changes. The higher the mind points [MP], the higher will be the tension level. When MP has been filled to max out, the character is known to be in strong tension status. If MP drop to an extremely low level, the character will be known in low tension status or confusion status. The character with high tension level, will be outlined by orange borders and a character with low tension level, will be outlined with blue borders.

A high tension character will affects the hit rate and critical rate status. The more critical rate you have, the higher the damage will be inflicted on the enemy. You will see sparks of fire appear on the unit followed by a box that says "DANGER" if you watch the battle anime. The unit will do more damage compared to normal. Increase in tension are being indicated by an orange arrow with words that says "tension up".

But does that means tension level is always at its maximum? The answer is no or yes. It depends whether that units has an Option Part that affects the pilot tension like ZERO System. However, when the character is using NTL attacks/Melee [some of them, minority] which requires MP, the tension level will fall as the character uses MP in order to execute the attack. That will be indicated by a blue arrow with words " tension down". To increase back the tension, you need to attack and attack as that's to increase a pilot's anger ^_^; and increase MP.

-- Ranks --
(I need help!)

-- EXP gaining --
In SD Gundam G Generation F, both pilots along with MS/MD units have EXP bar to max out. Units maxed out their EXP proceed on to the next level while character proceed to the next rank. EXP is only considered gained, when you actually DESTROYED the unit (for MS), while EXP is always

increasing for character when you choose to combat. [like attacking and
dodging, defending]. At most, a storyline type MS has reached level ACE
[above level 3 at most] and the MS starts off at level 1. It applies to
your customized group but you can opted to proceed it to a new unit on
the MS Upgrade type OR Kai Level System, where you choose to work on the
current unit. Units that has been destroyed by MAP attack does not add
into account as they are destroyed by normal attacks. You will gain more
EXP based on the Unit's UA. Therefore, generally WS gives you more EXP.

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  _____
 / 3.3.3 _____
```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Intermission Menu
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
After you gone victorious and sees the list of credits that you have
gotten by complete that stage, you will get to see a screen called the
"Intermission Menu". I would like to thank Michael Cox for his detailed
explanations.

The menu is typically classified into the following menus:
1) Captured Units
2) Character Recruit
3) ACE units
4) MS Design
5) Next

-- Captured Units --
It allows you choose whether to keep or sell the captured enemy units.
Units are captured by your G-Generation Group or main group for that
stage/scenario, will be found in this list. You can press Triangle
button to view the status screen of MS unit/MD unit. BTW, you must make
a decision before you can choose "Next".

-- Character Recruit -
It allows you to modify names of recruited characters.

-- ACE Units --
You will found ACE'd units and you can choose to add them into your
factory list. If the ACE'd unit is based on current stage (E.g ACE'd
Wing Gundam from Stage 2 of Gundam Wing), you can add it now but it
will not be longer there after you have complete next stage. However,
if it is an ACE'd unit of your customized troop, you can choose to add
it later.

-- MS Design --
It allows you to combine 2 different units to add a new unit to your
manufacturing list. This is only time, you are allowed to design and
create new units to expand your Profile Mode. Certain units does not
belong to any part of scenario like G Falcon GX [a combination of G
Falcon and Gundam X], however in order to get them, you need to make
use MS Design.

-- Next --
This will bring to next stage [introduced by storylines]. Before you
can proceed, you can choose to save your game.

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  _____
 / 3.4 _____
```
-------------------------------------------------------------------------
VS Fight Game Modes
-------------------------------------------------------------------------
It will be taking a long time before you see anything appearing under

this section. There are only two words that I could said:

" U N D E R   C O N S T R U C T I O N "

```
  _____
 / 3.5 _____

The Status Screen

```
Okay, in this section, I will try my best to translate what the status
screen means. [BTW, this is one of the most tiring jobs...]. First of
all, let's proceed to the Pilot Screen. I have took Heero Yuy of Gundam
Wing as an example (can't help it as he is my favorite character ^_^;)

~--- Status Screen of Pilot from Operation Room --~

```
 _____
| Heero Yuy              _____ | Well, actually you can't have this
| Range      30         |    Photo   || screen, unless you have "hired"
| Melee      30         |     of     || him using the card code or you had
| Dodge      30         |    Heero   || completed that series.
| NTL        --         |    Yuy     ||
| Leader     5          |_____|| You can only view this by press
| Spirit     8           Ex 0/390  [D]| Triangle button while the cursor
| Operator   6           ----------   | on the pilot. It is only available
| Driver     6           MP 180/360 [N]| in non-battle fields. In other
| Mechanic   8           ---------    | words, you can only view this
|                        TYPE         | screen during Organize Phrase
|                        Human        |
|_____|
```

~--- Explanation on the Elements --~
Here are some breakdown on the elements of the Pilot's status screen.
Why is a need for that? Pilot statistics are important as they affect
the usefulness of MS. For example, if you use a character, who has high
melee stats and low range stats, being placed on a MS whose attacks are
mostly range based like Gundam Heavyarms Custom, you will find the
effect not that great. Like wise, you will have more fun if you use it
on a Melee type unit. Don't overlook the Leader, Guest, Operator, Driver,
and Technician elements as they affect how the level of group. If you
place a character [I know there is one Original character who has Guest
ratings of 1], you will find a great decrease in the control area,
likewise if you place a character with extremely high Guest rating like
Tifa Adill or Relena Peacecraft/Dorlian, you will enjoyed a large vast
area of control.

-- Name and Photo --
This one I am definitely not going into detail.

-- Experience bar --
(I'm still not sure, but going to give it a shot)
This is being abbreviated by me as "Ex". As the experience bar builds up,
the character will be proceed to the next rank. The highest class for a
rank is star. Most characters starts with class D of that particular
rank. After the character has reached the star class and he/she will
proceed to next rank. According to FAQ writer, Michael Cox, there are
about 7 basic ranks. I know one is Marshal and the other is Queen. [coz,
they are in Chinese ^_^;]

-- MP bar --
Mind Points affects the mental stability of the pilot [Scott's theory
^_^;]. The higher the mind point, the more tension the character will

be. This is a very important concept in playing SD Gundam
G-Generation-F, refer to basic tutorial for more details.

-- Character Attributes --
Range
This describes the pilot's ability to use Range weapons. The higher the
range stats, the better the pilot will be using Range type attacks.

Melee
This describes the pilot's ability to use Melee weapons [beam swords,
beam knifes, katana, combat fighting, etc.]. The higher the range stats,
the better the pilot will be using Range type attacks.

Dodge
This describes the pilot's ability to dodge from enemies' attacks. The
higher the dodge stats, the better the chances that the pilot controlled
MS will be able to dodge.

NTL
If the character is a new-type character, this will be applicable. I
still not quite sure about this...

Leader
A good leader has high leader stats, right? Leader stats affect the
group level. More details will be discussed under basic tutorial.

Guest
Guest are extremely important as they affect the control area along with
Group level by affecting the group area. Guest helps to extend the
control area and which means higher mobility for your units.

Operator
(I need help!)

Driver
(I need help!)

Mechanic
Mechanic are like "medics" or "technicians" for your MS. They help to
restore HP and EN for units are docked in the WS. The higher mechanic,
the faster the healing rating of unit will be. Born mechanics like
Doctor J and Kid Salismille are good characters to add them to your
team.

~-- Status Screen of Mobile Suits from Operation Room --~
Mobile Suits or MS are typically "robots" or "combat units". You can
check SD version of unit under the operation menu, by selecting them
with the Triangle menu.

I will add more information regarding this section for the next update.
=-
End of Section 3.0

  _____
 / 4.0 _____
===
Strategy Guides/Walkthroughs
===
Well, this section is going to take a lot of time for me to complete. I
have been struggling it for at least 4 weeks to come up with a layout as
it is now being shown under each of the discs walkthrough. The progress

currently is kind of crappy as I myself managed to complete only a few
scenarios as I am working on the walkthrough as I play along. If you
want to offer help, you are most welcome by sending me your strategies
for that section [if you could sent me in the format as stated in the
walkthrough, I would be most happy to accept it.].

Well, below are some facts that you need to know about playing this
game:

-- The Scoring System --
Here is a short list of the major elements of scoring system.

Total Annihilation*   20,000 points or $20,000
Mission Complete   30,000 points or $30,000
Occupation Score   1000 points/ $1000 per occupation area
Event Bonus   5000 points or $5,000
Quest Movie   15000 points or $15,000

Total Annihilation is typically destroy all enemies. The color encoding
is rather important as it represents the group that you have annihilated.
For example, during Stage 8, Part II of Gundam Wing, you will have two
groups of enemies. Red represents the OZ side while the green represents
the White Fang side.

Mission Complete refers to the success whether you have satisfied one
condition like destroy all missiles within 5 turns, protect Limousine,
etc.

Occupation Score refers to the number of Occupation Areas that you have
occupied during the battle. The more you occupy, the higher score it
will be. Certain occupation areas are kind of hard to find like the ones
found in Gundam Wing: Endless Duel [Stage 2]

Event Bonus refers to the special event that you have ignited by
satisfying the conditions. For example in Stage 8, Noin attacks
Miliarado Peacecraft, you will have a sequence of Taurus holding onto
Epyon...

Quest Movie refers to the CGI movies display if you have satisfy a
certain condition, like having Heero (W Gundam) to attack the
Transport Plane (Field Marshal Noventa) during the battle.

As for the pilot ranking system, I will discuss it once I get the
glimpse of that difficult theory... (could any Japanese experts help
me?)

-- What does the Strategy Guides contain? --
Virtually, my method of playing in order to complete that scenario. I
have also added the list of units (in quantity). If there is a new
Gundam, which is usable by you for that scenario, a short profile of
the Gundam will be added. As for the remaining units or support cast,
you can find them at the Gundam Bestiary. Well, some of units that
resembles Gundams like Mercurius, Beltigo are added to the list as I
think that they deserve to be recognized.

-- Explanation of Layout --
This section typically helps you to understand the explanation of the
format used by me in this FAQ.

------------------- Description/ What it does? ------------------------

```
Win Condition        the conditions in order to win
Lose Condition       losing conditions
Number of Maps       number of maps for the part of the stage
Guest Units          Number of story-based units present in the game
Occupation Areas     Number of occupation areas available for conquest
Enemy Units          Number and type of enemies
Capture              What type of enemies can be captured?
Group Limit          The maximum number of groups that you can sent
Map Position         The number of spots that you can place a group.
Bonus Event          The condition for the bonus event to occur
------------------------------------------------------------------------
Well, I think it is quite clear... On with the strategy guides!
  _____
/ 4.3 _____
------------------------------------------------------------------------
Disc 3 Walkthrough
------------------------------------------------------------------------
Under this section, it will be featuring Strategy Guides/Walkthrough for
Disc 3. Of course, if you have better strategy guides or walkthroughs,
you can contact through my e-mail address and credits will be given to
you.


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
New Mobile Suit Report:
G u n d a m   W i n g
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Timeline:  AC 196
Chapters:  10
Cast:      Heero Yuy, Duo Maxwell, Trowa Barton, Quatre R. Winner, Chang
           Wufei, Relena Darlian/Peacecraft, Zechs Merquise [Miliardo
           Peacecraft], Lucrezia Noin, Howard, Sally Po, Lady Une, Duke
           Dermail, Dorothy Catalonia, Marquise Weridge, Quinze,
           Minister Darlian, Field Marshal Noventa, General Septem,
           General Ventei, Doctor J, Professor G, Doktor S, Instructor
           H, Master O, Treize Khushrenada, Otto, Trant Clark, Hilde
           Schbeiker, Catherine Bloom, Rasid Kurama, Abdul, Ahmad, Auda.
Gundams:   Wing Gundam, Gundam Deathscythe, Gundam Heavyarms, Gundam
           Sandrock, Gundam Shenlong, Wing Gundam Zero, Gundam
           Deathscythe Hell, Gundam Heavyarms Kai, Gundam Sandrock Kai,
           Altron Gundam, Gundam Epyon.
Special:   Tallgeese, Tallgeese II, Vayeate, Mercurius, Maganac,
           Oliphant, Rasid's Custom Maganac, Abdul's Custom Maganac,
           Auda's Custom Maganac, Ahmad's Custom Maganac.
Enemy MS:  Leo (Space, Land, OZ Space), Aries (Federation, OZ), Tragos,
           Cancer, Pisces, Taurus (red, white), Taurus, Virgo, Virgo II
WS:        Libra, Peacemillion, Barloji, Jet Transport, OZ Space
           Shuttle, Space Warship, Space Mothership, OZ Battle
           Mothership

Difficulty: **** (start first)
This series is the first series that I attempt to finish and IMO, this
series give everything that you need for the future. I think this series
is an excellent stage for starting up and build up your army for its
strong group of Gundams (plus they are fan favorites).

~--- Stage 1 --~
[Part I]
Win Condition:     Destroy all 2 Aries.
Lose Condition:    Heero got destroyed [W-Gundam]
Number of Maps:    1
```

```
Guest Units:      Wing Gundam [Heero, Neo Bird Mode only]
Occupation Areas: Nil
Enemy Units:      2x Aries [Federation MA]
Capture:          Nil


*Strategy Guide*
(See Stage 2 Part I for Wing Gundam's statistics)

Treat this as a practice session if you choose to play Gundam Wing
first. It is pretty easy as Heero has only one attack [Buster Rifle,
BEAM 2 attack] which deal an instant death (or near death) damage.
Anyway it doesn't whether Wing Gundam got hit as the enemy's attacks
are just too weak for this MS unit...


[Part II]
Win Condition:    Destroy all enemies
Lose Condition:   Wufei got destroyed [Gundam Shenlong]
                  Home Base invaded
                  Home Base units got destroyed
Number of Maps:   Map 1: City
                  Map 2: Outside the OZ Training Base
Guest Units:  1-> Gundam Sandrock (Quatre), Gundam Heavyarms (Trowa),
                  Custom Maganac (Rasid, Abdul, Ahmad, Auda), 4x
                  Maganac
              2-> Gundam Shenlong (Wufei)
Occupation Areas: 4
Enemy Units:  1-> 7x Aries [Federation MA]*, 6x Tragos, 9x Leo [Land
                  Type]
              2-> 2x Aries [OZ], 1x Aries [Noin]*, 4x Leo
Capture:          Nil
Group Limit:      1


Note: One of the Aries [Federation] is being piloted by Insp. Acht. The
      Aries [Noin] is being piloted by Lucresia Noin.


*Strategy Guide*

[For Map 1]
Before I begin, I would illustrate the allies MS unit status screen so
that you can execute what the attacks that you preferred.


Name: Gundam Sandrock                   Space   D   Underwater    C
Exp: 615 per level                      Sky     -   Movement      5
HP: 11,840   UA: 24                     Land    A
EN:    140   UD: 27                     Water   -
  _____
| Commands | Attacks                 | Range | Type    | Damage | EN   |
| Move     | Heat Shotels            | 1~1   | Melee   |  4000  | 30   |
| Attack   | Head Vulcan             | 1~2   | Range   |   800  | 20   |
|_____| Cross Crusher           | 1~2   | Melee   |  5000  | 40   |
           | Shoulder Missile (2 hit) | 4~5   | Range   |  2400  | 28   |
           |_____|_____|_____|_____|_____|


Pilot: Quatre Rabarba Winner


{Using Gundam Sandrock}
The key objective to victory is to bring Sandrock near the enemy and the
Maganac Troops to support it so Sandrock can does the ending damage.
It's Heat Shotels along with its Cross Crusher is damaging within short
range and can only attack enemies on land. The Shoulder Missile is the
```

only attack which Sandrock can relies on to attack enemies that are in
Flight mode.

```
Name: Gundam Heavyarms              Space   D   Underwater    C
Exp: 615 per level                  Sky     -   Movement      5
HP: 11,830   UA: 27                 Land    A
EN:    190   UD: 24                 Water   -
 _____
| Commands | Attacks                 | Range | Type    | Damage |  EN  |
| Move     | Army Knife              | 1~1   | Melee   |  3500  |  34  |
| Attack   | Beam Gatling (Rapid)    | 2~4   | Range   |  4000  |  36  |
|_____| Homing Missiles (6 hit) | 4~5   | Range   |  1000  |  50  |
           | Gatling Full Strike     | -~-   | MAP     | 12500  | 156  |
           |_____|_____|_____|_____|_____|
```

Pilot: Trowa Barton

{Using Gundam Heavyarms}
Gundam Heavyarms is very versatile unit with long range attacks. It's
Homing Missiles is an instant killer weapon against any enemies that is
found in this map. I would recommend you to use this instead of the MAP
attack as this lead to more turns. Don't bother to ACE'd Heavyarms as
it is nearly impossible and it is time consuming...

It will be pretty easy as it is just a training ground. Besides you can
relied on Heavyarms and Sandrock is considered super powerful for the
enemy MS units. If you try to ACE either Heavyarms or Sandrock, it is
nearly impossible as you need to eliminate every single unit on the map
with only ONE of them. Well, avoid using MAP attacks as it will waste a
couple of crucial MS units for ACE out the MS. If you have time, I
would recommend to ACE them during the next chapter. Tragos [those tank
type enemy units] have crappy hit rate which gives a lot of tension for
your guest units. Keep a good look for occupation score and btw, one of
the Aries is being piloted by Inspector Acht. As for the Maganacs,
please refer to Gundam Bestiary for more details.

[For Map 2]
Here are statistics regarding Shenlong...

```
Name: Gundam Shenlong               Space   D   Underwater    C
Exp: 615 per level                  Sky     -   Movement      6
HP: 11,850   UA: 26                 Land    A
EN:    166   UD: 25                 Water   -
 _____
| Commands | Attacks                 | Range | Type    | Damage |  EN  |
| Move     | Beam Glaive             | 1~1   | Melee   |  4500  |  38  |
| Attack   | Head Vulcan             | 1~2   | Range   |   800  |  20  |
|_____| Flame Thrower (f)       | 2~4   | Melee   |  4000  |  40  |
           | Dragon Fang Strike      | 5~5   | Melee   |  4800  |  44  |
           |_____|_____|_____|_____|_____|
```

Pilot: Chang Wufei

{Using Gundam Shenlong}
There is no much to say... First of all, make use of the Dragon Fang
Strike to destroy the Aries [Noin] first. Use the Beam Glaive
against the Leos. It is too simple for me to illustrate. If you like,
have fun using its other attacks.

You will get voice rants between Noin and Wufei either Noin attacks

Wufei or the latter attacks Noin. The enemies are quite weak in the area
and it should not pose much a problem in finishing this mission.

In this area, you will have one special OZ pilot, Noin. Occasionally,
you will hear character's rant among the two ^_^;) Make use of the
Dragon Fang Attack, Flame Thrower or the Beam Glaive and if you are
observant, most attacks of Gundam Shenlong is Melee based. The Dragon
Fang attack can does damage on aerial units. But make sure that
Shenlong is exactly five squares away. Don't bother to ACE out Shenlong
as it is impossible ^_^;)

~-- Stage 2 --~
[Part I]
Win Condition: All enemy units destroyed
Lose Condition: Either Heero, Duo, Quatre, or Trowa is destroyed
Special Condition: Heero attacks Field Marshal Noventa
Number of Maps: 1
Guest Units: Wing Gundam (Heero), Gundam Deathscythe (Duo),
                   Gundam Sandrock (Quatre), Gundam Heavyarms (Trowa)
Occupation Areas: 4
Enemy units: 2x Jet Transport, 24x Tragos, 16x Leo [Land
                   Type], OZ Jet Transport (Field Marshal Noventa)
Capture: Tragos.
Map Position: 1 (north of the map)
Bonus Event: Heero (Wing Gundam) destroy Field Marshal Noventa

Strategy Guide
In this battlefield, I could say you will be going to have an easy time.
All the Gundams are really strong and Wing Gundam is a definitely no
exception. It's buster rifle attack does an instant killer damage.
After you have completed the series, you may intend to replay this stage
so that you can ACE out the four elite Gundams.

Before continuing, I will give you the status screen of Wing Gundam
along Gundam Deathscythe. As for Gundam Sandrock and Heavyarms, please
refer to Stage 1, Part II.

Name: Wing Gundam   Space* B   Underwater   C
Exp: 660 per level   Sky*   -   Movement   6*
HP: 12,180   UA: 26   Land   B
EN: 220   UD: 26   Water   -

 _____
Commands	Attacks	Range	Type	Damage	EN
Move	Beam Saber	1~1	Melee	4000	44
Attack	Twin Shoulder Vulcan	2~3	Range	2500	20
Transform	Buster Rifle*	3~5	BEAM 2	5000	60
_____	_____	_____	_____	_____	_____

* Notes: Wing Gundam can be transformed in Neo Bird mode, which has
            only a single attack [Buster Rifle] and the following
 _____
| Commands | changes:
| Move | Space   B -> A   Movement   6 -> 8
| Attack | Sky   - -> A
| Transform| Land   B -> -   Typically it is more mobile compared to
| Flight | Water   - -> -   the normal Gundam mode. But the
|_____| Underwater C -> -   downside is that it has only 1 attack.

{Using Wing Gundam}
Like what I have said earlier, this unit is just simply too deadly for

these enemy MS. It's Buster Rifle attack makes it so invincible that
you rely on W Gundam to eliminate all the enemies. (BTW, this is no
kidding...)

```
Name: Gundam Deathscythe              Space   D   Underwater    B
Exp: 615 per level                    Sky     -   Movement      6
HP: 11,820   UA: 25                   Land    A
EN:    156   UD: 26                   Water   -
 _____
| Commands | Attacks                 | Range | Type    | Damage |  EN  |
| Move     | Beam Scissors           | 1~1   | Melee   |  4200  |  34  |
| Attack   | Head Vulcan             | 1~2   | Range   |   800  |  20  |
|_____| Buster Shield Attack    | 3~3   | Range   |  3800  |  36  |
          | Twin Shoulder Vulcan    | 3~4   | Range   |  2500  |  20  |
          |_____|_____|_____|_____|_____|
```

{Using Gundam Deathscythe}
Well, the Gundam from Hell is really good one-to-one combat unit. The
key disadvantage is that you need to get this unit near the opponent
so that it can be real killer unit. You need to have Wing Gundam to
support (or other Gundams or your custom MS) so that it does the
finishing [if your unit does not do the finishing, they will gain no
EXP...]

{Using Gundam Sandrock}
IMO, Gundam Sandrock is rather a versatile unit. It has great combat
techniques [those heat shotels] and great range for its twin shoulder
missiles. It would be not quite tough to ACE it in this sequence. But
you will definitely get your chance later in the game.

{Using Gundam Heavyarms}
For those who can't ACE this unit out in the first stage, this stage
is a better stage for ACEing Gundam Heavyarms. It's Homing Missile
attacks (6x) is really a great finisher and normally it will just
finishes the enemy MS. Definitely no problem in ACE this unit unless
Wing Gundam has become too powerful that it had destroyed too many
units.

-- Additional Notes --
It will be advisable to ACE out ONLY ONE unit, otherwise, you will not
be able to get any ACEd units. I would opt for Wing Gundam. You could
assign only one WS but select the bottom option of WS under the
Organize Screen. Try to get all the Occupation Areas in this sequence,
so you don't have to trouble yourself in next section. If any other
Gundams destroyed Field Marshal Noventa, the sequence will just end and
you don't have to play Part II. The plane piloted by Field Marshal
Noventa is the one in the middle. You will get a special CGI movie if
you have use Wing Gundam to hit with any attacks [it doesn't matter
whether the HP of that OZ Shuttle drop to zero]

[Part II]
Win Condition: All missile silos destroyed within five turns
Lose Condition: Home Base units are totally destroyed
                    Home Base has been invaded.
                    All missile silos are not being destroyed within five
                    turns
Number of Maps: MAP 1: Power Plant/Base Area
                    MAP 2: Sky
Guest Units: 1-> Wing Gundam (Heero), Gundam Deathscythe (Duo), Gundam
                    Sandrock (Quatre), Gundam Heavyarms (Trowa), Gundam

```
                    Shenlong (Wufei)
Occupation Areas:    4
Enemy units:    1-> Missile Silos [5x], 12x Aries [OZ], 14x Leos [Land
                    Type], 9x Tragos
Capture:            Nil
Group Limit:        1
```

Strategy Guide
This section is really tough as I got my first game over due to my
misunderstanding of what the winning conditions are. But it is really
difficult as you need to destroy 5 missile silos [which are located at
every end of the map, except for the southern section] within 5 turns.
You will be in deep trouble if any of the Gundams got destroyed...

-- Turn 1 --
The key note about this is that this is only time that you can ACE'd out
Gundam Shenlong. This is also the last time, you are using Gundam
Shenlong... First of all, make use of Wing's Bird Mode to reach missiles
on the end of the map. Have Deathscythe to attack the right flank of
enemies. [you could only get one turn, therefore use Deathscythe's
Buster Shield Attack for the first attack as you WILL definitely be
countered if you used the Beam Scissors attack instead, but it would be
better if you can use your customized troops to aid Deathscythe.].
Deathscythe's objective is to destroy the missile silo on the
lower-right end. Next have Sandrock along with Heavyarms to attack the
lower left flank of enemies. Have Sandrock attack first followed by
Heavyarms to do the finishing. After Heavyarms has gotten strong
tension, have it attack the missile silo. It doesn't matter whether if
you can finish the missile silo for this turn. Now focus on the center
where Shenlong and Wing are. Have Shenlong attack the enemy with its
Dragon Fang strike. [The enemy would defend for its first turn] Next
have Wing Gundam attacks with its Buster Rifle attack [BEAM 2]. Next
attack the missile silo. Once your units are being attacked, have them
dodge the enemy's attack. If the hit rate is around 40%, there is a
chance that you should counter it.

-- Turn 2 --
Every time you pass the turn, Sally will constantly remind you
Po. During this turn, focus on all strikeout at all the missile silo.
Just make sure that almost all characters got Hyper Tension. Finish off
that missile silo in the middle. Next have Deathscythe concentrate
attacking on the right flank. Have Sandrock dealing damage to the
missile silo or left flank and proceed northwards after the silo is
being destroyed. Have Heavyarms to attack and kill off the enemies
using its devastating Homing Missile (6x) attack. Try to target on the
top left missile silo. If Deathscythe has finished the right flank, have
it moves upwards. Shenlong should try to kill and weaken the silos and
give the final kill. If you did not managed to destroy either one of the
missile silos, I suggest that it's better to restart.

-- Turn 3 onwards --
Have Wing switch to Neo Bird Mode as it has more range and it is much
easier to reach the top missile silo. Shenlong and Deathscythe should
focus their attention on the top right hand silo. Heavyarms should focus
its attack at the top left hand missile silo along with Sandrock. Just
dealt the finish blow to the fifth silo and you are done! BTW, it is
possible to eliminate every enemy that you find on the map. I done it
once. Have your customized troops guarding your base. You can send up to
2 Warships for your information.

```
~-- Stage 3 --~
[Part I]
Win Condition:     All enemies are destroyed.
Lose Condition:    Zechs Merquise got destroyed [Tallgeese]
Number of Maps:    1
Guest Units:       Tallgeese (Zechs)
Occupation Areas:  Nil
Enemy units:       5x Aries [Federation] and 6x Leos [Land Type]
Capture:           Nil

*Strategy Guide*
Well, this is first time that you get the chance to use Tallgeese.
Below is the statistics for Tallgeese:

Name: Tallgeese                        Space   B   Underwater     C
Exp: 705 per level                     Sky     B   Movement       7
HP: 12,600   UA: 28                    Land    B
EN:    226   UD: 28                    Water   -
 _____
| Commands | Attacks                  | Range | Type   | Damage |  EN  |
| Move     | Beam Sword               | 1~1   | Melee  |  4000  |  44  |
| Attack   | Dobergun Attack          | 3~5   | Range  |  4000  |  50  |
| Ascend   |_____|_____|_____|_____|_____|
|_____|

{Using Tallgeese}
IMO, Tallgeese is quite a strong mechanic even though it has only two
attacks. Before you begin, select Ascend as it helps to increase the
movement range of Tallgeese. Next move forward and face the Aries,
that's in front of you, use the Beam Sword, do this until you have
finished up your EN. Wait for the next turn. Counter and Defend when
attacked by your enemy. Finish up the enemies in the subsequent order.

Just destroy those mechanics and you are free to proceed onto the story
mode...

[Part II]
Win Condition:     All enemies are destroyed.
Lose Condition:    Heero Yuy got destroyed [Wing Gundam]
Number of Maps:    MAP 1 - Forest
                   MAP 2 - Sky
Guest Units:   1-> Gundam Sandrock (Quatre), Gundam Deathscythe (Duo),
                   Gundam Heavyarms (Trowa), Custom Maganac [Rasid,
                   Ahmad, Auda and Abdul], 4x Maganac
               2-> Wing Gundam (Heero)
Occupation Areas:  4
Enemy units:   1-> 16x Leo [Land Type]
               2-> 9x Aries [OZ], 4x Jet Transport, 24x Leo [Land
                   Type] (6x Leo docked inside each Jet Transport)
Capture:           Leo [Land Type]
MAP Position:  1-> 2 [one found at northwest, the other at southeast]
               2-> 1 [behind the fleet of OZ mechanics]
Group Limit:       1

*Strategy Guide*
At the start of the battle, Wing Gundam will be orbiting in mid-air,
while the remaining 3 Gundams are at the map below. In the orbit, your
enemies are mainly the OZ's Aries and Transport Plane. But your key
objective is to protect Wing Gundam from damage, therefore don't let it
enter into too much close combat. Have Deathscythe, Heavyarms and
```

Sandrock to do the killing. You will be supported by additional troops
like the Maganac Troops. Have them to do the initial damage and finish
off the enemies with your Gundams. BTW, those OZ Transport Plane will
not land to the ground unless Wing Gundam reaches the ground. If Wing
Gundam's HP is low, have it transformed into Neo Bird mode and
capture the Occupation Areas. There are four of them, 2 located at
northwest and the remaining located at the southeast corner. If not,
have your support group to protect Wing Gundam at all cost. BTW, this
is an extremely good scenario to level up Deathsycthe or Heavyarms.
Sandrock has an other chance, therefore wait. Destroy all enemies and
you will have a CGI movie [a devastating one awaits you...]. This is
an ideal situation to ACE out Gundam Deathscythe for your information as
most of the enemies are ground-type.

~-- Stage 4 --~
[Part I]
Win Condition: Zech Merquise got destroyed [Tallgeese]
Lose Condition: Heero Yuy got destroyed [Gundam Heavyarms]
Number of Maps: 1
Guest Units: Gundam Heavyarms (Heero)
Occupation Areas: Nil
Enemy units: Tallgeese (Zechs)
Capture: Nil
Bonus Event: Gundam Heavyarms defeat Tallgeese

Strategy Guide
For this one, it is a battle in the snowy fields. And to defeat
Tallgeese, it is possible but I would recommend you, my method. First
of all, have Gundam Heavyarms do its MAP attack [which cannot be
countered.] Tallgeese's HP should drop pretty low, next have
Heavyarms counter's Tallgeese attack and you should have a CGI movie.
The CGI movie will be shown if you have destroyed Tallgeese...

[Part II]
Win Condition: All enemies are destroyed.
Lose Condition: Zechs Merquise got destroyed [Tallgeese]
                   Home Base got invaded
                   Home Base units are totally destroyed.
Number of Maps: MAP 1: Snowy Field with Zechs' Base
                   MAP 2: Sky
Guest Units: 1-> Tallgeese (Zechs)
Occupation Areas: Nil
Enemy units: 1-> 16x Leos [Land Type]
               2-> 4x Transport Plane [3x Aries [OZ] each]
Capture: Aries [OZ]
Group Limit: 1~2

Strategy Guide
This is one of the hardiest if you don't rely on customized troops for
help... You have only Tallgeese to battle. This is also the last chance
to ACE Tallgeese. [if you want to do that, make sure you destroy ALL
enemies using Tallgeese, which is worth it as with Wing Gundam and
Tallgeese, you can design an elite unit...]. This is simply make
sure that your enemies did not enter the base. Your base will be
surrounded by 4 Leos on the north, 4 Leos on the south, 4 Leos on the
west and 4 Leos on the east. Next in the sky, you will have 4x OZ
Transport Plane [with 4x Aries docked inside the planes]. If you want
a fast win, have Tallgeese used its Melee attack to destroy all OZ
Transport Plane first so that you have less enemies to kill.

```
~-- Stage 5 --~
Win Condition:      Miliardo Peacecraft got destroyed [Tallgeese]
Lose Condition:     Space Warship, Vayaete or Mercurius got destroyed.
Number of Maps:     1
Guest Units:        Vayaete (Trowa), Mercurius (Heero), Space Warship,
                    4x Taurus [MD]
Occupation Areas:   Nil
Enemy units:        Tallgeese (Miliardo)
Capture:            Nil
```

Strategy Guide
Well, the units controlled to enemy defeat ratio is 7 against 1...
There is no reason that you will lose ^_^;). For this combat, all units
are docked within the Advanced Space Transport. The mobility of these
units are quite good plus and you have elite units such as Vayaete and
Mercurius. Below are the statistics for them...

```
Name: Vayaete                          Space   B   Underwater    C
Exp: 630 per level                     Sky     -   Movement      6
HP: 12,100   UA: 30                    Land    B
EN:    160   UD: 24                    Water   -
 _____
| Commands | Attacks                 | Range | Type    | Damage |  EN  |
| Move     | Beam Cannon             | 4~5   | BEAM 2  |  4500  |  40  |
| Attack   | Super Beam Cannon       | -~-   | MAP     |  7000  |  40  |
| Command  |_____|_____|_____|_____|_____|
|_____|
```

Pilot: Trowa Barton

{Using Vayaete}
Typically, this unit is extremely destructive for its ammo firing power
and don't forget that Trowa Barton has one of the highest Range stats.
The only problem is that this unit is pretty useless in close range
combat. Its value will drop further as you will see in the later
missions... But try to keep far away from the enemy unit and attack
from long range. BTW, if you have end Vayaete's turn, you still can use
Command. Command allows you to order those MDs [Taurus] to attack the
enemy. The MAP attack is a straight line version and can't be executed
after movement, therefore it means that you can only rely on its Beam
Cannon.

```
Name: Mercurius                        Space   B   Underwater    C
Exp: 675 per level                     Sky     -   Movement      6
HP: 12,100   UA: 24                    Land    B
EN:    140   UD: 30                    Water   -
 _____
| Commands | Attacks                 | Range | Type    | Damage |  EN  |
| Move     | Beam Sword              | 1~1   | Melee   |  3800  |  14  |
| Attack   | Beam Handgun            | 3~4   | BEAM 1  |  2800  |  14  |
|_____|_____|_____|_____|_____|_____|
           | Special: Planet Defensory System (nullifies Range attacks)|
           |_____|
```

Pilot: Heero Yuy

{Using Mercurius}
Although its attacking power may be weaker compared to a normal MS, but
its great defense makes up for its low attacking power. It's planet
defensor will nullify any attacks from the enemy [applies to Range type

attacks]. Therefore, don't use its Beam Sword and attack from Range, but
use its Melee attack to finish off the Tallgeese.

To start off the battle, make sure that none of your units are outside
of the control area otherwise, the hit rate will fall pathetically. To
command a MD, choose command and select Tallgeese. It is a simple
battle, hence it should be no problem.

[Part II]
Win Condition: Destroy all enemies
                   Destroy Wing Gundam Zero [Quatre R. Winner]
Lose Condition: Heero got destroyed [Gundam Mercurius]
                   Home Base got invaded
                   All Home Base units got destroyed.
Number of Maps: MAP 1: The OZ Space Base
                   MAP 2: Outside a Space Colony
Guest Units: 1-> 6x Leos [OZ Space]*, Gundam Deathscythe Hell (Duo)
                   Altron Gundam (Wufei)
                2-> Mercurius (Heero)
Occupation Areas: 4
Enemy units: 1-> 11x Virgo, 8x Taurus
                2-> Wing Gundam Zero (Quatre R. Winner)
Capture: Nil
MAP Position: Nil
Group Limit: 2

*Note: One of the Leo [OZ Space] is piloted by Lady Une.

-- Important: Before Battle Preparations --
You will definitely get a huge problem if your WS are not space
mobile... [i.e. they have "-" rating for space.]. Try to get a White
Base [which is an excellent WS, because of its Assist Mode] or any
other WS that are mobile in Space. Make sure your MS are also space-
mobile. Hopefully, you have gotten a group of space mobile MS. [if
you don't have, spent money using card codes or buy Support units].
Ref: Card Codes Section.

-- Notes --
Both Gundam Deathscythe Hell and Altron Gundam starts off the battle
with 70% of their current HP. This is partly due to the incompletion
by the Gundam creators [well, if you have watch the anime, you should
know why...]

Strategy Guide
[MAP 1]
My second game over occurs here as I have prepared my WS to be space
mobile ^_^;). Your objective is defend your base at all costs. If you
lose your base, it is a game over. Besides on the battle you got two
great Gundams, Altron Gundam and Gundam Deathscythe Hell.

Name: Gundam Deathscythe Hell   Space   A   Underwater   C
Exp: 705 per level   Sky   -   Movement   6
HP: 12,420   UA: 28   Land   B
EN: 180   UD: 29   Water   -

 _____
Commands	Attacks	Range	Type	Damage	EN
Move	Head Vulcan	1~2	Range	800	20
Attack	Beam Scissors	1~2	Melee	4500	38
_____	Buster Shield Attack	3~3	Range	3800	75
_____	_____	_____	_____	_____

```
                    | Special: Beam Coat [reduce BEAM damage by half]           |
                    |          Dodge +10 [Hyper Jammer System]                  |
                    |_____|
```

Pilot: Duo Maxwell

{Using Gundam Deathscythe Hell}
The Gundam from Hell has come back with a new look. It is more mobile
and stronger. Deathscythe Hell's Buster Shield is still available and it
is still as sneaky as ever. On the map, you will face a mixture of
Taurus and Virgo. But the key weakness of these two units is that they
don't have Melee type combat and can't attack within hit range of 1.
Therefore, make use of Gundam Deathscythe Hell to deal the killing
damage using its Beam Scissors. BTW, don't use its range attack against
Virgos as it is just puny useless...

```
Name: Altron Gundam                       Space   A   Underwater     C
Exp: 675 per level                        Sky     -   Movement       6
HP: 12,450   UA: 29                        Land    B
EN:    210   UD: 28                        Water   -

 _____
| Commands | Attacks                    | Range | Type    | Damage |  EN  |
| Move     | Twin Beam Trident          | 1~1   | Melee   |  4500  |  38  |
| Attack   | Flame Thrower (f)          | 2~4   | Melee   |  4000  |  40  |
|_____| Tail Beam Shooter x2       | 3~5   | BEAM 1  |  1800  |  22  |
           | Dragon Fang Combo          | 5~5   | Melee   |  4800  |  44  |
           |_____|_____|_____|_____|_____|
```

Pilot: Chang Wufei

{Using Altron Gundam}
Altron Gundam is pretty strong as being compared to Gundam Shenlong. It
is much faster and stronger and has one of best mixture of attacks in
my opinion. This scenario serve a perfect scenario to ACE Altron Gundam.
It is easier because it's well mixture of arsenal of weapons. But please
remember that Flame Thrower can't be used in Space terrains, which means
it can't be executed and Altron Gundam only has 3 attacks. Use the Twin
Beam Trident and Dragon Fang Combo to destroy the Virgos and Tail Beam
Shooters against Taurus. But make sure that you don't use the latter on
Virgo as it is ineffective.

Besides the above two mechanics, you get the chance to use a group of
Leos (space version, one is lead by Lady Une). But my key advice is that
you don't want to lose this excellent chance of ACE Altron Gundam or
Gundam Deathscythe Hell, don't use them to attack but have them as lures.
Just keep on destruction and victory will be yours. For your base,
protect them at all costs. Well, the Virgos attack your flank, don't
counter as they will nullify any range type damage. Instead, try to have
them get close the enemy. You may want to use Card Codes to get better
pilots as they will increase the efficiency of your mechanics. Just
continue your killing and victory will be yours. Remember to seize
control of the occupation areas located at the southern part of the
maps.

[MAP 2]
It is Mercurius vs. Wing Gundam Zero in this combat area... Under any
circumstances, don't get too close to Wing Gundam Zero coz of its
destructive attacking power. [heck.. Wing Gundam Zero will turn any
weak pilot into a killer weapon because of its Zero System]. Don't
make use of Melee as you will lose for most of chances. Instead get

close with 4 hex and uses the Beam Handgun attack against Wing Zero.
Because even it's destructive Combined Buster Rifle Attack will be
nullified. BTW, pray that it does not uses its Buster Rifle Combo [MAP
attack!]. Oh, you can't switch maps and you will hear rants between
Quatre and Heero...

~--- Stage 6 --~
[Part I]
Win Condition: Trant Clark got destroyed (Wing Gundam Zero)
Lose Condition: Duo Maxwell got destroyed (Gundam Deathscythe Hell)
Number of Maps: 1
Guest Units: Gundam Deathscythe Hell (Duo)
Occupation Areas: Nil
Enemy MS units: Wing Gundam Zero (Trant), 9x Leo (OZ Space)
Capture: Nil
MAP Position: Nil

Strategy Guide
It's the battle of Gundam from Hell against Wing Gundam Zero! This is
pretty simple as Wing Gundam Zero will be in confusion status [i.e.
it's MP is below 10, which means it attack will be greatly depleted.]
Have Deathscythe to use its Beam Scissors to attack but position it
2 squares away, so that Wing Zero can't counter. You will find 3
Phrases. After your turn has finished, you will find the Taurus [OZ]
attack Wing Zero. Once the OZ squad has ended their turn, it will be
Trant Clark's turn and eventually your turn. The key objective is to
wound Wing Gundam Zero severely so that victory will be yours. Besides
there are chances that you will lose... [This really depends on luck.]

[Part II]
Win Condition: Destroy all enemies.
Lose Condition: Limousine got destroyed [a car...]
                    Home Base got invaded
                    All Home Base units got destroyed.
Number of Maps: 2
Guest Units: 1-> Wing Gundam (Heero), 4x Leo (OZ Space), 1x
                    Limousine (Relena)
               2-> Taurus (Noin), Taurus (Quatre)
Occupation Areas: Nil
Enemy units: 1-> 12x Virgo
               2-> 3x Jet Transport, 18x Aries [OZ]
Capture: Aries [OZ]
Group Limit: 2

Strategy Guide
Limousine is the car, which Relena Dorlian/Peacecraft is being board
on... Your objective is to protect the car from damage. You can
control the car [by moving it on the map and choose to Dodge]. The
main enemies comprises of Virgo, which are very hard to defeat as you
can only use Melee-type attacks as your main arsenal. Heero is being
situated in the front, where you can find the pair of white Taurus
situated on the sky map of the scenario. Have the Taurus to attack
the 3 OZ Transport Planes. [It definitely took a long time to get strong
tension for those two Taurus]. Don't bother to sent Noin/Quatre to
attack Virgos, instead have Leos/Wing Gundam and your customized troops
to attack it. The best method of defeating this scenario is by protect
Relena Peacecraft from harm by placing it inside the flank of your
customized troops. Have Wing Gundam to get close and attack. Around the
6th turn, three more Virgos will appear on the left and another 3 will
appear on right side of the map. But I guess it would not pose much a

problem. Just make sure that you don't let the Aries and OZ Transport
Plane get close to the Limousine. [It's the job of Quatre and Noin, and
it is possible to ACE either one of them, provided that your customized
troops are strong enough.]

~-- Stage 7 --~
[Part I]
Win Condition: Destroy all enemies
Lose Condition: Heero Yuy got destroyed [Wing Gundam]
Number of Maps: 1
Guest Units: Wing Gundam (Heero)
Occupation Areas: Nil
Enemy units: 5x Virgos
Capture: Nil
MAP Position: Nil

Strategy Guide
This will be the last time that you could use Wing Gundam for the
story. Hence carry an onslaught using its Beam Saber attack to rush
out all Virgos in your initial turn. Don't bother turn into Neo Bird
mode as the Buster Rifle is always useless against the Virgo's Planet
Defensors System (but in the anime, its seems so invincible...)

[Part II]
Win Condition: All enemies are destroyed
Lose Condition: Home Base got invaded
                    All Home base units got destroyed.
                    Heero Yuy got destroyed [Gundam Epyon]
Number of Maps: MAP 1: In front of Sank Kingdom Palace
                    MAP 2: Sky
                    MAP 3: Forest Area
Guest Units: 1-> Gundam Sandrock (Quatre), 8x Maganac Troops (Rasid,
                    Abdul, Ahmad and Abu), Taurus (Noin)
                3-> Gundam Epyon (Heero)
Occupation Areas: Nil
Enemy units: 1-> 4x Cancer, 10x Pisces, 2x OZ Battle Mothership,
                    15x Virgo
                2-> 12x Aries (Federation,OZ), 2x Jet Transport
                3-> 4x Virgo, Wing Gundam Zero (Zechs)
Capture: Cancer, Pisces, Aries (OZ)
MAP Position: Nil
Bonus Event: 3-> After Gundam Epyon has destroyed all the Virgos
                    in MAP 3. Wing Gundam Zero will enter the
                    battlefield. Defeat Wing Gundam Zero and you will
                    have a CGI sequence.
Group Limit: 3

-- Notice --
Once again, make sure your WS has a rating of D and above for Land, Sky
or Water, otherwise you can't launch it from your base and it will be as
good as game over as your guarders can't stay forever.

Strategy Guide [you can sent as many as 3 groups...]
[MAP 1: Land, in front of the Sank Kingdom Palace; MAP 2: Sky]
This is one of the hardiest strategy battles. I have gotten countless
gameovers and units destroyed while playing this scenario. IMO, I guess
you need to have an extremely strong troop of customized troops [I
managed to scrap past with 2x Wing Gundam, 1x Mercurius, 1x Gundam
Deathscythe Hell]. You will definitely need two groups of customized
troops. One of them will focus on the main battle issue against the

Virgos and the other group will focus on the battle against Aries and
OZ Transport Plane [prevent them from invading your base]. As for the
enemies' marine forces, you can forget about them as they won't pose
that much threat as they can't come onshore and you can rely on the
Maganac and Sandrock to destroy them. BTW, this will definitely be an
excellent opportunity to ACE Sandrock as this will be your last chance
to use Gundam Sandrock. Have the Taurus attacks the aerial flank [
expect some chances that you will lose that as it is way too many enemies
for it to defeat]. Or you can choose to lure to land where you can rely
on the Maganac Troops along Sandrock to do the killing. The key focus is
to defend the base. BTW, Virgo are extremely easy to handle as you can
defeat them with Melee attacks [note that your units will suffer harsh
damage if the Beam Blaster of Virgo's connect, it does around 6000+ HP
damage against an unit.] and the Beam Blaster is extremely crap. For the
battle against the OZ Marine forces, it does not matter if you sent any
troops underwater. But to destroyed them, you can use either Range [
non-BEAM weapons] or Beam attacks. Some of the units can't travel
underwater but you can attack from the ground to the enemy units
underwater.

[MAP 3: A deserted forested area] 1x Gundam Epyon, 4x Virgo
Here it will be relatively simple as you can your only chance to control
this ultimate mobile suit for close range combat. Below are some awesome
statistics regarding Gundam Epyon:

Name: Gundam Epyon   Space   A   Underwater   C
Exp: 795 per level   Sky   -   Movement   6
HP: 14,800   UA: 33   Land   A
EN: 240   UD: 30   Water   -

 _____
Commands	Attacks	Range	Type	Damage	EN
Move	Beam Sword Combo	1~1	Melee	3900	40
Attack	Heat Rod	1~3	Melee	3000	30
Transform	Giant Beam Sword	~-~	MAP	10000	80
_____	_____	_____	_____	_____	_____
Special:
ZERO System   +20 Melee, +20 Range
_____

[MA Mode]
Space   A   Underwater   -
Sky   A   Movement   8
Land   -
Water   -

 _____
Attacks	Range	Type	Damage	EN	Hit	MP
Heat Rod Rush	1~1	Melee	3500	36	90	--
_____	_____	_____	_____	_____	_____	____

Pilot: Heero Yuy
{Using Gundam Epyon}
Epyon is really an excellent MS when comes to Melee weapons. Typically,
all its attacks are Melee-based except for its Giant Beam Sword attack.
But it's low consumption on EN makes more superior compared to other
units. Epyon can be transformed but its transform version has only 1
attack, the key problem is that you need to get the MS close towards
the enemy. It's Heat Rod attack is quite strong and you should have no
problem in defeating them. After you have defeat all, Wing Gundam Zero
will appear and you need to defeat it. Before you or Wing Gundam Zero
dealt the final blow, you will have a CGI sequence showing the battle

between Epyon and Wing Gundam Zero. BTW, this is only time that you can
play as Gundam Epyon for the story. While battling against Wing Gundam
Zero, make use of the Heat Rod attack as that attack can be only
countered using its Shoulder Vulcan. [it is only within 2~3 attack
range.]

~-- Stage 8 --~
[Part I]
Win Condition: All enemies are destroyed
Lose Condition: Space Mothership got destroyed (Noin)
                   Either Quatre, Duo or Trowa got destroyed
Number of Maps: 1
Guest Units: Space Mothership (Noin), Gundam Sandrock (Quatre),
                   Taurus (Trowa), Gundam Deathscythe Hell (Duo)
Occupation Areas: Nil
Enemy units: 8x Taurus [MD]
Capture: n/a
MAP Position: Nil
Bonus Event: Nil

Strategy Guide
Well, this time it should not pose much a problem as compared to the
previous battles. It is rather easy as you can rely on Gundam
Deathscythe Hell to win the battle. Have Sandrock and Taurus stay
within the group control area, otherwise they will be pretty useless.
Sandrock has low mobility as it's space rating is only a D. You can
have assist mode between Sandrock and Taurus.

[Part II]
Win Condition: All enemies are destroyed
Lose Condition: Home Base got invaded
                   All Home base units got destroyed.
Number of Maps: MAP 2: Space [where you find most units of White
                          Fang along with Gundam Epyon]
                   MAP 1: Space [where you find Baroji and OZ troops]
Guest Units: 2-> Gundam Sandrock Kai (Quatre), Gundam Deathscythe
                   Hell (Duo), Taurus (Noin), {Taurus (Trowa)}
Occupation Areas: MAP 1: 4
                   MAP 2: 6
Enemy units: 2-> OZ: 1x Baroji, 34x Taurus, 4x Space Mothership
                   White Fang: 8x Taurus (red)
               1-> OZ: 2x Space Mothership, 14x Taurus
                   White Fang: Gundam Epyon (Miliardo), 4x Virgo,
                   24x Taurus (red), 3x Space Mothership
Capture: Taurus (red), Taurus
MAP Position: Nil
Bonus Event: Noin attack Miliardo Peacecraft
Group Limit: 3

-- Note! --
Well, please note that your WS has a rating of at least D for space,
otherwise you can't use it for battle.

* Strategy Guide*
Well it has been a long time since, you saw a statistics table...
Before I begin, it is time to show you Gundam Sandrock Kai's statistics:

Name: Gundam Sandrock Kai   Space   A   Underwater   C
Exp: 675 per level   Sky   -   Movement   6
HP: 12,440   UA: 27   Land   B

```
EN:    180   UD: 30              Water    -
 _____
| Commands | Attacks                   | Range | Type   | Damage | EN   |
| Move     | Heat Shotels              | 1~1   | Melee  | 4000   | 30   |
| Attack   | Head Vulcan               | 1~2   | Range  | 800    | 20   |
| Front    | Machine Gun Attack (r)    | 2~3   | Range  | 2500   | 18   |
|_____| Shoulder Missile (2x)     | 4~5   | Range  | 2400   | 28   |
           |_____|_____|_____|_____|_____|
```

Pilot: Quatre Rabarba Winner

{Using Gundam Sandrock Kai}
BTW, there is a great difference between Sandrock Kai and Sandrock. It
no longer has the cross crusher attack but in place, it is a hand-held
machine gun attack. Sandrock Kai is more mobile and stronger compared
to its perquisite. Just make use of its shoulder missile attack and its
heat shotels and you should have no problem in this scenario.

Upon the first turn when you launch your G-Generation group from the
base, make sure it is either on the left of the base or right side. [
Assign appropriately with a group in left and another one on the right,
have the third party either on the left or right, depends on the
strength of group.] Why? Because once OZ has its turns, it have Baroji
["The Space Cannon"] to launch its main Beam Cannon Attack. No units can
survive from that attack... Just make sure that no units are in line
with the base guarders [include your guest units]. You can also have
some fun of watching enemies making hell of each other. Your aim is to
destroy all OZ troops along with White Fang. The only key enemies needed
to take note of are Gundam Epyon and Baroji.

After OZ has completed its turn, it will be White Fang's turn. Remember
that after that blast, the Baroji can NO longer perform that attack
unless it is being place on the Occupation Area. Therefore most of
chances, Gundam Epyon will be proceeding to Map 1 and soon the White
Fang troops will initiate its attack. Once it is your next turn, have
Noin (White Taurus) to attack Gundam Epyon and you will have that bonus
event. Next Gundam Epyon will leave and Trowa will be in the battlefield
and pilot in White Taurus. Have a team work of Deathscythe Hell does the
initiating attack and Sandrock Kai to do the finishing so that you can
ACE'd Sandrock Kai. It is possible to ace out another unit, Taurus [it
will be better to use Trowa Barton for his superb range statistics of
40]. Just beware of the Virgos on the other side of map. Have your
G-Generation Group surround the lower portion of the base. Prevent any
enemies from getting close to the Base. Make use of attacks that can
hit enemies even if you are in the other side of the map. [BEAM weapons
should work find and it also include range attacks like Tallgeese's
Dobergun attack.]. Once most of the enemies are being killed, secure the
Occupation Areas [there are ten of them and which means that you can
secure a maximum of 10,000 points!]. Just make sure that you don't
assign any low HP units near the Baroji as it's attack are kind of deadly.

-- Additional Notes --
The White Fang's Taurus are those that are red in color while OZ is the
generic Taurus. But the statistics, there isn't much variation. For OZ,
there are 3 bridge crew for a Space Mothership in MAP 1 and another 3
bridge crew in the Baroji.

~--- Stage 9 --~
[Part 1]
Win Condition: All enemies are destroyed

```
Lose Condition:     Trowa got destroyed (Wing Gundam Zero)
Number of Maps:     1 (Outside the circus)
Guest Units:        Wing Gundam Zero (Trowa)
Occupation Areas:   Nil
Enemy units:        11x Taurus
Capture:            n/a
MAP Position:       Nil
Bonus Event:        Nil


*Strategy Guide*
This will be officially the first time that you will get your hands on
this mind-wrapping 15 year old Wing Gundam Zero. Below are the
statistics of this devastating MS:

Name: Wing Gundam Zero               Space    A   Underwater     C
Exp: 810 per level                   Sky      -   Movement       6
HP: 14,500   UA: 32                  Land     A
EN:    240   UD: 31                  Water    -
  _____
 | Commands  | Attacks                   | Range | Type   | Damage |  EN  |
 | Move      | Beam Saber                | 1~1   | Melee  | 4000   | 44   |
 | Attack    | Shoulder Cannon (r)       | 2~3   | Range  | 2500   | 20   |
 | Transform | Combined Buster Rifle      | 3~5   | BEAM 2 | 5000   | 60   |
 |_____| Buster Rifle Combo        | ~-~   | MAP    | 7000   | 100  |
             |_____|_____|_____|_____|_____|
             | Special                                          |
             | ZERO System          +20 Melee, +20 Range |
             |_____|

Space          A -> A    Movement   6 -> 8
Sky            - -> A
Land           A -> -     Wing Gundam Zero is one of the best Gundams that
Water          - -> -     you can choose from the game. Below are the
Underwater     C -> -     statistics when you transform Wing Gundam Zero
                          into Neo-Bird Mode.
[Neo Bird Mode]
  _____
 | Attacks               | Range | Type   | Damage |  EN  | Hit | MP |
 | Twin Buster Rifle x2  | 3~5   | BEAM 2 | 4000   | 80   | 70  | -- |
 |_____|_____|_____|_____|_____|_____|____|

Those Taurus [specially enough, they are piloted by OZ pilots] are
pretty weak and Wing Gundam Zero is just like a monster to them. When
Wing Gundam Zero is surrounded by the fleet of enemies, have it use The
Buster Rifle Combo [my name for it, okay?] and you can wipe them out
within 2 turns. But have Wing Gundam Zero counter attack every enemies'
attack as Wing Gundam Zero has sufficient HP to endure those damage.


[Part 2]
Win Condition:      All enemies are destroyed
Lose Condition:     All Home Base units got destroyed
                    Home Base got invaded
Number of Maps:     2
Guest Units:    1-> Peacemillion (Howard) {Gundam Sandrock Kai (Quatre),
                    Gundam Deathscythe Hell (Duo), Gundam Heavyarms Kai
                    (Trowa), Altron Gundam (Wufei), Taurus (Noin)},
                3-> Wing Gundam Zero (Heero)
Occupation Areas:   MAP 1: 4
                    MAP 2: 4
                    MAP 3: 2
```

```
Enemy units:    1-> 11x Virgo II
                2-> 6x Virgo, 9x Virgo II, 4x Space Warship, 12x Taurus
                    (red), Libra (Quinze, Dorothy as Guest)
                3-> Gundam Epyon (Miliarado)
Capture:        Taurus (red)
MAP Position:   Nil
Group Limit:    3
```

-- Notes --
Howard is the head of the Peacemillion. Sally Po is in the Peacemillion
as the bridge crew (Guest). Gundam Sandrock Kai has an Option Part
[ZERO System embedded] and it makes it stronger than before...
Quinze is the leader of Libra and Dorothy Catalonia is in the bridge
crew as Guest.

* Strategy Guide *
Here you will find another devastating WS, the Libra... But let's
proceed the last Gundam fact file: Gundam Heavyarms Kai.

```
Name: Gundam Heavyarms Kai         Space   A    Underwater   C
Exp: 675 per level                 Sky     -    Movement     6
HP: 12,430   UA: 30                Land    B
EN:    220   UD: 27                Water   -
 _____
| Commands | Attacks                 | Range | Type   | Damage |  EN  |
| Move     | Army Knife              | 1~1   | Melee  |  3500  |  34  |
| Attack   | 2x Beam Gatling (r)     | 2~4   | Range  |  2400  |  26  |
| Back     | Homing Missiles (6x)    | 4~5   | Range  |  1000  |  50  |
|_____| Gatling Full Strike     | -~-   | MAP    | 13000  | 186  |
           |_____|_____|_____|_____|_____|
```

{Using Gundam Heavyarms Kai}
It is kind of unfortunate for Gundam Heavyarms Kai to be present in such
a scenario... as the Virgo(II)s are invulnerable against Range attacks.
But Gundam Heavyarms Kai is still a elite model of unit. It is rather
hard to ACE it out here and I would recommend you to ACE'd Wing Gundam
Zero instead. Just attack with its Army Knife or Gatling Full Strike
attack and you should managed to scrape past...

MAP 1
The key enemies found in this map are the Virgo II. They are much more
dangerous compared to Virgos as they do not have only Planet Defensor
system but they have Melee attacks, which allows them to counter your
attacks. But it doesn't mean that they are invincible...

First of all, have Altron or Deathscythe Hell to do the attack from a
distance while have Sandrock Kai/Heavyarms to do the killing with their
1 square ranged Melee attacks. In this way, it will help to reduced the
number of damage that your units could suffer... Place injured or dying
units back to the Peacemillion once their HP is as low as 3000.

MAP 3
Gundam Wing Zero vs. Gundam Epyon! You will hear a voice among those two
upon the first attack. To defeat Epyon using Zero, is rather simple.
Just attack it with the Combined Buster Rifle attack and there is no
problems in fighting against Epyon. Epyon will try to get close to Zero
just use its attack. Therefore attacking from a distance is the key to
victory. If Epyon uses its Beam Sword attack, counter with Wing Gundam
Zero's Beam Sword. Within 3 turns, you could easily finished off Epyon.
Once Wing Zero has sufficient EN, switch to Bird Mode and launch the

Twin Buster Rifles attack at the Libra, make use of "map switch" (attack from another map). Once Libra is destroyed, proceed to the flank of Virgos and does your damage. [Make sure that strong tension is always maintained.

MAP 2:
The only key concern is Libra [which can be easily destroyed by the strategy stated above.]. The Virgo II will surrounded the Libra when they got chance. Just make use of the long-range Melee attacks followed by 1 square Melee to finish off the enemies.

-- Additional Notes --
If you observe carefully, once you approach the area near any occupation area, new White Fang units will appear. The Virgos will appear for Occupation Areas for MAP 1 and 3. Whereas Taurus will appear for the only top 2 occupation areas. No enemies will appear on the lower two on MAP 2.

~-- Stage 10 --~
Win Condition: All enemies are destroyed
Lose Condition: All Home Base units got destroyed
Number of Maps: 3
Guest Units: 1-> Altron Gundam (Wufei)
                2-> Gundam Sandrock Kai (Quatre), Gundam Heavyarms Kai
                    (Trowa), Gundam Deathscythe Hell (Duo), Taurus (Noin)
Occupation Areas: MAP 1: 4
                   MAP 2: 5
                   MAP 3: 3
Enemy units: 1-> OZ: 11x Leo (OZ Space), 2x Space Mothership, 8x Leo
                      (Space Type), Tallgeese II (Treize)
                   White Fang: 12x Virgo II
               2-> OZ: 16x Leo (OZ Type)
                   White Fang: Gundam Epyon, 3x Virgo II
               3-> 18x Leo (OZ Space)
Capture: Leo (Space Type)
MAP Position: MAP 1: 2 (one near Altron, the other near White Fang
                        fleet of Virgo II)
                   MAP 2: n/a
                   MAP 3: 4 (basically the 4 corners...)
Group Limit: 3
Bonus Event: Wufei dodges Treize's Attack

* Strategy Guide *
Bonus Event:
I managed to get this by having Wufei to attack Tallgeese II first.
When it is Tallgeese II turn's to attack, I choose dodge instead of
counter and you will get the movie.

This is perhaps a true war-based battle as there are so many enemy
units. I would recommend you to place one near Wufei, while the other
two on 3rd map. The Leos does not give you much problem as it is giving
you a brilliant chance to ACE'd out Heavyarms. The key problems are
Virgo II. In order to defeat them, have units which has more than 2
square Melee or Deathblow/NTL attack. In this way, your units won't
received unnecessary damage. Always choose Dodge when it is attacking
with its range attack unless you can counter it with a Melee/NTL/
Deathblow type attack.

Gundam Epyon, along with the three Virgo IIs, will stick to the same map.
Therefore, have Sandrock Kai/Heavyarms Kai does the long range attack

and have Deathscythe Hell to dealt the killer blow. You will hear voice
rants between all characters... If not get Altron Gundam to aid them...

The last map is relatively simple as those Leo does not give you that
much problems compared to Virgo II. Therefore, try to attack as you
preferred to do normally.

[Part II]
Win Condition: All enemies are destroyed
                    Libra got destroyed
Lose Condition: All Home Base units got destroyed
                    Home Base got invaded
                    Libra reaches the Earth
Number of Maps: 4
Guest Units: 1-> Altron Gundam (Wufei), Gundam Deathscythe Hell (Duo),
                   Gundam Heavyarms Kai (Trowa), Gundam Sandrock Kai
                   (Quatre), Rasid's Custom Maganac, Abdul's Custom
                   Maganac, Auda's Custom Maganac, Ahmad's Custom
                   Maganac
               4-> Wing Gundam Zero (Heero)
Occupation Areas: MAP 1: 3
                   MAP 2: 3
                   MAP 3: 4
                   MAP 4: 4
Enemy units: 1-> 4x Virgo II, 12x Virgo, 3x Space Warship
               2-> 6x Virgo II
               3-> 9x Virgo II, Libra (Quinze, Dorothy)
               4-> Gundam Epyon (Miliarado)
Capture: Virgo
MAP Position: Nil
Group Limit: 3

* Strategy Guide *
Well, it is final showdown against the White Fang! The key objective
is to prevent Libra from "reaching Earth" This is only considered done,
if Libra is placed on a grid where Earth is in MAP 4, which means Heero
is blocking way ^_^;

Turn 1:
For Map 1, I would recommend you to sent all Gundams to next map while
the Maganacs stay here to guard the Base along with your troops. Launch
your three groups and tried conquest the occupation areas found here.
Now switch to Map 4, where you got the showdown between Epyon and Zero.
Have Heero to use the Combined Buster Rifle Attack Miliarado or MAP
attack [The Buster Rifle Combo...]

Turn 2:
4x Virgos II should appear on Map 2, attacking your Gundams. Counter
them or dodge if the percentage is around 55% but below 60%. Epyon
should attack Wing Zero from close range, therefore counter... Once its
your turn, attack Miliarado with Beam Saber Attack and you should
destroy Epyon. Now the key objective will be destroying Libra. But its
going to be tough as Libra is being surrounded by Virgo II. Therefore,
try to get close to Libra but keep a distance from the Virgo II, and
attack with the Combined Buster Rifle Combo. Meanwhile, your other
Gundams should proceed to the third map.

More Virgos will start to appear as you go near some of the Occupation
Areas or as the turns went by. The Virgos does not pose much a problem
except for the Virgos II. Make use of units with long range Melee or

NTL type attacks.

Till the end...
Go after Libra! Have all your attacks on Libra. [The Libra will not use
its main cannon as part of the story even though it has sufficient MP
to execute it...] Try to hit it with everything you got. You will get
additional game speech from Heero if Wing Gundam Zero destroys Libra
with the last shot using the Combined Buster Rifle Attack...

Happy Ending watching! [even though is just a picture and dialog
conversation...]

~~~~~~
New Mobile Suit Report: Gundam Wing Dual Story
G - U N I T
~~~~~~
Timeline: AC 195
Chapters: 5
Cast: Adin Barnett, Oderu Barnett (Silver Crown), Valder Farkill,
           Dr. Berugu, Buromu Burogusu, Kuratsu Shelbv, Roshe Natouno,
           Rushie Aizuri.
Gundams: Gundam Geminas 01, Gundam Geminas 02, Gundam LO Booster,
           Gundam Askurepuosu, Gundam Grip, Hydra Gundam, Gundam
           Akueriosu.
Special: Leo (Space Type), D Unit
Enemy MS: Leo (OZ Space), Taurus, Virgo, Vayaete Shuivan, Mercurius
           Shuivan, Leo-N, Leo-R, Leo-S, EWAC Leo.
WS: Granshario, Space Shuttle, Space Mothership

~-- Stage 1 --~
Part I
Win Condition: Destroyed EWAC Leo (Mysterious Pilot)
Lose Condition: Gundam Geminas 01 got destroyed (Adin Barnett)
Number of Maps: 1
Guest Units: Gundam Geminas 01 (Adin)
Occupation Areas: Nil
Capture: Nil
Enemy Units: EWAC Leo
Group Limit: Nil

* Strategy Guide *
This is quite a simple battle between Gundam Geminas 01 and EWAC Leo.
Below are the statistics for Gundam Geminas 01

Name: Gundam Geminas 01   Space   B   Underwater   C
Exp: 600 per level   Sky   -   Movement   5
HP: 11,550   UA: 25   Land   B
EN: 120   UD: 25   Water   -

 _____
Commands	Attacks	Range	Type	Damage	EN
Move	Beam Sword	1~1	Melee	3800	16
Attack	Accelerated Rifle	3~4	Beam 1	4000	24
_____	PX Double Sword Slash	-~-	NTL	4500	30*
_____	_____	_____	_____	_____

Pilot: Adin Barnett
* The PX Double Sword Slash requires Adin to have at least 30 MP. Well,
  it applies to all NTL attacks.

{Using Gundam Geminas 01}

Actually, there is an identical twin called Gundam Geminas 02 which
appears to be darker color [but actually it is blue color unlike
Gundam Geminas 01 which consists of red, black and white]. Even though
you can only use Gundam Geminas 01 for a misery 2 stages but it still a
good unit for it's strong attack power. You can even defeat a UA and UD
29 like Gundam Asukurepuosu if you use it properly...

This battle is pretty simple as it is one-on-one battle against a EWAC
Leo [I would call it a turban head Leo...]. The enemy unit has only one
attack which is a range attack, which means that it will be rather easy
to defeat such an unit as all you need to get close to the unit. But in
this battle, those space rocks could lowered down the mobility of your
Gundam, therefore take note.

```
Part II
Win Condition:      Destroy all enemies
Lose Condition:     All Home Base units got destroyed
                    Space Shuttle got destroyed
Number of Maps:     1
Guest Units:        Gundam Geminas 01 (Adin), 4x Leo (Space Type),
                    Space Shuttle
Occupation Areas: Nil
Enemy Units:        8x Leo (OZ Space), 3x Star Dust Knights [Leo-N
                    (Buromu), Leo-S (Roshe), Leo-R (Kuratsu)]
Map Position:       1
Group Limit:        1
```

Strategy Guide
The key problem for this battle is that your G-Generation units must be
very strong as the Star Dust Knights are rather tough for 3x Tornado
Gundams. Leo-N is the green unit, Leo-R is the red unit and Leo-S is the
blue unit. Your key objective is to protect the unarmed shuttle, which
Oderu has given up his life in defending it. Winning this can be a
serious problem if you decided to play G-Unit first as your first
series.

The enemies are rather tough but you can rely on Gundam Geminas 01 to
do the killing with its NTL from two squares range except for Leo-S. But
Leo-S has one great weakness and that is it does not have any long range
attacks! Destroyed that unit first followed by Leo-N and Leo-R. To
protect the shuttle, have your customized troops to defend it.

```
~-- Stage 2 --~
Part I
Win Condition:      Adin (Gundam Geminas 01) destroyed Roshe (Gundam
                    Asukurepuosu)
Lose Condition:     Gundam Geminas 01 got destroyed (Adin Barnett)
Number of Maps:     1
Guest Units:        Gundam Geminas 01 (Adin)
Occupation Areas: Nil
Enemy Units:        Gundam Askurepuosu (Roshe)
```

Strategy Guide
In this battle, you need to plan your attacks carefully. Attack at
Gundam Asukurepuosu with Gundam Geminas 01's NTL attack. By doing this,
you are actually bringing Gundam Asukurepuosu's attack faster than
expected... Just deal the finishing move with its Beam Sword,
Accelerated Rifle or go ahead with a second time NTL: PX Double Sword
Slash.

```
Part II
Win Condition:     Destroy all enemies.
Lose Condition:   All Home Base units got destroyed.
                  Home Base got invaded.
Number of Maps:    2
Guest Units:   2-> Gundam Geminas 01 (Adin)
               1-> 4x Leo (Space Type)
Occupation Areas: Nil
Enemy Units:   2-> Gundam Asukurepuosu (Silver Crown)
               1-> 7x Taurus (with OZ Prise Pilots)
Group Limit:       1


*Strategy Guide*
[MAP 1]
Well, in this map, you have 7x Taurus as your enemies. But you will have
4x Leo (Space Type) along with your G-Generation Group. Remember that
Taurus can be rather strong but they are weak against close-range
attacks. In fact, you can go berserk along with your G-Generation Group
if it is that really powerful (mine comprises of 1x Wing Gundam Zero...)


[MAP 2]
This battle is between Adin and a guy called Silver Crown (but don't he
resemble someone??). It doesn't matter whether Adin got defeated or he
win. Just attack and try to analyze Gundam Asukurepuosu's attack. NTL is
quite cool by the way...


~-- Stage 3 --~
Part I
Win Condition:     Gundam Asukurepuosu got destroyed (Silver Crown)
Lose Condition:    Nil
Number of Maps:    1
Guest Units:       Gundam L.O Booster (Adin)
Occupation Areas: Nil
Enemy Units:       Gundam Asukurepuosu (Silver Crown)
Map Position:      Nil
Group Limit:       Nil


*Strategy*
Well, it is a rematch between Adin Barnett and The Silver Crown. This
time, Adin has come with a improved version of Gundam Geminas 01. Below
are the statistics of this Gundam:

Name: Gundam L.O Booster              Space   A   Underwater    D
Exp: 645 per level                    Sky     -   Movement      6
HP: 11,750   UA: 26                   Land    C
EN:    124   UD: 26                   Water   -
```

Commands	Attacks	Range	Type	Damage	EN
Move	Beam Sword	1~1	Melee	3800	16
Attack	PX Sword Dash	1~2	NTL	4500	30*
	Accelerate SMachine Gun	2~4	Range	2000	16
	Thrust Beam Cannon	4~5	BEAM 2	4000	24

```
Pilot: Adin Barnett
* The PX Sword Dash requires Adin to have at least 30 MP. Well, it
  applies to all NTL attacks.


Space        A -> A    Movement   6 -> 8
Sky          - -> A
```

```
Land        C -> -
Water       - -> -
Underwater  D -> -


[MA Mode]

 _____
| Attacks                  | Range | Type   | Damage | EN   |
| Thrust Beam Cannon       | 4~5   | BEAM 2 | 4000   | 24   |
|_____|_____|_____|_____|_____|


{Using Gundam L.O Booster}
Try to make use of its NTL attack as it could virtually knock down Gundam
Asukurepuosu's HP below 2000 with one attack. Next you can make use of
another NTL attack or Melee to finish off Gundam Asukurepuosu. Gundam
L.O Booster is considered a versatile unit and it is rather good
against long range type units or those melee based units like Leo-S.

It doesn't matter whether you defeat Silver Crown. But seize this
opportunity to understand more about Gundam L.O Booster. In my opinion,
strike with NTL first followed by Melee or NTL again. You should get a
victory...


Part II
Win Condition:    All enemies got destroyed
Lose Condition:   All Home Base units got destroyed
                  Home Base got invaded
Number of Maps:   1
Guest Units:      Gundam Grip (Adin), Gundam Asukurepuosu (Oderu)
Occupation Areas: 5
Enemy Units:      8x Taurus, Leo-R (Kuratsu), Hydra Gundam (Valder)
Map Position:     Nil
Group Limit:      1


*Strategy Guide*
This battle is perhaps pretty tough as Gundam Asukurepuosu was being
surrounded by a pack of Taurus and Valder Farkill's Hydra Gundam in the
north.. Have your customized group to focus their attacks on Hydra
Gundam, while Adin and Oderu to seize control of the five Occupation
areas and destroyed the Taurus. Below are the statistics of your new
members:


Name: Gundam Asukurepuosu          Space    B    Underwater     A
Exp: 660 per level                 Sky      -    Movement       5
HP: 12,120   UA: 29                Land     A
EN:    124   UD: 29                Water    -

 _____
| Commands | Attacks                  | Range | Type   | Damage | EN   |
| Move     | Beam Sword               | 1~1   | Melee  | 3800   | 16   |
| Attack   | PX Sword Thrust*         | 1~2   | NTL    | 4500   | 30   |
|_____| Python Claw              | 2~2   | Melee  | 3800   | 24   |
           | Python Claw Rapid Shot   | 2~4   | Range  | 2000   | 16   |
           |_____|_____|_____|_____|_____|

Pilot: Oderu Barnett
* The PX Sword Thrust requires Oderu to have at least 30 MP.


{Using Gundam Asukurepuosu}
IMO, Gundam Asukurepuosu is considered a great unit especially against
units with Planet Defensor. It has two square Melee attacks along with
its four squares range Rapid Shot attack which makes it a versatile
```

unit. For these scenario, I would recommend you to ACE this unit
compared to Gundam Grip which can be aced in the later scenarios.

```
Name: Gundam Grip                         Space    A    Underwater    C
Exp: 765 per level                        Sky      -    Movement      6
HP: 13,100   UA: 32                       Land     B
EN:    180   UD: 32                       Water    -
 _____
| Commands | Attacks                    | Range | Type    | Damage | EN   |
| Move     | Beam Lancer                | 1~1   | Melee   | 4000   | 18   |
| Attack   | PX Lancer Dash*            | 1~2   | NTL     | 4500   | 30   |
| Transform| Mega Particle Cannon       | 4~5   | BEAM 2  | 4000   | 30   |
|_____|_____|_____|_____|_____|_____|

Space        A -> A    Movement   6 -> 8
Sky          - -> A
Land         B -> -
Water        - -> -
Underwater   C -> -

[MA Mode]
 _____
| Attacks                    | Range | Type    | Damage | EN   |
| Mega Particle Cannon       | 4~5   | BEAM 2  | 4000   | 30   |
|_____|_____|_____|_____|_____|
```

Pilot: Adin Barnett
*The PX Lancer Dash requires Adin to have at least 30 MP.

{Using Gundam Grip}
This unit is like the Wing Gundam Zero for G-UNIT. It is damaging and
destructive in short range combat or long range attacks. Most of its
attacks vary from 4000 to 4500. Plus it has the ability to transform
which increases its mobility. But it looks rather dull looking IMO, a
mixture of purple, orange and black... That's the only bad thing I
could only think off...

The key enemy that you will most likely to experience problems will be
the Hydra Gundam (piloted by Valder Farkill), which has a damaging 7
squares range NTL attack. Try to have your G-Generation Group to fend
off again the Hydra Gundam. If you wish, you can make use of Gundam
Grip's NTL attack [but make sure it has full HP, otherwise, you will
face the problem of Grip being destroyed.] The Taurus are weak against
short range attacks whereas you can easily defeat Leo-S with Gundam
Grip's Mega Particle Cannon.

Stage 4
Win Condition: All enemies got destroyed
Lose Condition: All Home Base units got destroyed
Number of Maps: 1
Guest Units: Gundam Grip (Adin), Gundam L.O Booster (Roshe)
Occupation Areas: 4
Enemy Units: 9x Virgo, Leo-S (Kuratsu), Vayaete Shuivan, Mercurius
                  Shuivan.^
Map Position: 3
Group Limit: 2

^ Can anyone provide with the names of the pilots for Vayaete Shuivan
  and Mercurius Shuivan.

```
*Strategy*
If you don't sent in any G-Generation units, most of the chances is that
you will lose the battle... You will encounter Virgos [guarded with the
Planet Defensor system (i.e. nullifies any range type attacks)] along
with two great units, Vayaete Shuivan and Mercurius Shuivan. Vayaete
Shuivan's key weakness is that it can attack from short range just like
its perquisite: Vayaete (the blue unit piloted by Trowa Barton of Gundam
Wing as you have seen in the anime). On the hand, Mercurius Shuivan has
the Planet Defensor System along with Melee Attacks. The key victory is
NTL. Gundam Grip or L.O Booster posses a NTL attack. It should not be
problem in handling the enemies. Attack all enemies within short range
except for Leo-S. While have your customized troops to seize control of
the occupation areas.


Stage 5
Win Condition:    All enemies got destroyed
Lose Condition:   All Home Base units got destroyed
                  Home Base got invaded
                  Destroyed damaged Granshario within 4 turns (applies
                  after you have destroyed Granshario)
Number of Maps:   4
Guest Units:  1-> Gundam Grip (Adin)
              2-> Gundam L.O Booster (Roshe)
              3-> Gundam Asukurepuosu (Oderu)
              4-> 6x D-Unit (MD)
Occupation Areas: Nil
Enemy Units:  1-> Hydra Gundam (Valder)
              2-> Gundam Akueriasu (Kuratsu), 8x Virgo
              3-> Granshario (Dr. Berugu), 5x Virgo
              4-> 8x Leo (OZ Space)
Map Position:     Nil
Group Limit:      2
Bonus Event:      Adin (Gundam Grip) destroyed Valder (Hydra Gundam)


*Strategy Guide*
I going to split my explanations according to maps...


[MAP 4]
On this map, you will have an extra group of units called D-Units [refer
to G-UNIT's bestiary under the Bestiary section]. These units are pretty
weak in Melee but strong in range attacks but remember that range
attacks are generally useless against enemy units with Planet Defensory
System (for example, the Virgos). But having them to destroy the Leo (
OZ Space) should not pose much a problem with assistance from your
G-Generation units. The objective is to defend the base like hell...


[MAP 3]
On this map, you will have Oderu vs. Dr. Berugu. The Granshario is not
that difficult to deal with as its attacks are generally weak (not
because of damage but the poor hit rate.). Have Oderu finish off the
Virgos first before killing off Granshario. In fact, I would recommend
you to finish off Granshario last, otherwise you will need to finish it
off within that turn (i.e. after you have depleted Granshario's HP to
zero and Berugu will give a short message and Granshario will explode
within 4 turns). The unit which destroys it will have an extra turn. If
that happens, have ALL your units to focus on it. [the damaged
Granshario can't counter-attack except it has a blasting 56,000 HP!]


[MAP 2]
On this battlefield, it is between Rosshe and his fellow Star Dust
```

Knight or Gundam L.O Booster vs. Gundam Akueriasu is rather similar to
Gundam Asukurepuosu (the one that is controlled by Oderu). That unit is
pretty strong for L.O Booster but it can't counter-attack L.O Boosters'
Accelerate SMachine Gun at five square range because the maximum attack
range of that unit is 4. So seize this to your advantage. One key
problem is the presence of Virgos in this map. Therefore stay your
guard if you want to keep L.O Booster alive...

[MAP 1]
On this battlefield, take note of the space rocks as it will hinders any
unit's mobility in space. But there are only two units visible on the
map... Gundam Grip along Hydra Gundam. I would recommend you to attack
with Gundam Grip's NTL attack first since it will definitely does
10,000+ HP damage in one turn upon first try. Hydra Gundam is still
pretty strong but Grip is better for its UD and UA stats to backup it.
Once you are about to dealt the finishing blow, you will get the movie
sequence...

My recommendation is that you finish off all enemies except for the
Granshario and finish it off last. So that you can conserve enough EN to
destroy it. But this is all based on your own preference. Once all
enemies are destroyed, congratulations as you have finish Gundam Wing
Dual Story: G-UNIT!

~~~~~~
New Mobile Suit Report:
G u n d a m   W i n g :   E n d l e s s   W a l t z
~~~~~~
Timeline: AC 197
Chapters: 2
Cast: Heero Yuy, Duo Maxwell, Trowa Barton, Quatre Rabarba Winner,
           Chang Wufei, Sally Po [Preventer Water], Lady Une, Relena
           Darlian/Peacecraft, Earth Sphere President, Zechs Merquise
           [Preventer Wind], Lucrezia Noin [Preventer Fire], Dekim
           Barton, Mariemaia Khushrenada (Treize's daughter)
Gundams: Wing Zero Custom Gundam [Heero], Deathscythe Hell Custom
           [Duo], Heavyarms Custom [Trowa], Sandrock Custom [Quatre],
           Gundam Natac [Wufei], Tallgeese III [Zechs]
Special: Taurus [Noin], Leo (Space Type)
Enemy MS: Taurus, Serpent, Leo (Space Type)

~--- Stage 1 ---~
Win Condition: Destroy all enemy units.
Lose Condition: Space Mothership is destroyed
                    Either Heero or Duo is destroyed
Number of maps: MAP 1: Space Orbit outside the Space Base
                    MAP 2: Inside the Space Base
Guest Units: 1-> 1x Space Mothership (Sally Po, Noin), 4x Leo (Space
                    Type)
                2-> Leo (Space Type) (Heero), Leo (Space Type) (Duo)
Occupation Areas: 6
Enemy Units: 1-> Taurus [8x]
                2-> Leo [Space Type] [6x]

Strategy Guide

[Map 1]
I have tried to ace out the Leo but I always seems to fail. Those
Taurus seems a bit too tougher for your Leo... Remember that your Leo,
can't get outside the area of control from the Space Mothership. And

once their EN level is low, you need to recharge them by place them
back inside the Mothership. You can place once of your G-Generation
unit [limited to one Warship only] and try to lend a helping hand for
your Leo. Note that it will be really hard if you intend to start this
section as your first chapter. Try to capture those occupation areas,
they look like space residents area. If you placed the Mothership, you
can recover lost HP along with EN. BTW, those Taurus does not have
Melee/Combat type attacks. Therefore your aim to get close to them and
attack.

[Map 2]
For this area, you got two elite Gundam Pilots, Heero Yuy along with
Duo Maxwell. Have Duo do the initial attacks while Heero does the
finishing. Once the character has gotten to the Super Tension (the
characters' MP got maxed out), your character have better hit damage
and dodge rates along. They will become extremely strong and you will
be nearly invincible. If you have finished all the enemies in the area
here, you can choose to reach the center of the map [i.e. this map
looks a maze...] or wait for the other section to be finished.

~-- Stage 2 --~
[Part I]
Win Condition: Destroy Wufei [Gundam Natac]
Lose Condition: Heero is destroyed [Wing Gundam Zero Custom]
Number of maps: MAP 1: In Space
Special Event: Heero attacks Wufei with any commands besides the
                  MAP attack as his first command.
Strategy Guide
In this battlefield, you will play as the brand new Wing Zero and
battles against Wufei. Try to attack him with the Twin Beam Vulcan
Cannon [BEAM 2] attack (Make sure you don't move Heero from that spot).
You should get a CGI treat. Next Wufei will attack with his twin Dragon
Fangs attack [since Heero is five squares away], choose to dodge. Upon
your next turn, use the Super Beam Vulcan Cannon [MAP] (press R1 or L1
to rotate the range attack) and victory will guaranteed be yours.

[Part II]
Win Condition   Destroy all enemy's units
Lose Condition: Home Base units destroyed
Number of maps: 1 (City)
Occupation Areas: 2
Guest units: Wing Gundam Zero Custom (Heero), Gundam Deathscythe HC
                  (Duo), Gundam Heavyarms Custom, (Trowa) Gundam
                  Sandrock Custom (Quatre), Gundam Natac (Wufei),
                  Tallgeese III (Zechs/Miliardo), Taurus (Noin)
Enemy MS units: 31x Serpent

Strategy for ACEing these units:
The enemies are far too puny for your elite troops of Gundam. Just
destroyed them and get a glimpse of the ending... But I would give you
some hints regarding ACEing these units so that you can create them!
But the downfall is that you need to play this chapter a couple of
times to ace them. ^_^; The best results I could get is ACEing two of
them at a time...

* Note in order for those strategies to work, make sure your other units
  did not killed enemy units. Otherwise, you will have insufficient
  enemies to kill. As for Taurus, you can choose to level up during
  the previous series, Gundam Wing.

```
Name: Wing Gundam Zero Custom        Space   A    Underwater    B
Exp: 915 per level                   Sky     A    Movement      6
HP: 17,500   UA: 33                  Land    B
EN:    300   UD: 32                  Water   -
 _____
| Commands | Attacks                 | Range | Type   | Damage |  EN  |
| Move     | Beam Saber              | 1~1   | Melee  |  4000  |  44  |
| Attack   | Twin Shoulder Vulcan    | 2~3   | Range  |  2500  |  20  |
| Ascend   | Twin Buster Rifle x2    | 3~5   | BEAM 2 |  4000  |  80  |
|_____| Super Twin Buster Rifle | --*   | MAP    | 10000  | 150  |
           |_____|_____|_____|_____|_____|

Pilot: Heero Yuy
* The MAP attack ignores any beam protections. It is a 3 square wide
  range attack. It can be rotated in four directions.

{Using Wing Zero Custom Gundam}
Use its Super Twin Buster Rifle [MAP] attack on the right wing of
enemies first. Next attack them with Twin Buster Rifle [BEAM 2]
or the Beam Saber [Combat]. It is pretty easy to ACE out this unit
since it is that powerful... Wing Zero Custom has the Flight Ability
which allows it to move faster. Please note that any enemies being
destroyed by MAP attacks nab you zero EXP points. BTW, you need to
destroy an enemy unit to gain EXP.

Name: Gundam Deathscythe Hell Custom Space   A    Underwater    B
Exp: 765 per level                   Sky     C    Movement      6
HP: 13,800   UA: 29                  Land    A
EN:    282   UD: 30                  Water   -
 _____
| Commands | Attacks                 | Range | Type   | Damage |  EN  |
| Move     | Head Vulcan             | 1~2   | Range  |   800  |  20  |
| Attack   | Beam Scissors           | 1~3   | Melee  |  3000  |  40  |
| Ascend   |_____|_____|_____|_____|_____|
|_____|

Pilot: Duo Maxwell

{Using Gundam Deathscythe HC}
Deathscythe Hell Custom is a short-range unit. The key objective to max
out the tension [that's by killing]. Have it work in teams with Gundam
Heavyarms Custom and Sandrock Custom. They do the initial attacks while
have Deathscythe Hell Custom to do the finishing. When max out tension,
Deathscythe HC can does 10020 HP damage but it is insufficient to finish
off enemy units, therefore have others does the initial attacks. Use its
combat attacks [Beam Scissors, a range of 3!] to do damage, but
occasionally you can relied on the head Vulcan attacks. Deathscythe
Hell Custom also have Flight ability.

Name: Gundam Heavyarms Custom        Space   A    Underwater    B
Exp: 675 per level                   Sky     -    Movement      6
HP: 12,530   UA: 31                  Land    A
EN:    240   UD: 28                  Water   -
 _____
| Commands | Attacks                 | Range | Type   | Damage |  EN  |
| Move     | Double Gatling Gun      | 2~4   | Range  |  4000  |  36  |
| Attack   | Micro Missile Attack (4x)| 3~4  | Range  |  1200  |  30  |
|_____| Homing Missile Attack 6x | 4~5  | Range  |  1000  |  50  |
           | Gatling/Missile Strike  | --    | MAP    | 13000  | 204  |
           |_____|_____|_____|_____|_____|
```

Pilot: Trowa Barton

{Using Gundam Heavyarms Custom}
This unit is very versatile due to its long range attacks and its more
armed than before. You can make use of its Gatling Cannon or the 6x
Gatling Missiles attack or 4x Micro Missiles Attack. The downside is
that its attack has a high rate of being counter-attacked. Therefore,
treat to weak the enemy as much as possible with your other units.
It's 6x Gatling Missiles Attack is an instant killing weapon.

```
Name: Gundam Sandrock Custom       Space    A    Underwater     B
Exp: 705 per level                 Sky      -    Movement       6
HP: 12,540   UA: 28                Land     A
EN:    200   UD: 31                Water    -
```

Commands	Attacks	Range	Type	Damage	EN
Move	Heat Shotels	1~1	Melee	4000	30
Attack	Head Vulcan	1~2	Range	800	20

Pilot: Quatre Rabarba Winner

{Using Gundam Sandrock Custom}
This unit may be weak in terms of range and damage but it's high dodging
ability made it strong. Have other units to support it while it does the
finishing with its hot shotels... The only problem is that you need to
get it close to the enemy so that you can do the finishing.

```
Name: Gundam Natac                 Space    A    Underwater     B
Exp: 705 per level                 Sky      -    Movement       6
HP: 12,550   UA: 30                Land     A
EN:    240   UD: 29                Water    -
```

Commands	Attacks	Range	Type	Damage	EN
Move	Twin Beam Trident	1~1	Melee	4500	30
Attack	Head Vulcan	1~2	Range	800	20
	Twin Dragon Fang Strike	5~5	Melee	4800	44

Pilot: Chang Wufei

{Using Gundam Natac}
This unit has whooping 5 range attack [Twin Dragon Fangs] along with its
Twin Beam trident attack, you should not have much problem in ACEing out
this unit. Have support units too as sometimes its Twin Dragon Fang
Strike does not do the much damage as expected. Tallgeese III's MAP
attack is a great assistance for it.

```
Name: Tallgeese III                Space    B    Underwater     C
Exp: 795 per level                 Sky      B    Movement       9
HP: 13,800   UA: 31                Land     B
EN:    282   UD: 31                Water    -
```

Commands	Attacks	Range	Type	Damage	EN
Move	Beam Sword	1~1	Melee	4000	44
Attack	Vulcan Cannon	1~2	Range	800	20
Ascend	Heat Rod	1~3	Melee	3000	30
	Magnetic Mega Cannon	---	MAP	7500	80

```
Pilot: Zechs Merquise (Wind)

{Using Tallgeese III}
This is the only unit that you will likely to experience problems in
ACEing out it. Tallgeese III is pretty weak in attacks and its MAP
attack [which looks cool] is not really that damaging (only 7000 damage
points compared to Wing Zero Custom's MAP attack of 15000 damage). Have
other Gundams to support it. You need the help of at least two Gundams
(preferred Sandrock Custom and Deathsycthe Hell Custom).


Once you has maxed out all the units, you are done with Gundam Wing:
Endless Waltz. Happy ending watching!

--------------------------------------------------------------------------
After War:
G u n d a m   X                                            [Disc 3]
--------------------------------------------------------------------------
Timeline:  AW 0015
Chapters:  8
Cast:      Garrod Ran, Tifa Adill, Jamil Neate, Witz Sou, Roybea Loy,
           Sala Tyrell, Toniya Malme, Shingo Mori, Techcs Farzenbarg,
           Kid Salsamille, Shagia Frost, Olba Frost, Caris Nautilus,
           Lucille Lilliant, Fixx Bloodman, Katokk Alzamille, Aimzat
           Kartral, Perla Sis, Willis Armais, Zaider Rasso, Lancelot
           Darwell, Nomoa Long, Vedoba, Aruta
Groups:    Vulture [Freeden], Earth Federation, New Federation,
           Civilian, Space Revolutionary Army
Gundams:   Gundam Airmaster, Gundam Airmaster Burst, Gundam Ashtaron,
           Gundam Ashtaron Hermit Crab, Gundam DX, Gundam Leopard,
           Gundam Leopard Destroy, Gundam Virsago, Gundam Virsago Chest
           Break, Gundam X, Gundam X Divider.
Special:   Beltigo, D.O.M.E Bit, GX Bit, Ennil Custom, Lancelot's
           Custom Kurauda, G-Falcon
Enemy MS:  Barient, Daughtress (Alternative), Daughtress (Federation),
           Daughtress Commando (Alternative), Daughtress Commando
           (Federation), DHMC Waizuwarabi, DHM Faiyawarabi, Doshito,
           Doshito III, Dotapu Underwater Type, Esperanza, Gadiru,
           Grandine, Jenis, Jenis Kai, Jurag, Kurauda, Okuto Eibu,
           Okuto Eibu Kai, Patulia, Polar Bear, Sebutem, Sebutem Kai,
           Sebutem Kai (red), Slash Buffalo

~-- Stage 1 --~
[Part 1]
Win Condition:    Destroy all enemies.
Lose Condition:   Garrod got destroyed (Gundam X)
Number of Maps:   1
Guest Units:      Gundam X (Garrod)
Occupation Areas: Nil
Enemy Units:      Daughtress Commando (Aruta), Daughtress Weapon
                  (Alternative), Daughtress (Alternative)
Group Limit:      Nil

*Strategy Guide*
In this scenario, this will be the first time, you are controlling
Gundam X (Garrod). The enemies here are pretty weak but their attacks
have good hit rate. Therefore avoid dodge and instead counter attack
their attacks. Below are the statistics of Gundam X.

Name: Gundam X                        Space   B    Underwater     B
```

```
Exp: 660 per level              Sky     C     Movement       5
HP: 11,500   UA: 27             Land    B
EN:    180   UD: 27             Water   -
 _____
| Commands | Attacks                | Range | Type    | Damage | EN  |
| Move     | Large Beam Sword       | 1~1   | Melee   |  4000  | 22  |
| Attack   | Breast Vulcan          | 1~2   | Range   |   800  | 16  |
| Ascend   | Shield Buster Rifle    | 3~4   | BEAM 1  |  3100  | 24  |
|_____ | Satellite Cannon^      | -~-   | MAP     |  7000  | 100 |
          |_____|_____|_____|_____|_____|
```

Pilot: Garrod Ran

(Using Gundam X)
IMO, this unit is very versatile as it has the flight ability, which
allows it to travel efficiently. Its Large Beam Sword is deadly, a
killer weapon when use with Flight Mode while battling on land. Its
Shield Buster Rifle may look weak on its animation but surprisingly
does a strong damage against most enemies. Overall, Gundam X is a
mobile suit that is above most average units.

^ For this sequence, you will not be able to use the Satellite Cannon.

Just use flight mode followed by Melee and those Daughtress punk will
not be your match ^_^;) Just treat this a training match.

[Part 2]
Win Condition: Destroy all enemies.
Lose Condition: Garrod got destroyed (Gundam X)
Number of Maps: 1
Guest Units: Gundam X (Garrod), Gundam Leopard (Roybea), Gundam
                  Airmaster (Witz), Freeden (Jamil), Briene Land
                  Warship {Daughtress Commando (Federation),
                  2x Daughtress (Federation)}
Occupation Areas: Nil
Enemy Units: Slash Buffalo (Vedoba), 2x Jenis, 2x Jenis Kai, 2x
                  Daughtress (Federation), 2x Daughtress Kai, 2x
                  Daughtress Weapon (Federation), 2x Sebutem,
                  2x Sebutem Kai (red)
Group Limit: 1
Event Bonus: Garrod Ran (Gundam X) attacks Vedoba (Slash Buffalo)

Strategy Guide
In this sequence, your Guest units are obviously much stronger compared
to the enemies, that you don't to have your Home base group to support
them. Below are the statistics of two new Gundams:


```
Name: Gundam Airmaster            Space   B     Underwater     D
Exp: 645 per level               Sky     B     Movement       5
HP: 11,300   UA: 26             Land    C
EN:    108   UD: 26             Water   -
 _____
| Commands | Attacks                | Range | Type    | Damage | EN  |
| Move     | Head Vulcan            | 1~2   | Range   |  1000  | 14  |
| Attack   | Buster Rifle x2        | 3~4   | BEAM 1  |  2200  | 20  |
| Transform|_____|_____|_____|_____|_____|
| Ascend   |
|_____ |
```

Space   B -> A   Movement   5 -> 7

```
Sky          B -> A
Land         C -> -
Water        - -> -
Underwater   D -> -


[MA Mode]

 _____
| Attacks                    | Range | Type    | Damage |  EN  |
| Head Vulcan                | 1~2   | Range   |  1000  |  14  |
| Buster Rifle x2            | 3~4   | BEAM 1  |  2200  |  20  |
|_____|_____|_____|_____|_____|


Pilot: Witz Sou

(Using Gundam Airmaster)
Even though this unit has only two attacks, it is still a good offensive
mobile suit. It's Buster Rifle can does a 2 hit damage against most
enemies and it has high mobility even in MS form. When transform to MA,
it's only weapon are Buster Rifle attack. To use it, attack enemies from
long range.


Name: Gundam Leopard           Space   B    Underwater    C
Exp: 630 per level             Sky     -    Movement      5
HP: 11,400   UA: 27            Land    A
EN:    120   UD: 25            Water   -

 _____
| Commands | Attacks                | Range | Type   | Damage |  EN  |
| Move     | Beam Knife             | 1~1   | Melee  |  3500  |  20  |
| Attack   | Innerarm Gatling Gun (r)| 3~5   | Range  |  4000  |  24  |
|_____| Shoulder Missile (6 hit)| 4~5   | Range  |  1000  |  36  |
|          | Gatling All Strike     | -~-   | MAP    | 12500  | 100  |
|          |_____|_____|_____|_____|_____|


Pilot: Roybea Loy

(Using Gundam Leopard)
This Gundam reminds me of Gundam Heavyarms of Gundam Wing. It has almost
the same feature as Gundam Heavyarms except for its Shoulder Missile
and its beam weapon as its melee attack. Just use its Shoulder Missile
and you can do a minimum damage of 9600, provided if all hit connected.

At the lower end of the map, you will have an additional troop called
the Birene Land Warship with 1x Daughtress Commando and 2x Daughtress
stationed inside its ship. Freeden is also a bit strong and make sure
that Gundam Leopard and Gundam Airmaster does not get out of the
control area.

Upon your first turn, if you choose to attack Vedoba, you can get the
event bonus and Slash Buffalo will be instantly destroyed. But Gundam X
still does not have Sterile Cannon in its arsenal command yet. The
remaining enemies does not posses much a problem as Gundam X is really
strong and you have strong allies like Gundam Leopard and Gundam
Airmaster.

~--- Stage 2 --~
[Part I]
Win Condition:     Destroy all enemies.
Lose Condition:    Olba got destroyed (Gundam Ashtaron)
Number of Maps:    1
Guest Units:       Freeden (immobile), Gundam Ashtaron (no equipment),
```

```
                         Gundam Airmaster (Witz), Gundam Leopard (Roybea)
Occupation Areas: Nil
Enemy Units:      4x Sebutem Kai
Group Limit:      Nil
```

Strategy Guide
Your objective is protect Gundam Ashtaron which does not have any
equipment but its high HP and agility seems too much for enemies to
hit it... Just destroyed the enemies with Gundam Leopard and Gundam
Airmaster, this should not give you a problem...

```
[Part II]
Win Condition:    Destroy all enemies.
Lose Condition:   All units got destroyed
Number of Maps:   1
Guest Units:      Gundam X (Garrod), Freeden (Jamil), Gurisu Ship [3x
                  Okuto Eibu Kai], Rosso Ship [3x Jenis Kai], Rosa Ship
                  [3x Sebutem Kai (red)], Gundam Airmaster (Witz)*,
                  Gundam Leopard (Roybea)*.
Occupation Areas: 4
Enemy Units:      Gundam Virsago (Shagia), Gundam Ashtaron (Olba), 4x
                  Daughtress (Alternative), 2x Daughtress Commando
                  (Alternative), 4x Daughtress Weapon (Alternative),
                  4x Briene Land Warship {Daughtress Commando
                  (Alternative), 3x Daughtress (Alternative), Grandine
                  (Fixx Bloodman)
Group Limit:      1
Map Position:     1
Capture:          Daughtress Commando (Alternative), Daughtress
                  (Alternative)
```

* Gundam Leopard and Gundam Airmaster will appear upon the second turn
  of your battle...

Strategy Guide
In this battle, Gundam X is finally fully energized with its new found
attack [or executable] Satellite Cannon. But in this battle, you will
have to battle against several deadly foes like Patulia [the nut shell
with an atomic bomb launcher], Gundam Virsago and Gundam Ashtaron.

Luckily only two out of the three are deadly and they are Grandine [
which does not move from it spot at the base] and Gundam Virsago [
because of its deadly MAP Attack]. But on your side, you have Gundam X,
Gundam Leopard and Gundam Airmaster (appears only your first turn).

First of all, get rid of Gundam Virsago and Ashtaron with your assist
team from Gundam X along with your customized troops. [Make sure they
are pretty strong or you will be in deep trouble...]. Move away Gundam
X from Gundam Virsago vertically and attack Gundam Ashtaron first. As
for the remaining enemy troops eliminate them with your assist team [
Gurisu Ship, Rosso Ship and Rosa Ship]. Or have them weaken the enemy
and have Gundam X to do the killing in order to ACE'd them.

No matter or what don't got to the upper part of the map as a deadly
enemy awaits you there... For a faster victory, target all your attacks
at the warship and nab some of them for future use or cash. Remember
don't place Gundam X vertically in front of Gundam Virsago because of
its Map attack [Gundam Virsago needs only a puny 40 EN to execute
that...] Instead move two squares left from Virsago and you can counter
attack with Gundam X's Satellite Cannon ^_^;

[Top Section] Grandine and 2x Daughtress
After most enemies are killed, do a short head count of the number of
units that you have. Have Gundam X placed approximately 6 squares away
and wait until there is sufficient EN to execute the Satellite Cannon.
While on the hand, send "kamikaze units" preferred those assist troops
one by one to waste the Grandine's EN, of course have them attack
those Daughtress too. Once the Grandine's EN has been greatly weaken by
Gundam X's Satellite Cannon, do more attack with the warship, have one
spare unit to conquest on the occupation areas [the warship could
survive the initial attack], use Freeden as your last resort [well,
sometimes the situation could be that bad...]. Once the HP of Grandine
is below 5000, have your Gundam to launch attack on Grandine and
victory will be yours.

~-- Stage 3 --~
[Part 1]
Win Condition: Defeat Ennil El (DHMC Waizuwarabi) within 4 turns.
Lose Condition: Garrod got destroyed (Gundam X)
                    Did not destroyed Ennil El within 4 turns.
Number of Maps: 1
Guest Units: Gundam X (Garrod)
Occupation Areas: 4
Enemy Units: DHMC Waizuarabi (Ennil), 6x DHM Faiyawarabi
Group Limit: Nil
Map Position: Nil
Capture: n/a

Strategy Guide
This is one of hardiest missions as a minor error will lead you to an
instant game over... To win this mission, Gundam X must not be destroyed
and you must destroyed Ennil El within 4 turns. If you don't or Ennil
hasn't destroyed Garrod within 4 turns, it is as good as game over.

Upon your first turn, use Flight and move Gundam X to the furthest spot.
Next pass your turn. The enemy should proceed towards Gundam X but can't
attack it. Now stay put (Gundam X should be positioned as it was in front
of that pillar.). Upon the third turn, move forward and attack Ennil
with Gundam X's Large Beam Sword [which can't be counter-attacked as
Gundam X is in flight mode]. Once you have passed your turn, this is
where you can't offer to make any mistakes. Try to counter-attack every
enemies' attack and defend if the DHM uses the Flamethrower attack. [it
would cause you 3000 HP damage if Gundam X got hit]. If you dodge and
got hit, Gundam X's attack power will drop as tension level for Garrod
will drop. Upon the fourth turn, attack Ennil again with the Large Beam
Saber attack and victory will be yours.

* Additional Notes: Gundam X's Satellite Cannon will be sealed.

[Part 2]
Win Condition: Destroy all enemies.
Lose Condition: Freeden got destroyed (Jamil Neate)
                    Home base got invaded
Number of Maps: 1
Guest Units: Gundam X (Garrod), Freeden (Jamil) {Gundam Airmaster
                    (Witz), Gundam Leopard (Roybea)}
Occupation Areas: Nil
Enemy Units: Gundam Virsago (Shagia), Gundam Ashtaron (Olba), DHMC
                    Waizurabi (Ennil), 7x DHM Faiyawarabi, 2x Land
                    Mobileship {4x Jenis}, 1x Water MS Ship {DHMC

```
                         Warizurabi, 3x DHM Faiyawarabi)
Group Limit:      2
Map Position:     1
Capture:          Jenis, DHM Faiyawarabi
```

Notes:
- Gundam X's Satellite Cannon is executable for this battle.
- If you destroyed Water MS Ship, you can only capture 4x DHM
  Faiyawarabi instead of 1x DHMC Warizurabi and 3x DHM Faiyawarabi)
- You will get to see a special anime facial expression of Garrod if you
  finish off either Gundam Ashtaron or Gundam Virsago using Gundam X's
  Large Beam Sword attack.
- Either Gundam Virsago or Gundam Ashtaron is destroyed, the other one
  will also retreat. Therefore focus your attacks on one of them!

Strategy Guide
The difficulty level of this mission depends on the strength of your
base. You will need to battle Ennil's group of DHM Faiyawarabi [beware
of their flame thrower which can do a deadly damage of 5000+ HP against
any weak unit...] on the left and Gundam Ashtaron, Gundam Virsago which
is being accompanied by a group of Jenis. Gundam X were just in the
middle. Freeden (make sure that it does not get destroyed!) along with
Gundam Airmaster along with Gundam Leopard are situated north facing
Willis Aramis' units which consists of 1x DHMC Waizurabi and 3x DHM
Faiyawarabi, where DHMC stands for "Daughtress High Mobility Commando"
and DHM stands for "Daughtress High Mobility".

So how to deal with the situation?

North section:
You have two Gundams along with minor group of enemies. Therefore
attack the enemies ship and capture some DHM Faiyawarabis or destroy
them in order to ACE either Gundam Leopard or Airmaster. After you are
done move towards south where the attacking areas are...

Middle Section:
As you see, Gundam X is being surrounded by groups of enemies. Therefore
make use of its Satellite Cannon and attack Gundam Virsago's side. [Oh..
btw, make sure Gundam X is flight mode before you execute the MAP
attack.] Next releases your customized groups with the stronger one on
the right hand side and a weaker group on the left hand side. Make sure
that no unit is being placed directly in front of Gundam Virsago due to
its deadly map attack. Once either Gundam Virsago or Ashtaron is
destroyed, you can focus your attacks on the enemy's warships. There
seize the opportunity to ACE out either Gundam Airmaster or Gundam
Leopard. After Gundam X has reach it second turn, have it help the weaker
side [left side] and finish off as many enemies as possible.

~-- Stage 4 --~
[Part I]
```
Win Condition:    Destroy all enemies
Lose Condition:   Freeden got destroyed (Jamil Neate)
Number of Maps:   1
Guest Units:      Freeden (Jamil) {Gundam Airmaster (Witz), Gundam
                  Leopard (Roybea)}
Occupation Areas: Nil
Enemy Units:      Gundam Virsago (Shagia), Gundam Ashtaron (Olba),
                  6x Polar Bear.
Group Limit:      Nil
Map Position:     Nil
```

Capture: Nil

Strategy Guide
Upon my replay, I nearly flunk this battle because Gundam Leopard got
destroyed by four Polar Bear [they just surround Gundam Leopard and
attack with their Melee type attacks.].

The key objective of this battle is to protect Freeden from harm. Garrod
will be placed in Freeden as Guest and he is under Confusion status [0
MP]. But that does not place an impact on the battle.

The key enemies are ones at the south: Gundam Virsago and Ashtaron.
Therefore, keep your Gundams and Freeden away vertically from Virsago.
Focus your attacks on Gundam Ashtaron as by defeating the weaker unit,
you can force both of two retreat and it will allows you to focus your
attacks on remainder enemy units. If any misfortune happens to either
one of your Gundams, remember that the first thing is to restore your
other Gundam's hit points. Then have Freeden to move towards the lower
portion of the map. Attack with CAUTION.

[Part II]
Win Condition: Destroy all enemies
Lose Condition: Home base has been invaded
                  All Home Base units have been destroyed.
Number of Maps: 1
Guest Units: Freeden (Jamil) {Gundam Airmaster (Witz), Gundam
                  Leopard (Roybea), Gundam X Divider (Garrod)}
Occupation Areas: 4
Enemy Units: Beltigo (Caris), 8x Polar Bear, 3x Briene Warship (4x
                  Jurag each)
Group Limit: 2
Map Position: Nil
Capture: Jurag
Event Bonus: Garrod (Gundam X Divider) destroys Caris (Beltigo)
Additional Enemy: Patulia (Nomoa), 6x Polar Bear (one piloted by Ennil)

Strategy Guide
Brr... It is freezing cold out there. On the low left of the map, you
have Freeden where Gundam Airmaster, Gundam Leopard along with Gundam
X Divider. Below are the statistics of Gundam X Divider

Name: Gundam X Divider   Space   B   Underwater   B
Exp: 675 per level   Sky   C   Movement   5
HP: 11,500   UA: 30   Land   B
EN: 180   UD: 27   Water   -

Commands	Attacks	Range	Type	Damage	EN
Move	Beam Saber	1~1	Melee	4000	26
Attack	Breast Vulcan	1~2	Range	800	16
Ascend	Beam Machine Gun (B1 r)	3~4	Range	2600	24
	Divider Beam Rifle	4~5	BEAM 1	3500	36

Pilot: Garrod Ran

{Using Gundam X Divider}
This is an upgrade version of destroyed Gundam X by Kid Salsamille. It
is more powerful than Gundam X with higher UA and UD, but it no longer
possess Gundam X's Satellite Cannon. However in replacement, this Gundam
has acquired a new weapon called "Divider" which can blast out multiple

beams along with its beam machine gun. Just use the same way as you use
Gundam X as there should be much difference except that it lacks the
Satellite Cannon.

Your home base will be located at lower right corner of the map. But
make sure that your WS is water bound and land bound. As you need to
cross the water, in order to reach the snowy battlefields. Another point
to note is the "walls" surrounding the base. Land moving units without
flight mode [i.e. sky rating is a "-"]'s mobility will be greatly
hindered. You need to place through the front gate. Try to move the WS
to the entrance of the base [south portion].

To defeat Beltigo, you really need to have strong attacks to defeat
Beltigo within a few turns as its attacks are damaging, include its pods
attack and inner beam rifles. To do that make use of Assist Mode. Have
Gundam Airmaster to go first with its Twin Buster Rifles attack along
with Gundam Leopard's 6 hit Shoulder Missile Attack. After that make use
of Gundam X's Divider attack to do the finishing. But do expect heavy
damages by Beltigo as its Bits shows no mercy...

If you have Gundam X Divider (Garrod) destroys the Beltigo (Caris), you
will have a sequence and more enemy units will appear on the map. You
will have one strong MS unit, Patulia piloted by Nomoa Long along 6x
additional Polar Bears, with one of them piloted by Ennil El.

Now it is up to the strength of your home base units to judge the ease
of completing this battle. Seize control of Occupation areas to rack up
your score. But beware of Patulia's beam cannon attack and its map
attack, as they will hurt. [the beam cannon has rather crappy hit rate
btw.]. If you use Gundam X characters to attack Grandine, you will get
voice rants among them.

HELP!!! I have been trying several times to solve this problem but its
rather futile every time... I managed to get the four Occupation score,
but failed to get the other 4 occupation score which is on another
map... Can anyone help?

~-- Stage 5 --~
[Part I]
Win Condition: Destroy all enemies
Lose Condition: Freeden got destroyed
Number of Maps: 1
Guest Units: Freeden (Jamil) {Gundam Airmaster (Witz), Gundam
                   Leopard (Underwater) (Roybea), Gundam X Divider
                   (Garrod)}
Occupation Areas: Nil
Enemy Units: 10x Dotapu Underwater Type, 1x Submarine
Group Limit: Nil
Map Position: Nil
Capture: Nil

* Strategy Guide *
This will be my first time playing a water-based battlefield... Your
enemies are submerged in water and most of your attacks can't be
executed in water. Besides this conditions, Freeden's HP has dropped to
half. Your objective is prevent the enemies from destroying Freeden, but
you are surrounded by them in all four corners. But on your side, you
have Gundam Leopard (Underwater) whose attacks can be executed.
Below are the statistics of Gundam Leopard [Underwater mode]

```
Name: Gundam Leopard (Underwater)    Space   -    Underwater    A
Exp: 630 per level                   Sky     -    Movement      5
HP: 11,400   UA: 27                  Land    B
EN:    120   UD: 25                  Water   -
 _____
| Commands | Attacks                 | Range | Type   | Damage | EN  |
| Move     | Beam Knife              | 1~1   | Melee  |  3500  | 20  |
| Attack   | Torpedo Launcher (4 hit)| 2~4   | Range  |   900  | 16  |
|_____ | Torpedo Missile  (6 hit)| 5~6   | Range  |  1200  | 30  |
           |_____|_____|_____|_____|_____ |
```

Pilot: Roybea Loy

(Using Gundam Leopard (Underwater))
Well, it is just Gundam Leopard which can swim in simple words ^_^;).
All its attack are executed underwater and they are consider deadly if
all the hits connect. But this unit proved to be rather weak on land
battle. Luckily, you are only entitled to use this for only a few
stages. *Phew*

The enemies are typically very weak against your units. Gundam X
Divider's Beam Saber attack can eliminate them within one hit. But the
problem is the EN consumption, therefore have Gundam Leopard
(Underwater) to back up Gundam X Divider. Gundam Airmaster is pretty
weak in this mission as only its head Vulcan can be used for attacking
the enemies. The submarine is pretty strong as it has wider range of
attacks compared to the MS, but it is far too easy for Gundam X
Divider...

[Part II]
Win Condition: Destroy all enemies
Lose Condition: Home Base got invaded
                  Home base units got destroyed
Number of Maps: 2
Guest Units: 1-> Freeden (Sala) {Gundam Airmaster (Witz), Gundam
                  Leopard (Underwater) (Roybea)}, Gundam X Divider
                  (Jamil), 6x GX Bit
Occupation Areas: MAP 2: 3
Enemy Units: 1-> Gundam Virsago (Shagia), Gundam Ashtaron (Olba),
                  14x Daughtress Flyer, 4x Himaraya {3x Daughtress
                  Flyer each}, 1x Doritea {9x Daughtress Flyer}
             2-> 1x Submarine {6x Doshito, 2x Doshito III}, 2x
                  Submarine {4x Dotapu Underwater Type)
Group Limit: 3
Map Position: Nil
Capture: Doshito, Doshito III, Dotapu Underwater Type,
                  Daughtress Flyer.

Strategy Guide
This is a mixture on water and underwater battlefield. It is pretty
useless to use Doshito, Doshito III or Dotapu Underwater type as they
are only found underwater, your best bet is Gundam Leopard, whose
attacks can used on every enemy underwater and they does a hefty
damage.

On other hand, you have Gundam X Divider (Jamil) along with 6x GX Bits.
You can make use of the "Blast" (the 4th command of Gundam X Divider)
to command GX Bits which are still available to execute their attacks,
to execute the MD Map Attack. For statistics of GX Bit, refer to Gundam
Bestiary for more details. You can also choose to use these units to

attack like commanding MDs. But once the unit has the word "end" marked
on it, you can't command it to use the MAP Attack. Finish Olba off [as
Gundam Ashtaron, which is much easier compared to Gundam Virsago]
first using GX Bits if necessary have Gundam X Divider to do the
finishing.

Next for Daughtress Flyers, you can make use of Gundam Airmaster along
with Gundam X Divider to finish them off along with your support units.
Just make sure that your units have a Sky rating of D and above
otherwise, most of the attack can be used. This also applies to the
warship.

One of the warships contains 9x Daughtress Flyer, whereas the remaining 4
contains 3x Daughtress Flyers. To make a flying unit go underwater [E.g
Tallgeese], choose "Water" (the last command) and the unit will "dip" in
the water. Next select the unit again, you will find out an additional
new command "Underwater", there it will bring the unit to the next map,
which is an underwater battlefield. However, there are some points to
take note off. You can't move don't if your unit ended up on "black
spots", which actually represents cliffs. Therefore switch between maps
often before you decide to go underwater. Gundam Leopard (underwater) is
an excellent MS for underwater combat. I was surprisingly the amount of
damage that it does while in underwater, compared while it is on land.
Remember to seize controls of the Occupation Areas found underwater.

~-- Stage 6 --~
[Part I]
Win Condition: Destroy all enemies
Lose Condition: Esperanza got destroyed (Ennil)
Number of Maps: 1
Guest Units: Freeden (Jamil){Gundam Airmaster (Witz), Gundam
                  Leopard (Underwater) (Roybea)}, Gundam X Divider
                  (Garrod)}
Occupation Areas: Nil
Enemy Units: Gundam Virsago (Shagia), Gundam Ashtaron (Olba),
                  5x Barients
Group Limit: Nil
Map Position: Nil
Capture: Nil

* Strategy Guide *
In this battle, you need to protect Esperanza (Ennil El) who has spotted
the mystery Gundam found in the enemy's base. Esperanza is a pretty small
mobile suit and has already lost half of its hit points in the beginning.
Have it run for its life and while the rest attacking the enemy. Gundam
Leopard (Underwater) seems to be rather inefficiently for this stage but
have it there as a blocker, which means you can only rely on Gundam X
Divider along with Gundam Airmaster for the win. Have Esperanza travel
towards the other end of the map while the Freeden crew to challenge the
enemy.

[Part II]
Win Condition: Destroy all enemies
Lose Condition: Home Base got invaded
                  Home base units got destroyed
Number of Maps: 2
Guest Units: 2-> Freeden (Jamil) {Gundam Airmaster (Witz), Gundam
                  Leopard (Underwater) (Roybea), Esperanza (Ennil)},
                  Gundam DX (Garrod)
Occupation Areas: Nil

```
Enemy Units:  1-> 4x Super Big Transport {8x Barient each}, 4x
                  Barient
              2-> 6x Daughtress Flyer
Group Limit:      2
Map Position:     Nil
Capture:          Barient


*Strategy Guide*
Well, a piece of good news for the Freeden Crew as they have gotten a
new Gundam! Gundam Double X is also known as Gundam DX. Below are the
statistics of this elite mobile suit.

Name: Gundam DX                       Space    A    Underwater     B
Exp: 735 per level                    Sky      C    Movement       6
HP: 13,700   UA: 32                   Land     A
EN:    228   UD: 30                   Water    -
 _____
| Commands | Attacks                | Range | Type    | Damage |  EN  |
| Move     | Hyper Beam Sword       | 1~1   | Melee   | 4200   |  40  |
| Attack   | Breast Vulcan          | 1~2   | Range   |  800   |  20  |
| Ascend   | Buster Rifle           | 3~4   | BEAM 1  | 3100   |  42  |
|_____| Twin Satellite Cannon  | -~-   | MAP     | 8000   | 148  |
           |_____|_____|_____|_____|_____|

Pilot: Garrod Ran
(Using Gundam DX)
Gundam DX looks much cooler because of its Hyper Beam Sword along with
its Twin Satellite Cannon. It is a much beefed up version of Gundam X.
But the downside, is the huge EN consumption by the unit and most of
them are weak. Just keep on using Hyper Beam Sword and forget about the
Buster Rifle [which does a measly 8000+ HP at most.].

Your G-Generation group is located at the lower end of the battlefield,
whereas Freeden are on the other side. Gundam DX is being surrounded by
6x Daughtress Flyer whereas the key enemies are located in the normal.

Finish off the Daughtress Flyers with Gundam DX. BTW, Gundam Leopard
(Underwater) is pretty useless in this battlefield, hence you can forget
about using it. Gundam Airmaster, on other hand, is much stronger as you
can lay a strong bet on it. Its Twin Buster Rifle while Witz is in
strong tension, you can easily finish off an enemy easily along with
Freeden's assist attack. Besides if the shots don't kill have Gundam DX
to do the finishing. The problem lies with the Barient as their Beam
Rifle seems to hit Gundam DX easier compared to Gundam Airmaster (this
may not apply to most of you but it seems it applies to me after my two
game plays.) You can opted to ACE'd out Gundam DX for this scenario.

~--- Stage 7 --~
[Part 1]
Win Condition:    Destroy Gundam Virsago or Gundam Ashtaron
Lose Condition:   All allies unit got destroyed.
Number of Maps:   1
Guest Units:      Freeden (Sala) {Gundam Airmaster Burst (Witz), Gundam
                  Leopard Destroy (Roybea), Gundam X Divider (Jamil),
                  Gundam DX (Garrod)}
Occupation Areas: Nil
Enemy Units:      Gundam Virsago (Shagia), Gundam Ashtaron (Olba), 18x
                  Barients
Group Limit:      1
Map Position:     Nil
```

```
Capture:           Nil

*Strategy Guide*
This is one of the most toughest Part 1 battle situation, where you
really need to focus on either Gundam Virsago or Gundam Ashtaron as
your units are seriously outnumbered. You can choose to ACE'd any of the
units, but you will be in huge risk. On the other hand, you have gotten
two new elite units added to Freeden's crew, Gundam Airmaster Burst and
Gundam Leopard Destroy (if you observed carefully, note that colors has
been switched between these two Gundams.). Below are the statistics:

Name: Gundam Airmaster B           Space    B    Underwater    D
Exp: 705 per level                 Sky      B    Movement      7
HP: 11,950   UA: 28                Land     C
EN:     124  UD: 28                Water    -

 _____
| Commands | Attacks                | Range | Type    | Damage | EN   |
| Move     | Head Vulcan            | 1~2   | Range   | 1000   | 14   |
| Attack   | Buster Rifle x4        | 3~4   | BEAM 1  | 2200   | 30   |
| Ascend   |_____|_____|_____|_____|_____|
| Transform|
|_____|

Space          B -> A    Movement    7 -> 9
Sky            B -> A
Land           C -> -
Water          - -> -
Underwater     D -> -

[MA Mode]

 _____
| Attacks                 | Range | Type    | Damage | EN   |
| Head Vulcan             | 1~2   | Range   | 1000   | 14   |
| Buster Rifle x2         | 3~4   | BEAM 1  | 2200   | 20   |
| Booster Beam Cannon x4  | 4~5   | BEAM 1  | 2400   | 24   |
| Nose Beam Cannon        | 4~5   | BEAM 2  | 4500   | 40   |
|_____|_____|_____|_____|_____|

Pilot: Witz Sou
(Using Gundam Airmaster Burst)
At first, I can't find any difference between Gundam Airmaster B and its
predecessor but until when I transform Gundam Airmaster B into MA mode.
This is one of rare units that have more attacks in MA mode compared
while it is MS form. Just shoot and shoot... It's Buster Rifle x4 while
in MS form is pretty cool and damaging. While in MA form, you can get to
see another devastating attack, Nose Beam Cannon which is pretty deadly
as it is a BEAM 2 weapon. But the downside is that when this type of
unit is being pit against units with Planet Defensory system like
Mercurius and Virgo, this type of unit is bound to lose...

Name: Gundam Leopard D             Space    B    Underwater    C
Exp: 675 per level                 Sky      -    Movement      6
HP: 11,980   UA: 30                Land     A
EN:     140  UD: 27                Water    -

 _____
| Commands | Attacks                | Range | Type    | Damage | EN   |
| Move     | Beam Katana            | 1~1   | Melee   | 3500   | 20   |
| Attack   | Innerarm Beam Gatling  | 2~4   | Range   | 2800   | 12   |
|_____| Missile Pod (6x)       | 3~4   | Range   | 1000   | 16   |
           | Gatling All Strike     | -~-   | MAP     | 13000  | 120  |
```

```
    |_____|_____|_____|_____|_____|
```

Pilot: Roybea Loy
(Using Gundam Leopard Destroy)
Gundam Leopard Destroy is simply a beef-up version of Gundam Airmaster.
It has more ammo and fire power and does more damage compared to its
predecessor, just it like as you're using Gundam Leopard.

As the allies are seriously outnumbered, you need to focus your
attention on either Shagia or Olba. I would recommend you to go for the
easy one, Gundam Ashtaron and never ever place any unit vertically in
front or back of Gundam Virsago or you need to watch for its MAP attack.
Just finish off Gundam Ashtaron and all enemies will retreat.

[Part II]
Win Condition: Destroy all enemies
                    Protect Barutoku for 8 turns
Lose Condition: Barutoku got destroyed within 8 turns
                    All Home Base units got destroyed
                    Home Base got invaded.
Number of Maps: 2
Guest Units: 2-> Freeden (Jamil) {Gundam Airmaster Burst (Witz), Gundam
                   Leopard Destroy (Roybea), Ennil Custom (Ennil)},
                   Barutoku {Gundam DX and Garrod as Guest}, 4x Okuto
                   Eibu
Occupation Areas: Nil
Enemy Units: 2-> Gundam Virsago (Shagia), Gundam Ashtaron (Olba), 21x
                   Barients, 4x Tenzan Land Warship (4x Barients each),
                   1x Bandaru {9x Gadiru)
Group Limit: 2
Map Position: Nil
Capture: Barient, Gadiru

Strategy Guide
Hopefully, that your customized troops are really strong or you are
going to have hard time... Your key objective is to protect Barutoku (
space shuttle in launching position) from harm. But on left and right
hand side, your allies are surrounded by Barients. It will be a wise
choice to ACE'd out either Gundam Leopard D or Gundam Airmaster B. This
scenario is really a good choice. Remember not have any units place
vertically in front of Gundam Virsago. If there is an unit in front and
no enemies within the path, 100% that Gundam Virsago will execute the
MAP attack. The key battleship that worth your troubled of destroying
it, is the huge brownish land battleship which contains 9x Gadirus (
where you can captured it for cash or destroy it to level up Gundam
Airmaster B or Gundam Leopard D). The enemies (specifically the
Barients) will start to approach closely towards Bartoku. Your objective
is destroyed them at the first sight as Barutoku has limited HP. To do
that you need to rely on your customized group. One on the left and one
on the right. Whereas Freeden defend the troops from the middle, use the
Okuto Eibu to destroy Gundam Ashtaron to force those two brothers to
retreat. Make use of Assist mode (White Base is a good WS) and along
with Combined Attacks and you can destroyed Barients as soon as
possible.). Continue this for eight turns and victory be yours.

Additional Notes:
Every turn, 3x Gadiru will appear at MAP 1: Sky.(from turn 2 onwards.)
It will stop until the end of 8 turns. If you choose not defeat all
enemies, instead win by protect Barutoku for 8 turns, you will
experience a sequence of a launch... One of warship, Bandaru is an

extremely strong unit to defeat.

~-- Stage 8 --~
Win Condition: Destroy Lancelot (Lancelot's Custom Kuruada)
Lose Condition: Garrod got destroyed (Gundam DX)
Number of Maps: 1
Guest Units: Gundam DX (Garrod)
Occupation Areas: Nil
Enemy Units: Lancelot's Custom Kuruada (Lancelot), 4x Jenis
Group Limit: Nil
Map Position: Nil
Capture: Nil

Strategy Guide
It's Garrod vs. Lancelot Darwell of Space Revolusionary Force! Gundam DX
is obviously a much stronger unit compared to Lancelot's Custom Kuruada,
but that doesn't mean this will be an easy battle. Lancelot's Custom
Kuruada has strong attacking power compared to normal Kuraudas. Just
fight two turns [hopefully Gundam DX's hit points could last for that
long] and you will see an interruption by a mystery unit... G Falcon!

[Part II]
Win Condition: Destroy all enemies
Lose Condition: All Home Base units got destroyed
                   Home Base got invaded.
Number of Maps: MAP 1: Space
                   MAP 2: Space (with Colony Laser [X])
Guest Units: 2-> Gundam DX (Garrod), G Falcon (Perla)
Occupation Areas: MAP 1: 3
                   MAP 2: 3
Enemy Units: 1-> 4x SRF Spaceship {4x Kurauda each}
              2-> Lancelot's Custom Kurauda (Lancelot), Colony Laser [X],
                  4x Kurauda, 1x Gabera (Zaider) {2x Kurauda), 6x SRF
                  Spaceship {4x Kurauda each}
Group Limit: 2
Map Position: Nil
Capture: Kurauda

Strategy Guide
[Strong Support Unit required!] - make sure your warships are space
mobile! [Space rating of D and above!]
I almost vomit my blood out and when I play this scenario. This battle
is simply too tough without your G-Generation Group. Besides G Falcon
isn't as strong as other Gundams due to its low HP, but if you managed
to ACE'd it, you can get a hefty maximum HP of 12000+ for it, which took
me ages... Anyway here are the statistics of G Falcon

Name: G Falcon   Space   A   Underwater   -
Exp: 525 per level   Sky   A   Movement   8
HP: 9,800   UA: 22   Land   -
EN: 64   UD: 20   Water   -

 _____
Commands	Attacks	Range	Type	Damage	EN
Move	Vulcan Gun	1~2	Range	800	10
Attack	Scatter Beam Cannon	3~4	BEAM 1	3500	24
_____	Homing Missile (6x)	4~5	Range	1000	40
_____	_____	_____	_____	_____

Pilot: Perla Sis
{Using G Falcon}

If you observe carefully, I have only added data for essential units or Gundams. This unit is considered weak but there is a need for you to understand more about it to handle this difficult stage. G Falcon's Scatter Beam Cannon can does a maximum of 4000+ HP damage even when Perla is in strong tension. Therefore fighting "captured" Kurauda is the only way to ACE'd out this unit. Have it does the killer. As for the homing missile, forget about as it is really crappy hit rate.

But one point to note, your support unit must be very strong. Mine comprises of 1x Gundam X [which I have ACE'd out earlier] along with Gundam Airmaster Burst (this unit is simply cool)] and a group of Gundam Wing troops [Gundam W Zero, Gundam Epyon, Gundam Heavyarms and more.] Or you can go crazy with Mercurius(s) for its Planet Defensory System.

Remember Baroji (for those who play Gundam Wing before this series)? There is one unit which has same powerful attack as Baroji. But luckily, it can only be used for once... unless its got hold of an occupation area. As you start to release your warships from the home base, move them away at least 1 square away from the left or right guarder. Your unit will be instantly killed if the Colony Laser (X) unleashes its Colony Laser attack. But once it is being used, there is no fear about it using it for the second time... Therefore destroy it to gain EXP!

The key problem with this scenario is that Gundam DX is considered pretty weak besides its Hyper Beam Sword [an instant killer weapon against Kuruada when Garrod is in strong tension]. Its Buster Rifle, a miniature version of Wing Gundam's weapon, does a maximum of 8000+ HP damage, where each Kurauda has at least 10000 HP.

Therefore, the Twin Satellite Cannon along with Hyper Beam Sword are your best bet. It is possible to ACE out G Falcon and here is the tip. Have your G-Generation Group to focus their attacks on the enemies' warship [of course, make sure that all Kuraudas are released before you do so.] Have the weaker group to surround the base like as if they were guarders [even level 10 guarder is no match for the colony laser has a devastating damage rating of 99999...]. Next have G Falcon to do the killing, weaken the unit's HP by using attacks and each Kurauda could worth as much as 80 EXP each. Just keep on doing this and you can win this victory.

~-- Stage 9 --~
[Part I]
Win Condition: Destroy Shagia (Gundam Virsago CB) or Olba (Gundam
                   Ashtaron HC)
Lose Condition: Garrod (Gundam DX) got destroyed
Number of Maps: 1
Guest Units: Gundam DX (Garrod), G Falcon (Perla), Fort Seban
                   (Sala) {Gundam Airmaster Burst (Witz), Beltigo
                   {Caris}, Gundam X Divider (Jamil), Gundam Leopard
                   Destroy (Roybea), Ennil Custom (Ennil)},
Occupation Areas: Nil
Enemy Units: Gundam Virsago CB (Shagia), Gundam Ashtaron HC (Olba),
                   5x Barients.
Group Limit: Nil
Map Position: Nil
Capture: Nil

Strategy Guide
Well, you got one more new ally, Beltigo, which is piloted by Caris
Nautilus. This unit is really strong even though it is a level 6 unit

according to card codes, but it seem to be a lot stronger than those in
level 7 or even 10. Below are the statistics of Beltigo:

```
Name: Beltigo                    Space   B    Underwater    B
Exp: 615 per level               Sky     B    Movement      6
HP: 11,350   UA: 26              Land    C
EN:    112   UD: 26              Water   -
 _____
| Commands | Attacks              | Range | Type    | Damage |  EN   |
| Move     | Beam Sword           |  1~1  | Melee   |  3900  |  26   |
| Attack   | Machine Cannon (r)   |  2~3  | Range   |  2500  |  20   |
|_____| Internal Beam Rifle x2|  3~4 | BEAM 1  |  2000  |  36   |
           | Bits                 |  -~-  | NTL     |  3200  |  20*  |
           |_____|_____|_____|_____|_____|
```

Pilot: Caris Nautilus
* Using the Bits attack requires Caris to use an additional 30 MP, this
  also explain why Caris has such high MP.

{Using Beltigo}
This unit is perhaps even stronger than Gundam X Divider and Gundam X (
well, you have seen in the CGI of how it destroys Gundam X...) Beltigo
is very versatile and its key offensive weapons are 3 out 4 [only the
machine cannon does not prove to be damaging]. This unit is great as its
Bits could attack as far as attack range 7. [which means you can attack
Shagia [Gundam Virsago CB] without being counter!]. It's Internal Beam
Rifle is cool-looking and does a hefty amount of damage. A pretty
versatile unit.

For this scenario, even though Gundam Leopard Destroy and Ennil Custom
are in the haul of Fort Seban, they can't be dispatched as they have a
sky rating of "-", which means you can only use 3 units to combat and
they are Gundam X Divider, Gundam Airmaster Burst and Beltigo along with
Gundam DX and G Falcon. For Gundam DX, I would advisable not use it to
attack for safety precautions as your allies are already strong enough
to defeat Gundam Virsago CB or Gundam Ashtaron HC. One more point when
attacking Gundam Virsago CB, don't place any units vertically in front
for it's map attack.

[Part II]
Win Condition: Destroy all enemies
Lose Condition: Garrod (Gundam DX) got destroyed
Number of Maps: MAP 1: Space (with D.O.M.E Bit)
                   MAP 2: Space
                   MAP 3: Space (where you find most allies)
Guest Units: 1-> 4x D.O.M.E Bit
              3-> Gundam DX (Garrod), Gundam X Divider (Jamil), Gundam
                  Airmaster Burst (Witz), Gundam Leopard Destroy
                  (Roybea), G Falcon (Perla), Lancelot's Custom Kurauda
                  (Lancelot), Beltigo (Caris), Freeden II (Sala) {Ennil
                  Custom (Ennil)}
Occupation Areas: MAP 1: 3
                  MAP 2: 3
                  MAP 3: 3
Enemy Units: 1-> Gundam Virsago CB (Shagia), Gundam Ashtaron HC (Olba),
                  5x NEU Spaceship {4x Daughtress Neo each}, 3x
                  Daughtress Neo, 5x Kurauda, 5x SRF Spaceship {4x
                  Kuruada each}
              2-> 5x Barient, 5x Kurauda
              3-> 8x Barient, 7x Daughtress Neo, 15x Kurauda

```
Group Limit:        2
Map Position:       MAP 3: 2
Capture:            Daughtress Neo, Kurauda
Event Bonus:        Let Gundam DX (Garrod) reach the moon
```

Strategy Guide
It is war time for this series... In this battle, almost all the units
are not trapped within the warship except for Ennil Custom. But remember
that you have strong allies like Lancelot's Custom Kurauda along with
Beltigo. I have managed to ACE'd three units during my play here using
Gundam Leopard Destroy, Gundam Airmaster Burst along with Gundam DX,
this scenario is actually great for ACE'd out any Gundam X MS units, but
it is rather tedious and there are so many enemies to kill. The key
enemies are those two punks, Gundam Virsago CB and Gundam Ashtaron HC.
Make use of Beltigo's NTL along with Gundam X Divider's Divider Beam
Rifle attack. If you managed to finish one of them, the other will
retreat. Have Gundam Leopard Destroy and Airmaster stay within the first
map and handle the enemies there. Whereas Gundam DX, Gundam X Divider,
Lancelot's Custom Kurauda along with Beltigo to proceed to the next map.
Just make use of Beltigo's Bit attack and finish the enemies off with
Gundam DX's Buster Rifle. Have the remaining two units to help Gundam DX,
as if Garrod is destroyed, it going to be a game over! Use Hyper Beam
Rifle as your key weapon to attack. On the hand, have Freeden II along
with Ennil Custom and G Falcon to aid Gundam Leopard Destroy and Gundam
Airmaster Burst. Do use the D.O.M.E Bit unless they are being attacked.

Destroy WS while the units are being released is a smart choice as you
can captured or gain EXP on those white flagged units. On the hand,
seize control of Occupation areas with G Falcon and your original
characters. Just move in slow and steady pace, and everything will be
fine. If Gundam DX reaches the moon [i.e. proceed to MAP 3 and reach
the moon where D.O.M.E Bit are.], the lose condition will be if your
original characters/ G-Generation Group got destroyed. Therefore take
note. Oh... btw, you can't use Gundam DX if it reaches the moon.

```
[Part III]
Win Condition:      Destroy all enemies
Lose Condition:     All Home Base units were destroyed
                    Home Base was invaded
Number of Maps:     MAP 1: Space (where you find all allies)
                    MAP 2: Space
                    MAP 3: Space (where you find the Home Base)
Guest Units:  1-> Gundam DX (Garrod), Freeden II (Sala) {Gundam X Divider
                    (Jamil), Gundam Airmaster Burst (Witz), Gundam Leopard
                    Destroy (Roybea), G Falcon (Perla), Lancelot's Custom
                    Kurauda (Lancelot), Beltigo (Caris), Ennil Custom
                    (Ennil)}
Occupation Areas: MAP 1: 4
                    MAP 2: 3
                    MAP 3: 3
Enemy Units:  1-> Gundam Virsago CB (Shagia), Gundam Ashtaron HC (Olba),
                    6x Barient, 6x Kurauda
              2-> 1x NEU Spaceship {4x Daughtress Neo}, 2x NEU Spaceship
                    {4x Barient each}, 4x Barient, 4x Kurauda, 3x SRF
                    Spaceship {4x Kurauda each}
              3-> Same as Map 2
Group Limit:        2
Map Position:       Nil
Capture:            Daughtress Neo, Kurauda, Barient
Event Bonus:        Let Gundam DX attack Gundam Virsago CB with normal
```

attacks except for MAP attack.

Strategy Guide
This is final battle of Gundam X... Gundam DX will not face off the final
challenge from his long time rivals, Shagia and Olba. All remaining units
will be docked in Freeden II, giving them limited EN and mobility. But as
long there is Beltigo, you should have no problem in initiate the first
attack. While at MAP 3, your home base will be surrounded by a fleet of
Neo Earth Union Force and another fleet of Kuraudas from Space
Revolusionary Force. Defend your base like hell or get assistance from
the Freeden crew.

-- Getting the Movie sequence --
Meanwhile, if you don't want to waste any EN on attacking Gundam Virsago
CB and Gundam Ashtaron, do the following. Proceed and place Gundam DX
at lowest point of the point and wait for Barients to proceed to attack
Gundam DX, choose to dodge and if you can counter choose it.

Upon next turn, proceed forward and attack Barients with Gundam DX's
Hyper Beam Sword attack. If you still have sufficient EN, use the Breast
Vulcan to attack Gundam Ashtaron CB and you will get the Movie sequence.

Movie: See it yourself!
Result: All the three units will disappear.

Now focus on defending the base. One key thing about Kurauda, Daughtress
Neo and Barient, all of them has high mobility and beam sword attack,
high Melee rating. Don't waste your resources on attacking, instead
focus on the WS to force them for a quicker surrender. Protect your
guarders from harm as the units will move from the second map to the
last map to attack your guarders. There are several ways to avoid that,
attack them from the other side of the map or block their positions!

But that should not be tough as you can just simply place all the
guest units to the second map except for Gundam DX. [Destroy those 6x
Kurauda first and have Garrod to handle Barients]

Once you're done, congratulations as you have completed Gundam X!

=-
End of Section 4.0

  _____
 / 5.0 _____
==
Gundam Bestiary
==
As you see, this section is going to take a long time to complete and is
the toughest section that this FAQ contains... Here you will find a
breakdown of all units, which includes pilots, MS, WS and SP. Here you
will also find Design Combination and MS Upgrade Trees.

First of all, let's proceed to the list of Pilots Bestiary.

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 / 5.1 _____

Pilots Bestiary

Here you will find a detailed list of all pilots that are available in
the game. These pilots are usable for their respective series during
your course of playing for that series. But they will be unlocked once

you have completed the series. Of course, not all pilots will be usable.
Examples included Quinze of the White Fang. Under this bestiary, you can
find information about the pilot's attributes, MS that the pilots have
used in the game, the cost of hiring [for key characters] and card
codes.

```
  _____
 / 5.1.1 _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Key Characters
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```
At first, I intend to add the list of characters and arranged them
according to series. But I have decided to group every characters into
one section. All the characters are arranged according to alphabetical
order. As you see the list is still incomplete...

```
-- Adin Barnett --
Series: Gundam Wing Dual Story: G-UNIT
Group:  MO-V
Code:   01-9473641
-- Ratings -----------------------
Range      22     Cost: $4,300
Melee      22     MP: 270
Dodge      16     EX: 270
NTL         -
Leader      6     MS:
Guest       8     . Gundam Geminas 01*
Operator    4     . Gundam LO Booster
Driver      6     . Gundam Grip*
Mechanic    4


-- Buromu Buroqusu --
Series: Gundam Wing Dual Story: G-UNIT
Group:  Star Dust Knight
Code:   01-0369510
-- Ratings -----------------------
Range      14     Cost: $3,000
Melee      13     MP: 250
Dodge      15     EX: 190
NTL         -
Leader      5     MS:
Guest       5   . Leo-N*
Operator    2
Driver      2
Mechanic    2


-- Caris Nautilus -- (tension)
Series: After War: Gundam X
Group:  Freeden / Space Revolutionary Army
Code:   01-1958856
-- Ratings -----------------------
Range      18     Cost: $5,800
Melee      14     MP: 340
Dodge      22     EX: 720
NTL         4
Leader      8     MS:
Guest       8     . Beltigo*
Operator    6
Driver      6
Mechanic    6
```

```
-- Chang Wufei --
Series: Gundam Wing,
       Gundam Wing: Endless Waltz
Group:  Civilian
Code:   01-2322172
-- Ratings -----------------------
Range      26     Cost: $4,800
Melee      40     MP: 290
Dodge      24     EX: 300
NTL        -
Leader     2     MS:
Guest      7     . Gundam Shenlong*
Operator   6     . Altron Gundam*
Driver     6     . Gundam Natac*
Mechanic   7


-- Doctor J --
Series: Gundam Wing
Group:  Civilian
Code:   01-3674627
-- Ratings -----------------------
Range      8     Cost: $3,050
Melee      8     MP: 250
Dodge      8     EX: 170
NTL        -
Leader     6     MS:
Guest      3     Nil
Operator   3
Driver     3
Mechanic   15


-- Dorothy Catalonia --
Series: Gundam Wing
Group:  White Fang
Code:   01-0796365
-- Ratings -----------------------
Range      17     Cost: $4,150
Melee      17     MP: 260
Dodge      17     EX: 260
NTL        -
Leader     7     MS:
Guest      8     . Libra*
Operator   5
Driver     5
Mechanic   2


-- Duo Maxwell --
Series: Gundam Wing,
       Gundam Wing: Endless Waltz
Group:  Civilian
Code:   01-7996330
-- Ratings -----------------------
Range      25     Cost: $5,850
Melee      30     MP: 350
Dodge      35     EX: 370
NTL        -
Leader     6     MS:
Guest      9     . Gundam Deathscythe*
Operator   7     . Gundam Deathscythe Hell*
Driver     6     . Gundam Deathscythe Hell Custom*
```

```
Mechanic     6      . Leo (Space Type)


-- Ennil El --
Series: After War: Gundam X
Group:  Freeden
Code:   01-8512808
-- Ratings -----------------------
Range       20     Cost: $4,250
Melee       16     MP: 270
Dodge       21     EX: 270
NTL          -
Leader       4     MS:
Guest        9     . DHMC Waizuwarabi
Operator     6     . Ennil Custom*
Driver       5
Mechanic     5


To get Ennil Custom, you can assign Ennil to a Jenis Kai.


-- Garrod Ran --
Series: After War: Gundam X
Group:  Freeden
Code:   01-2505911
-- Ratings -----------------------
Range       22     Cost: $4,600
Melee       22     MP: 280
Dodge       15     EX: 290
NTL          -
Leader       6     MS:
Guest        8     . Gundam X*
Operator     7     . Gundam Divider X
Driver       7     . Gundam DX*
Mechanic     7


-- Heero Yuy --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  Civilian
Code:   01-5140390
-- Ratings -----------------------
Range       30     Cost: $5,850
Melee       30     MP: 350
Dodge       30     EX: 370
NTL          -
Leader       5     MS
Guest        8     . W Gundam*                . Mercurius
Operator     8     . W Gundam Zero*           . Gundam Heavyarms
Driver       9     . W Gundam Zero Custom*  . Gundam Epyon
Mechanic     9     . Leo (Space Type)


-- Jamil Neate -- (NT)
Series: After War: Gundam X
Group:  Freeden
Code:   01-1144331
-- Ratings -----------------------
Range       23     Cost: $6,750
Melee       23     MP: 340
Dodge       20     EX: 720
NTL          3
Leader      12     MS:
```

```
Guest        8      . Freeden*
Operator     6      . Gundam X Divider*
Driver       7
Mechanic     6


-- Kuratsu Shelbv --
Series: Gundam Wing Dual Story: G-UNIT
Group:  Star Dust Knights
Code:   01-6298861
-- Ratings -----------------------
Range        17      Cost: $3,500
Melee        17      MP: 250
Dodge        18      EX: 220
NTL          -
Leader       7      MS:
Guest        4      . Leo-R*
Operator     2      . Gundam Akueriosu*
Driver       2
Mechanic     2


-- Lady Une --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  OZ, Preventer
Code:   01-5753216
-- Ratings -----------------------
Range        17      Cost: $5,500
Melee        17      MP: 300
Dodge        17      EX: 310
NTL          -
Leader       12     MS:
Guest        8      . Leo (Space Type)*
Operator     6
Driver       4
Mechanic     4


-- Lancelot Darwell -- NT
Series: After War: Gundam X
Group:  Space Revolutionary Force / Freeden
Code:   (I need help!)
-- Ratings -----------------------
Range        24      Cost: $6,600
Melee        20      MP: 380
Dodge        22      EX: 410
NTL          3
Leader       12     MS:
Guest        9      . Lancelot's Custom Kurauda*
Operator     7
Driver       6
Mechanic     6
* If you assign Lancelot in a Kurauda, you can unlock Lancelot's Custom
  Kurauda.


-- Lucresia Noin --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  OZ, Sank Kingdom, Preventer
Code:   01-0271937
-- Ratings -----------------------
Range        18      Cost: $5,500
```

```
Melee        18     MP: 320
Dodge        20     EX: 340
NTL           -
Leader       12     MS:
Guest         9     . Taurus*
Operator      7     . Aries (Noin)*
Driver        6     . Space Mothership
Mechanic      5
* If you assign Noin in an Aries (OZ or Federation), you can get Aries
  (Noin).

-- Mariemaia Khushrenada --
Series: Gundam Wing: Endless Waltz
Group:  Mariemaia
Code:   01-7233830
-- Ratings -----------------------
Range         5     Cost: $2,750
Melee         5     MP: 250
Dodge         5     EX: 170
NTL           -
Leader        6     MS:
Guest        12     Nil
Operator      1
Driver        1
Mechanic      1

-- Miliardo Peacecraft -- [Zechs Merquise]
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  White Fang, Preventer
Code:   01-3137248
-- Ratings -----------------------
Range        29     Cost: $6,750
Melee        29     MP: 390
Dodge        25     EX: 420
NTL           -
Leader       13     MS:
Guest        10     . Gundam Epyon*
Operator      7     . Tallgeese
Driver        8     . Tallgeese III*
Mechanic      7
* If you choose to use Miliardo, you can't use Zechs Merquise.

-- Oderu Barnett -- (Silver Crown)
Series: Gundam Wing Dual Story: G-UNIT
Group:  MO-V
Code:   01-7830155
-- Ratings -----------------------
Range        20     Cost: $5,050
Melee        20     MP: 310
Dodge        23     EX: 320
NTL           -
Leader        8     MS:
Guest         9     . Gundam Geminas 02*
Operator      4     . Gundam Askurepuosu*
Driver        7
Mechanic      5
If you assign Oderu at Gundam Geminas 01, you can get Gundam Geminas 02.

-- Olba Frost --
```

```
Series: After War: Gundam X
Group:  New Federation
Code:   01-3621943
-- Ratings ------------------------
Range       18      Cost: $4,450
Melee       21      MP: 270
Dodge       18      EX: 280
NTL          -
Leader       6      MS:
Guest        8      . Gundam Ashtaron Hermit Crab*
Operator     6      . Gundam Ashtaron*
Driver       6      . Gundam Ashtaron [no equipment]*
Mechanic     6


-- Quatre Rabarba Winner --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  Maganac
Code:   01-0467243
-- Ratings ------------------------
Range       25      Cost: $7,050
Melee       25      MP: 400
Dodge       40      EX: 440
NTL          -
Leader      10      MS:
Guest       13      . Gundam Sandrock*          . W Gundam Zero
Operator     7      . Gundam Sandrock Kai*
Driver       6      . Gundam Sandrock Custom*
Mechanic     7      . Taurus


-- Relena Peacecraft --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  Civilian, Sank Kingdom
Code:   01-5957647
-- Ratings ------------------------
Range       10      Cost: $4,350
Melee        5      MP: 270
Dodge       10      EX: 270
NTL          -
Leader      10      MS:
Guest       15      . Limousine*
Operator     5
Driver       3
Mechanic     2


-- Roshe Natouno --
Series: Gundam Wing Dual Story: G-UNIT
Group:  Star Dust Knights/ MO-V
Code:   01-7810378
-- Ratings ------------------------
Range       20      Cost: $4,150
Melee       20      MP: 260
Dodge       17      EX: 260
NTL          -
Leader       8      MS:
Guest        8      . Leo-S*
Operator     2      . Gundam L.O Booster*
Driver       2
Mechanic     2
```

```
-- Roybea Loy --
Series: After War: Gundam X
Group:  Freeden
Code:   (I need help!)
-- Ratings -----------------------
Range      21     Cost: $4,600
Melee      16     MP: 280
Dodge      17     EX: 390
NTL         -
Leader      8     MS:
Guest       8     . Gundam Leopard*
Operator    6     . Gundam Leopard Destroy*
Driver      5
Mechanic    6


-- Rushie Aizuri --
Series: Gundam Wing Dual Story: G-UNIT
Group:  MO-V
Code:   01-8617659
-- Ratings -----------------------
Range       6     Cost: $2,700
Melee       6     MP: 250
Dodge       5     EX: 170
NTL         -
Leader      2     MS:
Guest       9     nil
Operator    8
Driver      3
Mechanic    8


-- Shagia Frost --
Series: After War: Gundam X
Group:  New Federation
Code:   (I need your help!)
-- Ratings -----------------------
Range      21     Cost: $5,650
Melee      20     MP: 330
Dodge      22     EX: 350
NTL         -
Leader     11     MS:
Guest       8     . Gundam Virsago*
Operator    7     . Gundam Virsago Chest Break*
Driver      8
Mechanic    7


-- Tifa Adill -- NT
Series: After War: Gundam X
Group:  Freeden
Code:   01-8129576
-- Ratings -----------------------
Range       6     Cost: $3,550
Melee       6     MP: 250
Dodge       8     EX: 220
NTL         5
Leader      1     MS:
Guest      13     . Freeden (Guest)
Operator    1
Driver      1
Mechanic    1
```

```
-- Trieze Khushrenada --
Series: Gundam Wing
Group:  OZ
Code:   01-7474716
-- Ratings -----------------------
Range      26     Cost: $7,050
Melee      28     MP: 400
Dodge      28     EX: 440
NTL         -
Leader     15     MS:
Guest      13      . Tallgeese II*
Operator    5
Driver      5
Mechanic    5


-- Trowa Barton --
Series: Gundam Wing,
        Gundam Wing: Endless Waltz
Group:  Civilian
Code:   01-0467243
-- Ratings -----------------------
Range      44     Cost: $5,150
Melee      26     MP: 310
Dodge      20     EX: 320
NTL         -
Leader      5     MS:
Guest       8      . Gundam Heavyarms*        . Taurus
Operator    5      . Gundam Heavyarms Kai*    . W Gundam Zero
Driver      6      . Gundam Heavyarms Custom*
Mechanic    6      . Vayaete*


-- Valder Farkill --
Series: Gundam Wing Dual Story: G-UNIT
Group:  Star Dust Knights
Code:   01-9609768
-- Ratings -----------------------
Range      27     Cost: $6,250
Melee      27     MP: 390
Dodge      25     EX: 360
NTL         -
Leader     12     MS:
Guest      11      . Hydra Gundam
Operator    -
Driver      -
Mechanic    -


-- Witz Sou --
Series: After War: Gundam X
Group:  Freeden
Code:   01-0529800
-- Ratings -----------------------
Range      19     Cost: $4,450
Melee      18     MP: 270
Dodge      20     EX: 280
NTL         -
Leader      7     MS:
Guest       7      . Gundam Airmaster*
Operator    5      . Gundam Airmaster Burst*
Driver      5
```

```
Mechanic     6


-- Zechs Merquise --
Series: Gundam Wing
Group:  OZ
Code:   01-4860231
-- Ratings -----------------------
Range      29     Cost: $6,750
Melee      29     MP: 390
Dodge      25     EX: 420
NTL         -
Leader     13     MS:
Guest      10     . Tallgeese*
Operator    7     . W Gundam Zero
Driver      8
Mechanic    7
^If you choose to use Zechs Merquise, you can't use Miliardo Peacecraft.


  _____
 / 5.1.2 _____
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Substituted Characters
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Here you will find characters, who are in the story, but cannot be used
by hiring. Some of the pilots are pretty generic. It took me rather a
long time to find the name of each group. This section is still has a
long way to go...


~-- Allies Forces --~
Series: Gundam Wing
Units:  Leo [Land Type], Aries [Federation], OZ Transport Plane, Tragos
Leader: Field Marshal Noventa


Inspector Acht
-- Ratings -----------------------
Range      12
Melee      12     MP: 240
Dodge      12     EX: 240
NTL         -
Leader      8     MS:
Guest       8     . Aries [Federation]*
Operator    -
Driver      -
Mechanic    -


Field Marshal Noventa
-- Ratings -----------------------
Range       5
Melee       5     MP: 200
Dodge       5     EX: 180
NTL         -
Leader     10     MS:
Guest       8     . OZ Transport Plane*
Operator    1
Driver      1
Mechanic    1


Federation Soldier
-- Ratings -----------------------
Range      10
```

```
Melee      10     MP: 200
Dodge      10     EX: 120
NTL         -
Leader      2     MS:
Guest       5   . Aries [Federation]*
Operator    1   . Tragos*
Driver      1
Mechanic    1


OZ Air Pilot (captain)
-- Ratings ------------------------
Range      13
Melee      13     MP: 200
Dodge      13     EX: 120
NTL         -
Leader      5     MS:
Guest       5   . Aries [Federation Type]*
Operator    4
Driver      4
Mechanic    4


~-- Earth Federation --~
Series: After War: Gundam X
Leader: Lucille Lilliant
Units:  Daughtress Commando (Federation), Daughtress (Federation),
        Daughtress Weapon (Federation), Daughtress Kai, Briene
        Battleship


Earth Federation Soldier (Captain)
-- Ratings ------------------------
Range      12
Melee      12     MP: 120
Dodge      12     EX: 200
NTL         -
Leader      4     MS:
Guest       5   . Daughtress Commando* (Federation)
Operator    3   . Briene Battleship*
Driver      3
Mechanic    3


Earth Federation Soldier
-- Ratings ------------------------
Range      10
Melee      10     MP: 200
Dodge      10     EX: 120
NTL         -
Leader      2     MS:
Guest       5   . Daughtress* (Federation)
Operator    1   . Daughtress Weapon* (Federation)
Driver      1   . Daughtress Kai*
Mechanic    1


~-- Freeden --~
Series: After War: Gundam X
Leader: Jamil Neate
Units:  Freeden, Fort Seban, Freeden II


Sala Tyrell
-- Ratings ------------------------
Range      10
```

```
Melee       8     MP: 230
Dodge      12     EX: 220
NTL         -
Leader      6     MS:
Guest       8   . Freeden Crew [Guest]
Operator    7   . Freeden II*
Driver      6   . Fort Seban*
Mechanic    3


Toniya Malme
-- Ratings ------------------------
Range       9
Melee       7     MP: 210
Dodge       9     EX: 200
NTL         -
Leader      4     MS:
Guest       9   . Freeden Crew [Operator]
Operator   10
Driver      4
Mechanic    3


Shingo Mori
-- Ratings ------------------------
Range       8
Melee       7     MP: 200
Dodge      10     EX: 190
NTL         -
Leader      4     MS:
Guest       6   . Freeden Crew [Driver]
Operator    4
Driver     11
Mechanic    3


Kid Salsamille
-- Ratings ------------------------
Range       9
Melee       9     MP: 200
Dodge       9     EX: 190
NTL         -
Leader      4     MS:
Guest       6   . Freeden Crew [Mechanic]
Operator    3
Driver      4
Mechanic   12


Techs Farzenbarg
-- Ratings ------------------------
Range       5
Melee       5     MP: 200
Dodge       5     EX: 120
NTL         -
Leader      3     MS:
Guest       8   . Freeden Crew [Guest]
Operator    1
Driver      1
Mechanic    1


~--- Maganac --~
Series: Gundam Wing
Leader: Quatre Rabarba Winner, Rasid Kurama
```

```
Units:  Maganac, Oliphant, Abdul's Custom Maganac, Ahmad's Custom
        Maganac, Abdul's Custom Maganac, Rasid's Custom Maganac


Abdul
-- Ratings -----------------------
Range      13
Melee      13    MP: 240
Dodge      15    EX: 240
NTL        -
Leader      6    MS:
Guest       7     . Abdul's Custom Maganac*
Operator   -
Driver     -
Mechanic   -


Ahmad
-- Ratings -----------------------
Range      13
Melee      13    MP: 390
Dodge      15    EX: 420
NTL        -
Leader      6    MS:
Guest       7     . Ahmad's Custom Maganac*
Operator   -
Driver     -
Mechanic   -


Auda
-- Ratings -----------------------
Range      13
Melee      15    MP: 240
Dodge      13    EX: 240
NTL        -
Leader      6    MS:
Guest       7     . Auda's Custom Maganac*
Operator   -
Driver     -
Mechanic   -


Rasid Kurama
-- Ratings -----------------------
Range      15
Melee      15    MP: 270
Dodge      15    EX: 270
NTL        -
Leader      9    MS:
Guest       7     . Rasid's Custom Maganac*
Operator   -
Driver     -
Mechanic   -


Maganac Tribe
-- Ratings -----------------------
Range      10
Melee      10    MP: 200
Dodge      10    EX: 120
NTL        -
Leader      2    MS:
Guest       5     . Maganac*
Operator    1     . Oliphant*
```

```
Driver      1
Mechanic    1


~--- Mariemaia Troops --~
Series:  Gundam Wing: Endless Duel
Leader:  Mariemaia Khrushrenada, Dekim Barton
Units:   Leo (Space Type), Taurus, Serpent


Mariemaia Soldier
-- Ratings ------------------------
Range      10
Melee      10     MP: 200
Dodge      10     EX: 120
NTL         -
Leader      2     MS:
Guest       5   . Leo (Space Type)
Operator    1   . Serpent
Driver      1
Mechanic    1


~--- MO-V --~
Series:  Gundam Wing Dual Story: G-Unit
Leader:  Adin Barnett
Units:   Leo (Space Type), D-Unit


MO-V Soldier
-- Ratings -----------------------
Range      10
Melee      10    MP: 200
Dodge      10    EX: 120
NTL         -
Leader      2    MS:
Guest       5    . Leo (Space Type)
Operator    1
Driver      1
Mechanic    1


~--- Neo Earth Union Force --~
Series:  After War: Gundam X
Leader:  Shagia Frost, Olba Frost, Aimzat Kartal, Fixx Bloodman
Units:   Daughtress Neo, Daughtress Flyer, Daughtress Neo, Barient,
         Gadiru, Grandine, Super Big Transport,


Fixx Bloodman
-- Ratings ------------------------
Range       -
Melee       -     MP: 200
Dodge       -     EX: ---
NTL         -
Leader      -     MS:
Guest       -   . Grandine*
Operator    -
Driver      -
Mechanic    -


Neo Earth Soldier (general)
-- Ratings ------------------------
Range      13 [14]
Melee      11 [12]   MP: 200
Dodge      15 [16]   EX: 130
```

```
NTL          -    -
Leader       7 [ 8]   MS/WS:
Guest        7 [ 8] . Super Big Transport*
Operator     6 [ 7]
Driver       6 [ 7]
Mechanic     6 [ 7]


Neo Earth Soldier (captain)
-- Ratings -----------------------
Range       13 [15]
Melee       13 [15]   MP: 200
Dodge       13 [15]   EX: 120
NTL          - [ -]
Leader       5 [ 7]   MS:
Guest        5 [ 5] . Daughtress Flyer*
Operator     4 [ 6] . [Barient*]
Driver       4 [ 6] . [Daughtress Neo*]
Mechanic     4 [ 6]


Neo Earth Soldier
-- Ratings -----------------------
Range       10
Melee       10      MP: 200
Dodge       10      EX: 190
NTL          -
Leader       2      MS:
Guest        5    . Daughtress Flyer*
Operator     1    . [Barient*]
Driver       1    . [Daughtress Neo*]
Mechanic     1


Captain for the Bandaru
-- Ratings -----------------------
Range       18
Melee        6      MP: 230
Dodge       17      EX: 230
NTL          -
Leader       8      MS:
Guest        5    . Bandaru*
Operator     3
Driver       5
Mechanic     2



~-- Operation Zero (OZ) --~
Series: Gundam Wing
Leader: Trieze Khushrenada, Lady Une, Zechs Merquise
Units: Leo [Land Type], Leo [OZ Space], Aries [OZ], Jet Transport,
       Space Warship, Taurus, Virgo, Aries [Noin], Pisces,
       Cancer, OZ Battle Mothership, Space Mothership, Baroji.


OZ Air Pilot
-- Ratings -----------------------
Range       10
Melee       10      MP: 200
Dodge       10      EX: 120
NTL          -
Leader       2      MS:
Guest        5    . Aries [OZ]
Operator     1
```

```
Driver      1
Mechanic    1

OZ Air Pilot (Captain)
-- Ratings -----------------------
Range      11
Melee      11    MP: 200
Dodge      11    EX: 120
NTL         -
Leader      3    MS:
Guest       5    . Aries [OZ]
Operator    2
Driver      2
Mechanic    2


OZ Captain
-- Ratings -----------------------
Range      11
Melee       9    MP: 200
Dodge      13    EX: 130
NTL         -
Leader      5    MS:
Guest       7    . Jet Transport*
Operator    4
Driver      4
Mechanic    4


OZ Captain (improved)
-- Ratings -----------------------
Range      13
Melee      11    MP: 200
Dodge      15    EX: 130
NTL         -
Leader      7    MS:
Guest       7    . Jet Transport*
Operator    6    . OZ Battle Mothership*
Driver      6    . Space Mothership*
Mechanic    6    . Space Warship*


OZ Captain (Baroji)
-- Ratings -----------------------
Range      16
Melee      14    MP: 200
Dodge      18    EX: 130
NTL         -
Leader     10    MS:
Guest       7    . Baroji*
Operator    9
Driver      9
Mechanic    9


OZ Soldier
-- Ratings -----------------------
Range      10
Melee      10    MP: 200
Dodge      10    EX: 120
NTL         -
Leader      2    MS:
Guest       5    . Leo [Land Type]*
Operator    1    . Bridge Crew of WS*
```

```
Driver      1   . Pisces*
Mechanic    1

OZ Soldier (improved, captain)
-- Ratings ------------------------
Range      13
Melee      13     MP: 200
Dodge      13     EX: 120
NTL         -
Leader      5     MS:
Guest       5   . Leo [OZ Space]*
Operator    4   . Cancer*
Driver      4
Mechanic    4


Trant Clark
-- Ratings ------------------------
Range      5
Melee      5      MP: 200
Dodge      5      EX: 170
NTL         -
Leader      4     MS:
Guest       6   . Wing Gundam Zero
Operator    -
Driver      -
Mechanic    -


~-- Orku --~
Series:  After War: Gundam X
Leaders: (a guy with green turban, reddish brown moustache)
Units:   Submarine, Dotapu Underwater Type, Doshito, Doshito III

(A guy with green turban, reddish brown moustache)
-- Ratings ------------------------
Range      11
Melee      11     MP: 200
Dodge      11     EX: 180
NTL         -
Leader      7     MS:
Guest       3   . Submarine*
Operator    3
Driver      3
Mechanic    3


Orku Captain
-- Ratings ------------------------
Range      15
Melee      15     MP: 200
Dodge      15     EX: 120
NTL         -
Leader      7     MS:
Guest       5   . Submarine*
Operator    6
Driver      6
Mechanic    6


Orku Crew (Leader)
-- Ratings ------------------------
Range      13
Melee      13     MP: 200
```

```
Dodge       13     EX: 120
NTL          -
Leader       5     MS:
Guest        5     . Doshito III*
Operator     4     . Dotapu Underwater Type*
Driver       4
Mechanic     4


Orku Crew
-- Ratings ------------------------
Range       10
Melee       10     MP: 200
Dodge       10     EX: 120
NTL          -
Leader       2     MS:
Guest        5     . Doshito*
Operator     1     . Dotapu Underwater Type*
Driver       1
Mechanic     1


~--- OZ Prise --~
Series:  Gundam Wing Dual Story: G-Unit
Leaders: Valder Farkill, Star Dust Knights
Units:   Leo (OZ Space), Taurus, EWAC Leo


OZ Prise Soldier
-- Ratings ------------------------
Range       10
Melee       10     MP: 200
Dodge       10     EX: 120
NTL          -
Leader       2     MS:
Guest        5     . Leo (OZ Space Type)*
Operator     1     . Taurus*
Driver       1
Mechanic     1


~--- Preventer --~
Series:  Gundam Wing: Endless Duel
Leaders: Zechs Merquise, Lucresia Noin, Lady Une, Sally Po
Units:   Space Mothership, Leo (Space Type)


Sally Po
-- Ratings ------------------------
Range       10     Cost: ---
Melee        8     MP: 250
Dodge       15     EX: 250
NTL          -
Leader       8     MS:
Guest        8     . Space Mothership*
Operator     7     . Peacemillion, Guest*
Driver       5
Mechanic     4


Preventer Crew
-- Ratings ------------------------
Range       10
Melee       10     MP: 200
Dodge       10     EX: 120
NTL          -
```

```
Leader      2     MS:
Guest       5   . Leo (Space Type)*
Operator    1   . Bridge Crew*
Driver      1
Mechanic    1


~-- Space Revolusionary Force --~
Series: Gundam X
Leader: Zaider Rasso, Nomoa Long
Units:  Paulita, Jenis, Polar Bear, Jurag, Beltigo, Lancelot's Custom
        Kurauda, Kurauda, Bartoku, Briene Warship, Jenis Kai, Solar
        Ray (X).


Nomoa Long (guy with a single eye spectacles...)
-- Ratings -----------------------
Range      12
Melee      10     MP: 230
Dodge      12     EX: 230
NTL         -
Leader      7     MS:
Guest       4   . Patulia*
Operator    -
Driver      -
Mechanic    -


Zaider Rasso (last leader for the group...)
-- Ratings -----------------------
Range       6
Melee       6     MP: 200
Dodge       6     EX: 160
NTL         -
Leader      7     MS:
Guest       7   . Gabera*
Operator    1
Driver      1
Mechanic    1


SRF Soldier
-- Ratings -----------------------
Range      10
Melee      10     MP: 200
Dodge      10     EX: 120
NTL         -
Leader      2     MS:
Guest       5   . Polar Bear*
Operator    1   . Jurag*
Driver      1   . Kurauda*
Mechanic    1   . Jenis Kai*


SRF Soldier (Leader)
-- Ratings -----------------------
Range      11
Melee      11     MP: 200
Dodge      11     EX: 120
NTL         -
Leader      3     MS:
Guest       5   . Jurag*
Operator    2
Driver      2
Mechanic    2
```

```
SRF Soldier (Captain)
-- Ratings ----------------------
Range      13
Melee      13    MP: 200
Dodge      13    EX: 120
NTL        -
Leader     5    MS:
Guest      5   . Briene Warship*
Operator   4
Driver     4
Mechanic   4


SRF Soldier (Space Series, Leader)
-- Ratings ----------------------
Range      15
Melee      15    MP: 200
Dodge      15    EX: 120
NTL        -
Leader     7    MS:
Guest      7   . Kuruada*
Operator   6
Driver     6
Mechanic   6


SRF Soldier (Space Series, Captain)
-- Ratings ----------------------
Range      13 [14]
Melee      11 [12] MP: 200
Dodge      15 [16] EX: 130
NTL        - [ -]
Leader     7 [ 8] MS:
Guest      7 [ 8] . SRF Warship*
Operator   6 [ 7]
Driver     6 [ 7]
Mechanic   6 [ 7]


SRF Soldier (Space Series, Solar Ray)
-- Ratings ----------------------
Range      14
Melee      12    MP: 200
Dodge      16    EX: 130
NTL        -
Leader     8    MS:
Guest      8   . Solar Ray (X)*
Operator   7
Driver     7
Mechanic   7


SRF Captain (Bartoku)
-- Ratings ----------------------
Range      8
Melee      6    MP: 200
Dodge      10    EX: 130
NTL        -
Leader     2    MS:
Guest      7   . Bartoku*
Operator   1
Driver     1
Mechanic   1
```

```
~--- Vulture ---~
Series: Gundam X
Leader: Vedoba
Units:  Sebutem Kai (red), Jenis Kai, Okuto Eibu Kai, Daughtress
        Commando (Federation), Daughtress Command (Alternative),
        Okuto Eibu, Okuto Eibu Kai


Vedoba
-- Ratings -----------------------
Range      11
Melee      11    MP: 200
Dodge      10    EX: 190
NTL         -
Leader      5    MS:
Guest       7   . Slash Buffalo*
Operator    -
Driver      -
Mechanic    -


Vulture
-- Ratings -----------------------
Range      10
Melee      10    MP: 200
Dodge      10    EX: 120
NTL         -
Leader      2    MS:
Guest       5   . Daughtress*
Operator    1   . Sebutem Kai*
Driver      1   . Jenis Kai*
Mechanic    1   . Okuto Eibu Kai*


Vulture (purple hair)
-- Ratings -----------------------
Range      10
Melee      10    MP: 200
Dodge      10    EX: 120
NTL         -
Leader      2    MS:
Guest       5   . Daughtress Commando*    . Okuto Eibu Kai*
Operator    1   . Daughtress*
Driver      1   . Jenis Kai*
Mechanic    1   . Sebutem Kai*


(A guy with black hair and red coat)
-- Ratings -----------------------
Range      14
Melee      10    MP: 250
Dodge      17    EX: 250
NTL         -
Leader      9    MS/WS:
Guest       7   . Rosso Ship*
Operator    3
Driver      3
Mechanic    3


(A guy with black hair and black coat)
-- Ratings -----------------------
```

```
Range      15
Melee       9    MP: 230
Dodge      15    EX: 230
NTL         -
Leader      9    MS/WS:
Guest       6    . Gurisu Ship*
Operator    3
Driver      3
Mechanic    3


(A woman, yellow hair)
-- Ratings -----------------------
Range      13
Melee       9    MP: 230
Dodge      17    EX: 230
NTL         -
Leader      8    MS/WS:
Guest       7    . Rosa Ship*
Operator    3
Driver      3
Mechanic    3


~-- White Fang --~
Series: Gundam Wing
Leader: Milirado Peacecraft, Quinze, Dorothy Catalonia
Units:  Virgo, Virgo II, Libra, Advanced Space Transport, Space
        Mothership, Taurus


Quinze
-- Ratings -----------------------
Range       8
Melee       8    MP: 300
Dodge       8    EX: 310
NTL         -
Leader     12    MS:
Guest       -    . Libra*
Operator    -
Driver      -
Mechanic    -


White Fang Captain
-- Ratings -----------------------
Range      13
Melee      11    MP: 200
Dodge      15    EX: 130
NTL         -
Leader      7    MS:
Guest       7    . Space Mothership*
Operator    6
Driver      6
Mechanic    6


White Fang Captain (improved)
-- Ratings -----------------------
Range      14
Melee      12    MP: 200
Dodge      16    EX: 130
NTL         -
Leader      8    MS:
Guest       7    . Space Warship*
```

```
Operator     7
Driver       7
Mechanic     7


White Fang Soldier
-- Ratings ------------------------
Range       10
Melee       10     MP: 200
Dodge       10     EX: 120
NTL          -
Leader       2     MS:
Guest        5      . Bridge Crew*
Operator     1
Driver       1
Mechanic     1


~-- Miscellaneous --~
Well, these are characters where I can't find any suitable spots to add
them...


-- Howard --
Series: Gundam Wing
Group:  Civilian
-- Ratings ------------------------
Range        8
Melee        8     MP: 250
Dodge        8     EX: 250
NTL          -
Leader       5     MS:
Guest        3      . Peacemillon*
Operator     3
Driver       3
Mechanic    13


 _____
/ 5.2 _____
----------------------------------------------------------------------
Mobile Suit Bestiary
----------------------------------------------------------------------
Under this section, you will find detailed lists of every MS that you
can find in the game. Well, as you see it is going to take a long time
before a full and complete list are included in this strategy guide.
Hence be patient as I am working my way to finish it. For your
convenience, I have arranged them according to the series. Since there are
a lot of bonus units lying around here and there...

I have doing this for weeks and it really tires me out. Therefore please
don't rush me when I am going to complete this section as there is a lot
of stuff to do. And please note that this bestiary would not be 100%
free from errors [due to reasons like human error and typo errors]. But
if you have observed any errors, please contact me when possible.


Here are the explanations on my breakdown:

-- Unit Status --
Pilot/Group       This states that which group that the unit belongs to
                  under for that series.


Exp               This states the amount of Experience points required
                  for the unit to be promoted one level up.
```

HP	This states the total capacity of hit points that the unit has. Once the hit points have dropped to 0, the unit is being considered destroyed.
EN	This states the total capacity of energy that the unit has. EN works likes "MP" in RPGs. The amount of power needed for the unit to execute the attack.
UA	This is known as Unit Attack. It means the attacking power of the unit.
UD	This is known as Unit Defense. It means the attacking power of the unit.
Space	This refers to the unit's space ratings. It ranges from: A, B, C, D and -. A dash means that the unit can't travel in space.
Sky	This refers to the unit's sky ratings. It ranges from: A, B, C, D and -. A dash means that the unit can't travel in sky.
Land	This refers to the unit's land ratings. It ranges from: A, B, C, D and -. A dash means that the unit can't travel in space.
Water	This refers to the unit's hover ratings. It ranges from: A, B, C, D and -. A dash means that the unit can't hover on water.
Underwater	This refers to the unit's underwater ratings. It ranges from: A, B, C, D and -. A dash means that the unit can't travel in underwater.
Movement	It states the maximum movement range that you can go. For an unit with a movement range of 5, can travel 5 squares from its origin. The movement range will drop, if the unit is traveling in an area where it has low ratings.
Code	This states the code which embedded you to have the unit. Refer to Card Codes for more details.
Cost	This refers to the amount of money that you need to manufacture the unit [applies to the card code cost]
Upgrade	This shows the upgrade of the unit. The abbreviation *This unit* represents the unit.
Design	This shows the combination of MS/MD units that you needed in order to add the unit to your manufacturing list.
=	This key states that the flow of upgrade is interchangeable. Example of a flow:

```
 _____
|                                              |
| Tallgeese - Tallgeese II = Tallgeese III     |
|           - Leo (Space Type)                 |
|           - Leo (Land Use)                   |
```

|_____|

The flow here shows that that once you have ACE out
Tallgeese II, you can change to Tallgeese III. This
also applies that if you ACE'd out Tallgeese III,
you can change Tallgeese III to Tallgeese II.

Well, you will find a "NEXT" and "BACK" next to the
status bar of the unit that you are changing.

-                       This states that the upgrade flow can't interchange.
                        Please refer to the example above. If you ACE'd out
                        Tallgeese, you can choose to upgrade to Tallgeese II
                        but you can't change back to Tallgeese. This also
                        applies that you can only select one of the flow
                        between Tallgeese II, Leo (Space Use) and Leo (Land
                        Use). For this situation, you will only find the
                        "NEXT" indicator available.

[MA]   I would called this "non-mobile suit mode". The unit
                        will transform to another form normally with higher
                        movement range compared to it as in MS mode.

[MS]   See above for more details.

-- Attack Status --
Attacks   State the name of the attack. [Most of them are taken
                        from translations are made up by me or taken from
                        Gundam Project (http://www.gundamproject.com)]
Range   State the attacking range of the attack.
Type   State the category of the attack which it belongs. E.g
                        Melee, Range, BEAM 1, BEAM 2, MAP, NTL, Special, etc.
Damage   State the amount of the damage done by that unit.
EN   State the amount of EN required in order to execute
                        that attack.
Hit   State the hit rate of the attack. The higher the hit
                        rate, the lesser the chance that the hit will miss.
MP   State the amount of MP needed to execute to use the
                        attack. Applies mostly to NTL attacks.

And some of other common abbreviations I have used:

2 hit or 2x   The maximum hit rate is 2
3 hit or 3x   The maximum hit rate is 3
4 hit or 4x   The maximum hit rate is 4
6 hit or 6x   The maximum hit rate is 6
x2   Attack enemy two times in one animation
x3   Attack enemy three times in one animation
x4   Attack enemy four times in one animation
(r)   Unit execute rapid hits on one enemy.
(f)   The attack carries a fire element
(l)   The attack carries a thunder element
(b1 r)   The attack carries mini BEAM 1 energy, in rapid form.

Of course, I will update this section as well, when more units are added
to the bestiary.

Special thanks to Durendal for his MS Design list

```
-- Important Information on Major Types --
(extracted from Durendal's SD Gundam G-Generation-F FAQ, some
 corrections and translations made in order to suit the FAQ's contents)


Cannon type      = GM Cannon, Hardygun, Mass Product Gun Cannon, Gun
                   Cannon, Gun Cannon Heavy Armor, Gun Cannon II, Gun
                   Cannon Detector, G Cannon, G Cannon Magna, GM Cannon
                   II, Zaku Cannon, Daughtress Weapon, Cannon Irufuto,
                   GD Cannon
Dom type         = Rick Dom II, Dom Tropen, Tropical Dom, Dowaji Kai,
                   Pezun Dowaji, Dowaji, Doraizen, Dom Gurosbairu, RF
                   Dom, RF Desert Dom, Dom Bainihitsu
G Gundam type    = Nobel Gundam, John Bull Gundam, Rising Gundam, Lumber
                   Gundam, Tequilla Gundam, Mermaid Gundam, Nether
                   Gundam, Skull Gundam, Mandala Gundam, Ashura Gundam,
                   Neros Gundam
Gaza type        = Gaza C, Gaza C Kai, Gaza D, Ga Zoum, Gaza E, Gaza B,
                   Gaza W
Gelgog type      = Gelgog, Gelgog J, Gelgog M, Desert Gelgog, RF Gelgog
                   High Mobility Gelgog
Gira Doga type   = Gira Doga, Gira Doga Kai, Gira Doga Heavy Armor,
                   Gira Doga Psycommu
Gouf type        = Gouf, Gouf Heavy Armor, Gouf Flight Experiment, B3
                   Gouf, RF Gouf, Gouf flight type
Gundam X type    = Gundam X, Gundam X Divider, Gundam DX, Gundam
                   Airmaster, Gundam Airmaster B, Gundam Leopard,
                   Gundam Leopard D, Gundam Virsago, Gundam Virsago CB,
                   Gundam Ashtaron, Gundam Ashtaron HC, G Falcon,
                   Daughtress, Daughtress Commando, DHM Faiyawarabi,
                   Daughtress Weapon, Daughtress Tank, Daughtress Flyer,
                   Doshito, Doshito III, Jenis, Sebutem, Sebutem Kai,
                   Okuto Eibu, Okuto Eibu Kai, Jurag, Grandine,
                   Batouria, Daughtress Neo
Marine type      = Aqua GM, undiver, Zaku Marine, Higog, Zaku Marina,
                   Gog, Agai, Zugok, Zugok E, Zok, Zogok, Juagu, Agugai,
                   Guraburo, Proba, Kapool, Under Water experiment unit,
                   RF Zaku, Zaku Diver, Garugeiyu, RF Zugok, Cancer,
                   Pisces, Mermaid Gundam
Observer type    = Borinook Samaan, Zaku Flipper, Rugen, Proba,
                   Hover truck, Aizaku, Dish Comm., EWAC Nero, Ebil S,
                   Dagi Irus, EWAC Leo, ST Gun, Erebad, Zaku Stong
                   Observer
Wing Gundam      = W Gundam, W Gundam Zero, W Zero Custom, Gundam
type               Deathscyte, Gundam Deathscyte Hell, Gundam Deathscythe
                   Hell Custom, Gundam Heavyarms, Gundam Heavyarms Kai,
                   Gundam Heavyarms Custom, Gundam Sandrock, Gundam
                   Sandrock Kai, Gundam Sandrock Custom, Shenlong Gundam,
                   Altron Gundam, Gundam Natac
Zanscare type    = Overhead Hawk, Zoro, Zoro Kai, Tomriat, Zoroat, Shako,
                   Rig Shako, Gozora, Memedoza, Abigoru, Garugeiyu,
                   Contioh, Rig Contioh, Shaitan, Gedoraf, Burugengu,
                   Zoridia, Jabako, Domtoria, Zaneku, Dogora, Gengaozo,
                   Gotoratan, Gariguson, Battle Bike Male type, Battle
                   type Female type, Rigaru, Birugenau, Rig Ring,
                   Zansubain, Sandoju
Zaku type        = Zaku II J, Zaku II F, High Moility Zaku II, Zaku II
                   Kai, Psycommu High Mobility Zaku, Zaku Marine, Zaku
                   Marina, Akuto Zaku, Zaku III, Zaku III Kai, Zaku
                   Flipper, Z Zaku, Zaku Strong Observer, Zaku Minelayer,
                   Zaku 50, Zaku Head, Dizad Zaku, Zaku III Last type,
```

```
                     RF Zaku, Zaku Cannon, High Mobility Zaku II, Space
                     Use High Mobility Zaku, Bolshanon
Zeta type        = Proto Z Gundam, Mass Product Z Gundam, Z Gundam, Z II,
                     ReGZ, ReGZ Custom, Z Zaku, Z Plus A type, Z Plus C
                     type.


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
New Mobile Report: Gundam Wing
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Units List -> [Completion Status: 98%]
Gundams:   Wing Gundam, Gundam Deathscythe, Gundam Heavyarms, Gundam
           Sandrock, Gundam Shenlong, Wing Gundam Zero, Gundam
           Deathscythe Hell, Gundam Heavyarms Kai, Gundam Sandrock Kai,
           Altron Gundam, Gundam Epyon.
Special:   Tallgeese, Tallgeese II, Vayeate, Mercurius, Maganac,
           Oliphant, Rasid's Custom Maganac, Abdul's Custom Maganac,
           Auda's Custom Maganac, Ahmad's Custom Maganac.
Enemy MS:  Leo [Land, OZ Space], Aries [OZ, Federation], Tragos,
           Cancer, Pisces, Taurus, Taurus (red), Virgo, Virgo II
(All units are sorted in alphabetical order.)


-- Abdul's Custom Maganac --
Pilot: Abdul [Maganac Troops]          Space   C    Underwater    C
Exp: 450 per level                     Sky     -    Movement      5
HP: 10,020   UA: 20                    Land    A
EN:     68   UD: 20                    Water   -

Code:  04-3878528
Cost:  $13,800
-- Upgrade --
n/a
-- Design --
n/a
```

Attacks	Range	Type	Damage	EN	Hit	MP
Twin Heat Hawk	1~1	Melee	3100	16	95	--
Beam Rifle	3~4	BEAM 1	2800	12	85	--

```
-- Ahmad's Custom Maganac --
Pilot: Ahmad [Maganac Troops]          Space   C    Underwater    C
Exp: 450 per level                     Sky     -    Movement      5
HP: 10,020   UA: 20                    Land    A
EN:     68   UD: 20                    Water   -

Code:  04-8433894
Cost:  $13,800
-- Upgrade --
n/a
-- Design --
n/a
```

Attacks	Range	Type	Damage	EN	Hit	MP
Heat Hawk	1~1	Melee	3100	16	95	--
Beam Rifle	3~4	BEAM 1	2800	12	85	--
108mm Gatling Cannon	5~6	Range	4800	20	75	--

```
-- Altron Gundam --
Pilot: Chang Wufei                      Space   A    Underwater    C
```

```
Exp: 675 per level               Sky      -     Movement      6
HP: 12,450   UA: 29              Land     B
EN:    210   UD: 28             Water     -


Code:  08-0902058
Cost:  $27,700
-- Upgrade --
Gundam Shenlong = *This unit* = Gundam Natac
-- Design --
n/a

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Twin Beam Trident        |  1~1  | Melee   |  4500  |  38  | 100 | -- |
| Flame Thrower (f)        |  2~4  | Melee   |  4000  |  40  |  95 | -- |
| Tail Beam x2             |  3~5  | BEAM 1  |  1800  |  22  |  60 | -- |
| Dragon Fang Combo        |  5~5  | Melee   |  4800  |  44  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Aries -- [Federation]
[MA]{MS}
Type: Federation: Allies Forces    Space    -     Underwater     -
Exp: 315 per level                 Sky      A     Movement      6 {4}
HP:  7,260   UA: 14               Land     - {C}
EN:     56   UD: 14             Water     -


Code:  02-3585098 [MA], 02-1822566 [MS]
Cost:  $8,400
-- Upgrade --
Under Research
-- Design --
Under Research

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Chain Rifle (r)          |  2~4  | Range   |  2400  |  12  |  90 | -- |
| Missile Pods (4x)        |  3~5  | Range   |  1600  |  20  |  35 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Aries -- [Noin]
[MA]{MS}
Type: OZ Mobile Suit [Noin]        Space    -     Underwater     -
Exp: 315 per level                 Sky      A     Movement      6 {4}
HP:  9,430   UA: 15               Land     - {C}
EN:     64   UD: 15             Water     -


Code:  02-7171470 [MS], 02-2019797 [MA]
Cost:  $8,400
-- Upgrade --
Under Research
-- Design --
n/a

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Chain Rifle (r)          |  2~4  | Range   |  2400  |  12  |  90 | -- |
| Missile Pods (4x)        |  3~5  | Range   |  1600  |  20  |  55 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Aries -- [OZ]
[MA]{MS}
Type: OZ Mobile Suit               Space    -     Underwater     -
Exp: 315 per level                 Sky      A     Movement      6 {4}
```

```
HP:  7,260   UA: 14                Land   - {C}
EN:     56   UD: 14                Water  -

Code:  02-3006854 [MA], 02-9083206 [MS]
Cost:  $8,400
-- Upgrade --
D Unit = Leo (Land Type) - High Mobility Leo = *This unit*
                         - Tragos
                         - Leo (Space Use) = Taurus
-- Design --
Aries (OZ Type) = Leo (Land) + Barient
                = Phoenix Gundam + Metasu
 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Chain Rifle (r)          | 2~4   | Range  | 2400   | 12  | 90  | -- |
| Missile Pods (4x)        | 3~5   | Range  | 1600   | 20  | 35  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Auda's Custom Maganac --
Pilot: Auda                        Space   C   Underwater   C
Exp: 450 per level                 Sky     -   Movement     5
HP: 10,020   UA: 20                Land    A
EN:     68   UD: 20                Water   -

Code:  04-6876141
Cost:  $13,800
-- Upgrade --
n/a
-- Design --
n/a
 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Rapid Claw Strike        | 1~1   | Melee  | 4000   | 16  | 90  | -- |
| Beam Rifle               | 3~4   | BEAM 1 | 2800   | 12  | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Cancer --
Type: OZ Mobile Suit               Space   -   Underwater   A
Exp: 450 per level                 Sky     -   Movement     4
HP:  9,000   UA: 23                Land    -
EN:     60   UD: 21                Water   -

Code:  03-1340210
Cost:  $ 14,400
-- Upgrade --
Pisces = *This unit*
-- Design --
n/a
 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Claw Crusher             | 1~1   | Melee  | 4000   | 16  | 90  | -- |
| Torpedo Launcher (4x)    | 2~4   | Range  | 1200   | 14  | 55  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Deathscythe --
Pilot: Duo Maxwell                 Space   D   Underwater   B
Exp: 615 per level                 Sky     -   Movement     6
HP: 11,820   UA: 25                Land    A
EN:    156   UD: 26                Water   -
```

```
Code: 07-5730686
Cost: $23,800
-- Upgrade --
*This unit* = Gundam Deathscythe Hell = Gundam Deathscythe HC
-- Design --
Gundam Deathscythe = Phoenix Gundam + (Abigoru, Gundam Speigel, ST Gun)
 _____
| Attacks                    | Range | Type  | Damage |  EN  | Hit | MP |
| Beam Scissors              | 1~1   | Melee |  4200  |  34  | 100 | -- |
| Head Vulcan                | 1~2   | Range |   800  |  20  | 110 | -- |
| Buster Shield Attack       | 3~3   | Range |  3800  |  36  |  75 | -- |
| Twin Shoulder Vulcan       | 3~4   | Range |  2500  |  20  |  95 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Deathscythe Hell --
Pilot: Duo Maxwell               Space    A   Underwater    C
Exp: 705 per level               Sky      -   Movement      6
HP: 12,420   UA: 28              Land     B
EN:    180   UD: 29              Water    -

Code: 08-8471208
Cost: $30,800
-- Upgrade --
Gundam Deathscythe = *This unit* = Gundam Deathscythe HC
-- Design --
n/a
 _____
| Attacks                    | Range | Type  | Damage |  EN  | Hit | MP |
| Head Vulcan                | 1~2   | Range |   800  |  20  | 110 | -- |
| Beam Scissors              | 1~2   | Melee |  4500  |  38  | 100 | -- |
| Buster Shield Attack       | 3~3   | Range |  3800  |  36  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                      |
| Hyper Jammer System    +10 Dodge             |
| Beam Coat              Reduce BEAM damage by half |
|_____|

-- Gundam Epyon --
[MS Mode]
Pilot: Miliarado Peacecraft      Space    A   Underwater    C
Exp: 795 per level               Sky      -   Movement      6
HP: 14,800   UA: 33              Land     A
EN:    240   UD: 30              Water    -

Code:  10-0149843 (MA mode), 10-6828631 (MS mode)
Cost:  $37,100
-- Upgrade --
*This unit* = Gundam Akueriasu
-- Design --
Gundam Epyon =(Wing Gundam Zero, Wing Gundam Zero Custom) + (Tallgeese,
             Tallgeese II, Tallgeese III)
           = Phoenix Gundam + (Agugai, Gundam Virsago)
 _____
| Attacks                    | Range | Type  | Damage |  EN  | Hit | MP |
| Beam Sword Combo           | 1~1   | Melee |  3900  |  40  | 100 | -- |
| Heat Rod                   | 1~3   | Melee |  3000  |  30  |  90 | -- |
| Giant Beam Sword           | ~-~   | MAP   | 10000  |  80  | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                      |
| ZERO System            +20 Melee, +20 Range  |
```

```
    |_____|

    [MA Mode]
    Pilot: Miliarado Peacecraft          Space   A    Underwater    -
    Exp: 795 per level                   Sky     A    Movement      8
    HP: 14,800   UA: 33                  Land    -
    EN:    240   UD: 30                  Water   -

     _____
    | Attacks                   | Range | Type   | Damage |  EN  | Hit | MP |
    | Heat Rod Rush             | 1~1   | Melee  |  3500  |  36  |  90 | -- |
    |_____|_____|_____|_____|_____|_____|____|

    -- Gundam Heavyarms --
    Pilot: Trowa Barton                  Space   D    Underwater    C
    Exp: 615 per level                   Sky     -    Movement      5
    HP: 11,830   UA: 27                  Land    A
    EN:    190   UD: 24                  Water   -

    Code:  07-3598494
    Cost:  $23,400
    -- Upgrade --
    *This unit* = Gundam Heavyarms Kai = Gundam Heavyarms Custom
    -- Design --
    Gundam Heavyarms = Phoenix Gundam + Heavy Gun

     _____
    | Attacks                   | Range | Type   | Damage |  EN  | Hit | MP |
    | Army Knife                | 1~1   | Melee  |  3500  |  34  |  95 | -- |
    | Beam Gatling (r)          | 2~4   | Range  |  4000  |  36  |  85 | -- |
    | Homing Missiles (6x)      | 4~5   | Range  |  1000  |  50  |  50 | -- |
    | Gatling Full Strike       | -~-   | MAP    | 12500  | 156  | --- | -- |
    |_____|_____|_____|_____|_____|_____|____|

    -- Gundam Heavyarms Kai --
    Pilot: Trowa Barton                  Space   A    Underwater    C
    Exp: 675 per level                   Sky     -    Movement      6
    HP: 12,430   UA: 30                  Land    B
    EN:    220   UD: 27                  Water   -

    Code:  08-8775719
    Cost:  $27,700
    -- Upgrade --
    Gundam Heavyarms = *This unit* = Gundam Heavyarms Custom.
    -- Design --
    n/a

     _____
    | Attacks                   | Range | Type   | Damage |  EN  | Hit | MP |
    | Army Knife                | 1~1   | Melee  |  3500  |  34  |  95 | -- |
    | 2x Beam Gatling (r)       | 2~4   | Range  |  2400  |  26  |  90 | -- |
    | Homing Missiles (6x)      | 4~5   | Range  |  1000  |  50  |  50 | -- |
    | Gatling Full Strike       | -~-   | MAP    | 13000  | 186  | --- | -- |
    |_____|_____|_____|_____|_____|_____|____|

    -- Gundam Sandrock --
    Pilot: Quatre Rabarba Winner         Space   D    Underwater    C
    Exp: 615 per level                   Sky     -    Movement      5
    HP: 11,840   UA: 24                  Land    A
    EN:    140   UD: 27                  Water   -

    Code:  07-7261411
    Cost:  $23,400
```

```
-- Upgrade --
*This unit* = Gundam Sandrock Kai = Gundam Sandrock Custom.
-- Design --
Gundam Sandrock = Phoenix Gundam + (Desert GM, Muttou)

 _____
| Attacks                   | Range | Type    | Damage | EN   | Hit | MP |
| Heat Shotels              | 1~1   | Melee   | 4000   | 30   | 95  | -- |
| Head Vulcan               | 1~2   | Range   | 800    | 20   | 110 | -- |
| Cross Crusher             | 1~2   | Melee   | 5000   | 40   | 95  | -- |
| Shoulder Missiles (2x)    | 4~5   | Range   | 2400   | 28   | 60  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Sandrock Kai --
Pilot: Quatre Rabarba Winner          Space    A    Underwater    C
Exp: 675 per level                    Sky      -    Movement      6
HP: 12,440   UA: 27                   Land     B
EN:    180   UD: 30                   Water    -

Code:  08-1984225
Cost:  $27,700
-- Upgrade --
Gundam Sandrock = *This unit* = Gundam Sandrock Custom
-- Design --
n/a

 _____
| Attacks                   | Range | Type    | Damage | EN   | Hit | MP |
| Heat Shotels              | 1~1   | Melee   | 4000   | 30   | 90  | -- |
| Head Vulcan               | 1~2   | Range   | 800    | 20   | 110 | -- |
| Machine Gun Attack (r)    | 2~3   | Range   | 2500   | 18   | 90  | -- |
| Shoulder Missile (2x)     | 4~5   | Range   | 2400   | 28   | 60  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Shenlong --
Pilot: Chang Wufei                    Space    D    Underwater    C
Exp: 615 per level                    Sky      -    Movement      5
HP: 11,850   UA: 26                   Land     A
EN:    166   UD: 25                   Water    -

Code:  07-0935513
Cost:  $23,400
-- Upgrade --
*This unit* = Altron Gundam = Gundam Natac
-- Design --
n/a

 _____
| Attacks                   | Range | Type    | Damage | EN   | Hit | MP |
| Beam Glaive               | 1~1   | Melee   | 4500   | 38   | 100 | -- |
| Head Vulcan               | 1~2   | Range   | 800    | 20   | 110 | -- |
| Flame Thrower (f)         | 2~4   | Melee   | 4000   | 40   | 95  | -- |
| Dragon Fang Strike        | 5~5   | Melee   | 4800   | 44   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Leo -- (Land Use)
Type: OZ / Federation                 Space    -    Underwater    C
Exp: 300 per level                    Sky      -    Movement      4
HP:  6,860   UA: 14                   Land     A
EN:     68   UD: 14                   Water    -

Code:  01-6897228
Cost:  $7,800
```

```
-- Upgrade --
D Unit = *This unit* = High Mobility Leo = Aries (OZ)
                     - Tragos
                     - Leo (Space Use) = Taurus
-- Design --
Leo (Land Use) = Tornado Gundam + (Targos, Maganac, Gundam Leopard,
                 Rainosaras)
```

_____

Attacks	Range	Type	Damage	EN	Hit	MP
Beam Sword	1~1	Melee	3700	12	100	--
105mm Machine Gun (r)	2~4	Range	2400	16	90	--
_____	_____	_____	_____	_____	_____	_____

```
-- Leo -- (OZ Space)
Type: OZ Mobile Suit              Space    B    Underwater    D
Exp: 300 per level                Sky      -    Movement      4
HP:  6,860   UA: 14               Land     B
EN:     68   UD: 14               Water    -

Code:  01-4938868
Cost:  $7,800
-- Upgrade --
Under Research
-- Design --
n/a
```

_____

Attacks	Range	Type	Damage	EN	Hit	MP
Beam Sword	1~1	Melee	3700	12	100	--
Bazooka	3~5	Range	3200	20	75	--
_____	_____	_____	_____	_____	_____	_____

```
-- Leo -- (Space Type)
Type: OZ                          Space    A    Underwater    D
Exp: 300 per level                Sky      -    Movement      4
HP:  6,860   UA: 14               Land     C
EN:     68   UD: 14               Water    -

Code:  01-2907061
Cost:  $7,500
-- Upgrade --
D Unit = Leo (Land Type) - High Mobility Leo = Aries (OZ)
                         - Tragos
                         - *This unit* = Taurus
or
Leo-S - *This unit*
      - Leo-R
      - Leo-N

-- Design --
Leo (Space Type) = Tornado Gundam + Gundam Geminas 01
                 = Phoenix Gundam + (Powered GM, Silhouette Gundam)
```

_____

Attacks	Range	Type	Damage	EN	Hit	MP
Beam Sword	1~1	Melee	3700	12	100	--
Beam Rifle	3~4	BEAM 1	2300	10	85	--
_____	_____	_____	_____	_____	_____	_____

```
-- Maganac --
Type: Maganac Troops              Space    -    Underwater    -
Exp: 315 per level                Sky      A    Movement      6
```

```
HP:  7,260   UA: 14                    Land    -
EN:     56   UD: 14                    Water   -

Code:  (I need help!)
Cost:  $9,600
-- Upgrade --
*This unit* = Oliphant
-- Design --
Maganac = (Gundam Sandrock, Gundam Sandrock Kai, Gundam Sandrock Custom)
          + (Dizad Zaku, Desert Dom, Desert Gelgog, RF Desert Dom,
          Oliphant)
        = Tornado Gundam + (Gundam Heavyarms, Gundam Sandrock)
        = Phoenix Gundam + G Cannon Magna

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Heat Hawk                | 1~1   | Melee   | 3100   | 16   | 95  | -- |
| Beam Rifle               | 3~4   | BEAM 1  | 2800   | 12   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Mercurius --
Type: OZ Mobile Suit [Heero Yuy]     Space   B    Underwater    C
Exp: 630 per level                   Sky     -    Movement      6
HP: 12,100   UA: 30                  Land    B
EN:    160   UD: 24                  Water   -

Code:  07-8464281
Cost:  $27,800
-- Upgrade --
*This unit* = Gundam Mercurius Shuivan
-- Design --
Mercurius = Wing Gundam + (FA Gundam, Gundam NT-1-FA, FA Gundam Mk II,
            FA Gundam Mk III, ZZ Gundam-FA, FA Hyaku Shiki, FAZZ, Gundam
            Deathscythe, Gundam Sandrock, Gundam Sandrock Kai, Gundam
            Sandrock Custom, Leo-N, Totoga, Gaburu)
          = Gundam Deathscythe + (Gundam Heavyarms, Shenlong Gundam,
            Gundam Sandrock)
          = Phoenix Gundam + GP01

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Crash Shield             | 1~1   | Melee   | 3800   | 14   | 100 | -- |
| Beam Gun                 | 3~4   | BEAM 1  | 2800   | 14   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                            |
| Planet Defensor      Nullifies any Range attack |
|_____|

-- Oliphant --
Type: Maganac Troops                 Space   -    Underwater    -
Exp: 375 per level                   Sky     -    Movement      4
HP: 7,600   UA: 19                   Land    A
EN:    68   UD: 17                   Water   C

Code:  02-3864586
Cost:  $10,400
-- Upgrade --
Maganac = *This unit*
-- Design --
Oliphant = Phoenix Gundam + Erefante

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
```

```
|  Gatling Gun (r)             |  3~5  | Range   |  2800   |  22  |  90 | -- |
|  Beam Rifle                  |  4~5  | BEAM 1  |  3000   |  24  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Pisces --
{MA Mode}
Type: OZ Mobile Suit                   Space    -     Underwater    A
Exp: 345 per level                     Sky      -     Movement      5
HP:  7,500   UA: 16                    Land     -
EN:     64   UD: 15                    Water    -


Code:  02-2790758 (MA), 02-8748356 (MS)
Cost:  $9,500
-- Upgrade --
*This unit* = Cancer
-- Design --
Pisces =(Leo, High Mobility Leo) + {Marine Type}

 _____
|  Attacks                     |  Range  | Type   |  Damage  |  EN  | Hit | MP |
|  Torpedo Launcher (6x)       |  2~4    | Range  |   900    |  16  |  50 | -- |
|_____|_____|_____|_____|_____|_____|____|


{MS Mode}
Type: OZ Mobile Suit                   Space    -     Underwater    A
Exp: 345 per level                     Sky      -     Movement      4
HP:  7,500   UA: 16                    Land     -
EN:     64   UD: 15                    Water    -

 _____
|  Attacks                     |  Range  | Type   |  Damage  |  EN  | Hit | MP |
|  Claw Dash                   |  1~1    | Melee  |   4000   |  16  |  90 | -- |
|  Torpedo Launcher (6x)       |  2~4    | Range  |    900   |  16  |  50 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Rasid's Custom Maganac --
Pilot: Rasid Kurama [Maganac Troops]  Space   C    Underwater    C
Exp: 450 per level                    Sky     -    Movement      5
HP: 10,860   UA: 22                   Land    A
EN:     68   UD: 22                   Water   -


Code:  05-8470398
Cost:  $13,800
-- Upgrade --
n/a
-- Design --
n/a

 _____
|  Attacks                     |  Range  | Type   |  Damage  |  EN  | Hit | MP |
|  Twin Heat Hawk              |  1~1    | Melee  |   3100   |  16  |  95 | -- |
|  Beam Rifle                  |  3~4    | BEAM 1 |   2800   |  12  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Tallgeese --
Pilot: Zechs Merquise                 Space   B    Underwater    C
Exp: 705 per level                    Sky     B    Movement      7
HP: 12,600   UA: 28                   Land    B
EN:    226   UD: 28                   Water   -


Code:  08-6013239
Cost:  $29,600
-- Upgrade --
```

```
*This unit* - Tallgeese II = Tallgeese III
             - Leo (Space Use)
             - Leo (Land Use)
-- Design --
Tallgeese = Phoenix Gundam + (High Mobility Operation Unit, Leo, EWAC
             Leo, High Mobility Leo)
 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword              |  1~1  | Melee   |  4000  |  44  | 100 | -- |
| Dobergun Attack         |  3~5  | Range   |  4000  |  50  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Tallgeese II --
Pilot: Treize Khushrenada           Space   B     Underwater    C
Exp: 765 per level                  Sky     B     Movement      6
HP: 13,500   UA: 30                 Land    B
EN:    244   UD: 30                 Water   -


Code:  09-5264361
Cost:  $34,800
-- Upgrade --
Tallgeese - *This unit* = Tallgeese III
         - Leo (Space Use)
         - Leo (Land Use)
-- Design --
n/a
 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword              |  1~1  | Melee   |  4000  |  44  | 100 | -- |
| Dobergun Attack         |  3~5  | Range   |  4000  |  50  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Tragos --
{Hover Mode}
Type: Federation                    Space   -     Underwater    -
Exp: 315 per level                  Sky     -     Movement      6
HP: 6,300   UA: 14                  Land    A
EN:    58   UD: 13                  Water   A


Code:  01-5337095 (Hover), 01-6023856 (MS)
Cost:  $8,200
-- Upgrade --
D Unit = Leo (Land Type) - High Mobility Leo = Aries (OZ)
                         - *This unit*
                         - Leo (Space Use) = Taurus
-- Design --
Tragos = Tornado Gundam + Leo
       = Phoenix Gundam + Agai
 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Shoulder Cannon (2x)    |  5~6  | Range   |  3200  |  18  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|


{MS Mode}
Type: Federation                    Space   -     Underwater    -
Exp: 315 per level                  Sky     -     Movement      4
HP: 6,300   UA: 14                  Land    B
EN:    58   UD: 13                  Water   -

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
```

```
| Beam Rifle                   |  3~4  | BEAM 1 |  2500  |  10  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Taurus -- [MD]
{Mobile Suit}
Type: OZ, Lucresia Noin   Space B   Underwater   D
Exp: 495 per level   Sky   -   Movement   5
HP: 10,200   UA: 20   Land   B
EN: 88   UD: 20   Water -

Code: 04-1493455 {MS}, 04-1493455 {MA}
Cost: $16,700
-- Upgrade --
D Unit = Leo (Land Type) - High Mobility Leo = Aries (OZ)
                         - Tragos
                         - Leo (Space Use) = *This unit*
-- Design --
Taurus = Phoenix Gundam + Jurag, (Mass Product Geabaze)

```
 _____
| Attacks                      | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Rifle                   |  2~4  | BEAM 1 |  2400  |  12  |  90 | -- |
| Beam Cannon                  |  3~5  | BEAM 2 |  1600  |  20  |  35 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

{MA}
Type: OZ, Lucresia Noin   Space A   Underwater   -
Exp: 495 per level   Sky   A   Movement   7
HP: 10,200   UA: 20   Land   -
EN: 88   UD: 20   Water -

```
 _____
| Attacks                      | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Rifle                   |  2~4  | BEAM 1 |  2400  |  12  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Taurus -- [MD](red)
{Mobile Suit}
Type: White Fang   Space B   Underwater   D
Exp: 495 per level   Sky   -   Movement   5
HP: 10,200   UA: 20   Land   B
EN: 88   UD: 20   Water -

Code: 04-1351140 {MS}, 04-6386898 {MA}
Cost: $16,700
-- Upgrade --
Under research
-- Design --
n/a

```
 _____
| Attacks                      | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Rifle                   |  2~4  | BEAM 1 |  2400  |  12  |  90 | -- |
| Beam Cannon                  |  3~5  | BEAM 2 |  1600  |  20  |  35 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

{MA}
Type: White Fang   Space A   Underwater   -
Exp: 495 per level   Sky   A   Movement   7
HP: 10,200   UA: 20   Land   -
EN: 88   UD: 20   Water -

```
 _____
| Attacks                      | Range | Type   | Damage |  EN  | Hit | MP |
```

```
| Beam Rifle               |  2~4  | BEAM 1 |  2400  |  12  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Vayaete --
Type: OZ Mobile Suit [Trowa Barton]   Space   B    Underwater   C
Exp: 630 per level                     Sky     -    Movement     6
HP: 12,100   UA: 14                    Land    B
EN:    160   UD: 14                    Water   -


Code:  07-4687012
Cost:  $27,800
-- Upgrade --
*This unit* = Gundam Vayaete Shuivan
-- Design --
Vayaete = Wing Gundam + (GP03-D, Biguro, Biguro Maiya, Val Valo, Zoan,
          Zodi Ack, Apsalas II, Apsalas III, Lafressia, Granzam, Gundam
          Heavyarms, Shenlong Gundam, Gundam Leopard, Grandine, Gundam
          Leopard Destroy, Abiju, Kangurijo, Dibinadado, G Falcon
          Destroy, G Falcon Leopard)
        = Phoenix Gundam + (GP02, Ga Zoum)

 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Cannon              |  4~5  | BEAM 2 |  4500  |  40  |  60 | -- |
| Super Beam Cannon        |  -~-  | MAP    |  7000  |  40  |  -- | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Virgo -- [MD]
Type: White Fang, OZ                   Space   B    Underwater   C
Exp: 540 per level                     Sky     -    Movement     5
HP: 11,100   UA: 20                    Land    B
EN:     80   UD: 20                    Water   -


Code:  04-2098971
Cost:  $19,100
-- Upgrade --
*This unit* = Virgo II = Virgo III = Scorpio
-- Design --
Virgo = (Vayaete, Vayaete Shuivan, Mercurius, Mercurius Shuivan) +
        (Gunshing, Taurus, D Unit, Zusan)

 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Cannon              |  4~5  | BEAM 1 |  3500  |  20  |  60 | -- |
| Beam Cannon              |  4~5  | BEAM 2 |  4500  |  40  |  60 | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                            |
| Planet Defensor      Nullifies any Range attack    |
|_____|


-- Virgo II -- [MD]
Type: White Fang                       Space   A    Underwater   D
Exp: 585 per level                     Sky     -    Movement     5
HP: 11,500   UA: 22                    Land    C
EN:     84   UD: 22                    Water   -


Code:  05-9729433
Cost:  $21,600
-- Upgrade --
Virgo = *This unit* = Virgo III = Scorpio
-- Design --
Virgo II = Phoenix Gundam + (Qubeley Mk II (Puru type), Bagi doga)
```

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Saber                 |  1~1  | Melee   |  3000  |  14  | 100 | -- |
| Beam Cannon                |  3~4  | BEAM 1  |  2800  |  12  |  85 | -- |
| X Beam Cannon              |  4~5  | BEAM 2  |  4000  |  30  |  60 | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                       |
| Planet Defensor     Nullifies any Range attack |
|_____|
```

-- Wing Gundam --
[MS Mode]
Pilot: Heero Yuy, Trowa   Space   B   Underwater   C
Exp: 660 per level   Sky   -   Movement   6
HP: 12,180   UA: 26   Land   B
EN: 220   UD: 26   Water   -

Code: 10-7428057 (MS mode), 10-1554208 (Neo Bird Mode)
Cost: $26,400
-- Upgrade --
Wing Gundam Zero - *This unit*
               - Wing Gundam Zero Custom
-- Design --
n/a

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Saber                 |  1~1  | Melee   |  4000  |  44  | 100 | -- |
| Twin Shoulder Vulcan (r)   |  2~3  | Range   |  2500  |  20  |  95 | -- |
| Buster Rifle*              |  3~5  | BEAM 2  |  5000  |  60  |  75 | -- |
| Self Explosion             |  ~-~  | MAP     | 99999  |   8  | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

[Neo Bird Mode]
Pilot: Heero Yuy   Space   A   Underwater   -
Exp: 660 per level   Sky   A   Movement   8
HP: 12,180   UA: 26   Land   -
EN: 220   UD: 26   Water   -

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Buster Rifle               |  3~5  | BEAM 2  |  5000  |  60  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Wing Gundam Zero --
[MS Mode]
Pilot: Heero Yuy   Space   A   Underwater   C
Exp: 810 per level   Sky   -   Movement   6
HP: 14,500   UA: 32   Land   A
EN: 240   UD: 31   Water   -

Code: 10-0064526 (MS mode), 10-4168646 (Neo Bird Mode)
Cost: $37,400
-- Upgrade --
This unit - Wing Gundam
           - Wing Gundam Zero Custom
-- Design --
Wing Gundam Zero = Tallgeese + Wing Gundam
               = Phoenix Gundam + V2 Assault Buster

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Saber                 |  1~1  | Melee   |  4000  |  44  | 100 | -- |
```

```
| Shoulder Cannon (r)      | 2~3  | Range   | 2500   | 20  | 95  | -- |
| Combined Buster Rifle    | 3~5  | BEAM 2  | 5000   | 60  | 75  | -- |
| Buster Rifle Combo       | ~-~  | MAP     | 7000   | 100 | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                                      |
| ZERO System        +20 Melee, +20 Range |
|_____|


[Neo Bird Mode]
Pilot: Heero Yuy                        Space   A    Underwater    -
Exp: 810 per level                      Sky     A    Movement      8
HP: 14,500   UA: 32                     Land    -
EN:    240   UD: 31                     Water   -

 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Twin Buster Rifle x2    | 3~5   | BEAM 2 | 4000   | 80  | 70  | -- |
|_____|_____|_____|_____|_____|_____|____|


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Gundam Wing: Dual Story
G-UNIT
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Units List >> [100% complete]
Gundams:  Gundam Geminas 01, Gundam Geminas 02, Gundam L.O Booster,
          Gundam Grip, Gundam Asukurepuosu, Hydra Gundam, Gundam
          Akueriasu
Special:  Leo (Space Type), D-Unit
Enemy MS: EWAC Leo, Leo-N, Leo-R, Leo-S, Taurus, Virgo, Vayaete Shuivan,
          Mercurius Shuivan


-- D Unit -- [MD]
Group: MO -V                            Space   B    Underwater    -
Exp: 300 per level                      Sky     -    Movement      5
HP:  6,860   UA: 15                     Land    -
EN:     60   UD: 13                     Water   -

Code:    01-4471883
Cost:    $7,300
-- Upgrade --
*This unit* = Leo (Land Type) - High Mobility Leo = Aries (OZ)
                              - Tragos
                              - Leo (Space Use) = Taurus
-- Design --
D Unit = Leo + (Kashingu, Taurus, Zusan)

 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Charge                  | 1~1   | Melee  | 3500   | 8   | 90  | -- |
| Beam Rifle x2           | 3~5   | Beam 1 | 1800   | 22  | 60  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- EWAC Leo --
Group: OZ Prise                         Space   C    Underwater    D
Exp: 300 per level                      Sky     -    Movement      4
HP:  8,918   UA: 14                     Land    C
EN:     73   UD: 14                     Water   -

Code:    01-6877172
Cost:    $7,800
-- Upgrade --
n/a
```

```
-- Design --
EWAC Leo = (Leo, High Mobility Leo) + {Observer type}
        = Phoenix Gundam + Aqua GM

 _____
| Attacks                     | Range | Type    | Damage | EN  | Hit | MP |
| 105mm Machinegun (r)        | 2~4   | Range   | 2400   | 16  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Akueriasu --
Pilot: Kuratsu Shelby              Space    B   Underwater      C
Exp: 705 per level                 Sky      -   Movement        6
HP: 12,600   UA: 30                Land     B
EN:    120   UD: 30                Water    -

Code:    08-1336252
Cost:    $29,400
-- Upgrade --
Under research
-- Design --
Under Research

 _____
| Attacks                     | Range | Type    | Damage | EN  | Hit | MP |
| PX Swipe                    | 1~2   | NTL     | 4500   | 30  | --  | 30 |
| Double Ledge Thruster       | 2~2   | Melee   | 3800   | 24  | 85  | -- |
| Shield Rifle (r)            | 2~4   | Range   | 3500   | 16  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Asukurepuosu --
Pilot: Oderu Barnett / Silver Crown   Space  B   Underwater      A
Exp: 660 per level                    Sky    -   Movement        5
HP: 12,120   UA: 29                   Land   A
EN:    124   UD: 29                   Water  -

Code:    08-9489875
Cost:    $26,700
-- Upgrade --
*This unit* - Gundam Geminas 01
           - Gundam Banrepuosu
-- Design --
Gundam Asukurepuosu = Gundam Geminas 01 + (Zugok, Zugok E, RF Zugok,
                         Gundam Ashtaron)

 _____
| Attacks                     | Range | Type    | Damage | EN  | Hit | MP |
| Beam Sword                  | 1~1   | Melee   | 3800   | 16  | 100 | -- |
| PX Sword Thrust*            | 1~2   | NTL     | 4500   | 30  | --  | 30 |
| Python Claw                 | 2~2   | Melee   | 3800   | 24  | 85  | -- |
| Python Claw Rapid Shot      | 2~4   | Range   | 2000   | 16  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Geminas 01 --
Pilot: Adin Barnett                 Space    B   Underwater      C
Exp: 600 per level                  Sky      -   Movement        5
HP: 11,550   UA: 25                 Land     B
EN:    120   UD: 25                 Water    -

Code:    06-9946240
Cost:    $22,400
-- Upgrade --
*This unit* = Gundam L.O Booster = Gundam Grip
or
```

```
Asukurepuosu - *This unit*
            - Gundam Banrepuosu
-- Design --
Gundam Geminas 01 = {Wing Gundam type} + (Gundam F90, Gundam F91, V
                    Gundam, V2 Gundam, Neo Gundam, Cluster Gundam,
                    Silhouette Gundam, Gundam F90 II, Silhouette
                    Gundam Kai)
               = Phoenix Gundam + Geze

 _____
| Attacks                   | Range | Type    | Damage | EN  | Hit | MP |
| Beam Sword                | 1~1   | Melee   | 3800   | 16  | 100 | -- |
| Accelerated Rifle         | 3~4   | Beam 1  | 4000   | 24  | 85  | -- |
| PX Double Sword Slash     | -~-   | NTL     | 4500   | 30  | -   | 30 |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Geminas 02 --
Pilot: Oderu Barnett                 Space   B   Underwater    C
Exp: 600 per level                   Sky     -   Movement      5
HP: 11,550   UA: 25                  Land    B
EN:    120   UD: 25                  Water   -

Code:    06-5872578
Cost:    $22,400
-- Upgrade --
Under Research
-- Design --
Under Research

 _____
| Attacks                   | Range | Type    | Damage | EN  | Hit | MP |
| Beam Sword                | 1~1   | Melee   | 3800   | 16  | 100 | -- |
| Accelerated Rifle         | 3~4   | Beam 1  | 4000   | 24  | 85  | -- |
| PX Double Sword Slash     | -~-   | NTL     | 4500   | 30  | -   | 30 |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Grip --
[MS]
Pilot: Adin Barnett                  Space   A   Underwater    C
Exp: 765 per level                   Sky     -   Movement      6
HP: 13,100   UA: 32                  Land    B
EN:    180   UD: 32                  Water   -

Code:    09-0798911 (MS), 09-0458498 (MA)
Cost:    $34,200
-- Upgrade --
Gundam Geminas 01 = Gundam L.O Booster = *This unit*
-- Design --
Gundam Grip
= Phoenix Gundam + Stark Jegan

 _____
| Attacks                   | Range | Type    | Damage | EN  | Hit | MP |
| Beam Lancer               | 1~1   | Melee   | 4000   | 18  | 95  | -- |
| PX Lancer Dash            | 1~2   | NTL     | 4500   | 30  | --  | 30 |
| Mega Particle Cannon      | 4~5   | BEAM 2  | 4000   | 30  | 75  | -- |
|_____|_____|_____|_____|_____|_____|____|

[MA]
Pilot: Adin Barnett                  Space   A   Underwater    -
Exp: 765 per level                   Sky     B   Movement      8
HP: 13,100   UA: 32                  Land    -
EN:    180   UD: 32                  Water   -
```

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Mega Particle Cannon       | 4~5   | BEAM 2  | 4000   | 30   | 75  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam L.O Booster --
[MS]
Pilot: Adin Barnett/ Rosshe   Space   A   Underwater   -
Exp: 645 per level   Sky   -   Movement   6
HP: 11,750   UA: 26   Land   C
EN: 124   UD: 26   Water   -

Code: 07-8206281 (MA), 07-2411379 (MS)
Cost: $25,400
-- Upgrade --
Gundam Geminas 01 = *This unit* = Gundam Grip
-- Design --
Gundam L.O Booster = Phoenix Gundam + Doraizen

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword                 | 1~1   | Melee   | 3800   | 16   | 100 | -- |
| PX Sword Dash              | 1~2   | NTL     | 4500   | 30   | --  | 30 |
| Accelerate SMachine Gun    | 2~4   | Range   | 2000   | 16   | 90  | -- |
| Thrust Beam Cannon         | 4~5   | BEAM 2  | 4000   | 24   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

[MA]
Pilot: Adin Barnett/ Rosshe   Space   A   Underwater   -
Exp: 645 per level   Sky   B   Movement   8
HP: 11,750   UA: 26   Land   -
EN: 124   UD: 26   Water   -

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Thrust Beam Cannon         | 4~5   | BEAM 2  | 4000   | 24   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Hydra Gundam --
Pilot: Valder Farkill   Space   A   Underwater   C
Exp: 645 per level   Sky   -   Movement   6
HP: 11,750   UA: 26   Land   B
EN: 124   UD: 26   Water   -

Code: 09-1529097
Cost: $33,600
-- Upgrade --
Gundam Geminas 01 = *This unit* = Gundam Grip
-- Design --
Hydra Gundam = Gundam Epyon + (Ziong, Perfect Ziong)
            = Phoenix Gundam + Memedoza

```
 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword Combo           | 1~1   | Melee   | 3900   | 16   | 100 | -- |
| Shoulder Sub-Thruster x2   | 2~3   | BEAM 1  | 3000   | 24   | 65  | -- |
| Buster Gun                 | 2~4   | BEAM 2  | 4000   | 40   | 85  | -- |
| Shoulder Claw Thrust       | 3~7   | NTL     | 4000   | 20   | --  | 15 |
|_____|_____|_____|_____|_____|_____|____|
```

-- Leo-N --
Group: Star Dust Knights   Space   B   Underwater   D
Exp: 525 per level   Sky   -   Movement   5

```
HP: 10,550   UA: 20                Land     B
EN:     90   UD: 24                Water    -

Code:    05-1233565
Cost:    $17,700
-- Upgrade --
Leo-S - Leo (Space Use)
      - Leo-R
      - *This unit*
-- Design --
Leo-N = Leo + (FA Gundam, Gundam NT-1-FA, Fa Gundam Mk II, FAZZ, FA
        Gundam Mk III, ZZ Gundam FA, Gundam Sandrock, Totoga, Gundam
        Sandrock Kai, Gundam Sandrock Custom, Mercurius, Mercurius
        Shuivan, Kaburu)
      = Phoenix Gundam + (Jegan Heavy type, Lumber Gundam, Dom
        Bainihitsu)
 _____
| Attacks                 | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Sword              | 1~1   | Melee  | 3800   | 14   | 100 | -- |
| Machine Gun (r)         | 2~3   | Range  | 2500   | 20   |  95 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Leo (OZ Space) --
Please refer to Gundam Wing Bestiary for more details.

-- Leo (Space Type) --
Please refer to Gundam Wing Bestiary for more details.

-- Leo-S --
Group: Star Dust Knights           Space    B   Underwater    D
Exp: 510 per level                 Sky      -   Movement      5
HP: 10,550   UA: 21                Land     B
EN:     90   UD: 21                Water    -

Code:    04-4219642
Cost:    $17,000
-- Upgrade --
*This unit* - Leo (Space Use)
            - Leo-R
            - Leo-N
-- Design --
Leo-S = Leo (Land type) + (Gaza L, Gaza R, Gyan, R Jaja, Gyan Kai,
        Gundam Rose, Batorabensunma, Crossbone Gundam X1, Crossbone
        Gundam X1 Kai, Crossbone Gundam X2, Musha Turn A)
 _____
| Attacks                 | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Saber              | 1~1   | Melee  | 3800   | 14   | 100 | -- |
| Adv. Beam Rifle         | 3~4   | BEAM 1 | 2800   | 12   |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Leo-R --
Group: Star Dust Knights           Space    B   Underwater    D
Exp: 510 per level                 Sky      -   Movement      5
HP: 10,550   UA: 22                Land     B
EN:     90   UD: 20                Water    -

Code:    04-6432588
Cost:    $17,000
-- Upgrade --
Leo-S = Leo (Space Use)
```

```
        = *This unit*
        = Leo-N


-- Design --
Leo-R = Leo + (GP01-Fb, Gundam F91, High Mobility Zaku II, Korureru,
        Psyhchommu High Mobility, Zaku II, High Mobility Gelgog, Space
        High Mobility Zaku, High Mobility Operation unit, GM Custom High
        Mobility, Abijo)


 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Spear Rush            |  1~2  | Melee   |  4200  |  18  |  95 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Mercurius Shuivan --
Group: OZ Prise                         Space   B   Underwater    C
Exp: 705 per level                      Sky     -   Movement      6
HP: 12,340   UA: 26                     Land    B
EN:   140    UD: 30                     Water   -


Code:    07-4012195
Cost:    $29,300
-- Upgrade --
Mercurius = *This unit*
-- Design --
Mercurius Shuivan = Phoenix Gundam + GP01-Fb


 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword                 |  1~1  | Melee   |  3800  |  14  | 100 | -- |
| Beam Handgun               |  3~4  | BEAM 1  |  2800  |  14  |  85 | -- |
| Planet Defensor Cover      |  -~-  | MAP     |     0  |  28  |  -- | -- |
|_____|_____|_____|_____|_____|_____|____|
| Special                                                 |
| Planet Defensor      Nullifies any Range attack |
|_____|


-- Taurus --
Please refer to Gundam Wing Bestiary for more details.


-- Virgo --
Please refer to Gundam Wing Bestiary for more details.


-- Vayaete Shuivan --
Group: OZ Prise                         Space   B   Underwater    C
Exp: 660 per level                      Sky     -   Movement      6
HP: 12,340   UA: 30                     Land    B
EN:   160    UD: 26                     Water   -


Code:    07-7863266
Cost:    $26,300
-- Upgrade --
Vayaete = *This unit*
-- Design --
Vayaete Shuivan = Phoenix Gundam + GP02A


 _____
| Attacks                    | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Cannon x2             |  4~5  | BEAM 2  |  2100  |  40  |  65 | -- |
| Beam X Cannon              |  -~-  | MAP     |  5000  |  40  |  -- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
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Gundam Wing: Endless Waltz
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Units List >> (Completion Status: 100%)
Gundams:   Wing Gundam Zero Custom, Gundam Deathscythe Hell Custom,
           Gundam Heavyarms Custom, Gundam Sandrock Custom,
           Gundam Natac
Special:   Leo (Space Type), Taurus, Tallgeese III
Enemy MS:  Taurus, Serpent, Leo (Space Type)


-- Gundam Deathscythe Hell Custom --
Pilot: Duo Maxwell                    Space   A    Underwater   B
Exp: 765 per level                    Sky     C    Movement     6
HP: 13,800   UA: 29                   Land    A
EN:    282   UD: 30                   Water   -


Code:  08-5132352
Cost:  $35,300
-- Upgrade --
Gundam Deathscythe = Gundam Deathscythe Hell = *This unit*.
-- Design --
n/a
```

Attacks	Range	Type	Damage	EN	Hit	MP
Head Vulcan	1~2	Range	800	20	110	--
Beam Scissors [Scythe]	1~3	Melee	3000	40	100	--

```
-- Gundam Heavyarms Custom --
Pilot: Trowa Barton                   Space   A    Underwater   B
Exp: 675 per level                    Sky     -    Movement     6
HP: 12,530   UA: 31                   Land    A
EN:    240   UD: 28                   Water   -


Code: 08-7025099
Cost: $28,000
-- Upgrade --
Gundam Heavyarms = Gundam Heavyarms Kai = *This unit*.
-- Design --
Gundam Heavyarms Custom = Phoenix Gundam + Heavy Gun (Macedonia)
```

Attacks	Range	Type	Damage	EN	Hit	MP
Double Gatling Gun	2~4	Range	4000	36	85	--
Micro Missile Attack (4x)	3~4	Range	1200	30	60	--
Homing Missile Attack 6x	4~5	Range	1000	50	50	--
Gatling/Missile Strike	--	MAP	13000	204	---	--

```
-- Gundam Natac --
Pilot: Chang Wufei                    Space   A    Underwater   B
Exp: 705 per level                    Sky     -    Movement     6
HP: 12,550   UA: 30                   Land    A
EN:    240   UD: 29                   Water   -


Code: 08-2438132
Cost: $29,600
-- Upgrade --
Gundam Shenlong = Gundam Altron = *This unit*.
-- Design --
n/a
```

```
 _____
| Attacks                 | Range | Type   | Damage |  EN  | Hit | MP |
| Twin Beam Trident       | 1~1   | Melee  |  4500  |  30  | 100 | -- |
| Head Vulcan             | 1~2   | Range  |   800  |  20  | 110 | -- |
| Twin Dragon Fang Strike | 5~5   | Melee  |  4800  |  44  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam Sandrock Custom --
Pilot: Quatre Rabarba Winner   Space   A   Underwater   B
Exp: 705 per level   Sky   -   Movement   6
HP: 12,540   UA: 28   Land   A
EN: 200   UD: 31   Water   -

Code: 08-6446274
Cost: $29,600
-- Upgrade --
Gundam Sandrock = Gundam Sandrock Kai = *This unit*.
-- Design --
n/a

```
 _____
| Attacks                 | Range | Type   | Damage |  EN  | Hit | MP |
| Heat Shotels            | 1~1   | Melee  |  4000  |  30  |  95 | -- |
| Head Vulcan             | 1~2   | Range  |   800  |  20  | 110 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Leo -- (OZ Space)
Please refer to Gundam Wing Bestiary for more details.

-- Leo -- (Space Type)
Please refer to Gundam Wing Bestiary for more details.

-- Serpent --
Type: Mariemaia   Space   C   Underwater   -
Exp: 600 per level   Sky   -   Movement   5
HP: 11,900   UA: 25   Land   B
EN: 80   UD: 25   Water   -

Code: 06-0404365
Cost: $22,500
-- Upgrade --
n/a
-- Design --
n/a

```
 _____
| Attacks                 | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Gatling (r)        | 2~4   | Range  |  4000  |  36  |  85 | -- |
| Bazooka                 | 2~4   | Range  |  3000  |  20  |  75 | -- |
| Beam Cannon             | 4~5   | BEAM 2 |  4500  |  40  |  60 | -- |
| Shoulder Missiles (6x)  | 5~6   | Range  |  1000  |  44  |  50 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Tallgeese III --
Pilot: Zechs Merquise   Space   B   Underwater   C
Exp: 795 per level   Sky   B   Movement   9
HP: 13,800   UA: 31   Land   B
EN: 282   UD: 31   Water   -

Code: 09-2185173
Cost: $36,600
-- Upgrade --

```
Tallgeese - Tallgeese II = *This unit*.
          - Leo (Space Type)
          - Leo (Land Use)

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword              | 1~1   | Melee   |  4000  |  44  | 100 | -- |
| Vulcan Cannon           | 1~2   | Range   |   800  |  20  | 110 | -- |
| Heat Rod                | 1~3   | Melee   |  3000  |  30  |  95 | -- |
| Magnetic Mega Cannon    | ---   | MAP     |  7500  |  80  | --- | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Taurus --
Please refer to Gundam Wing Bestiary for details.


-- Wing Gundam Zero Custom --
Pilot: Heero Yuy                        Space    A   Underwater     B
Exp: 915 per level                      Sky      A   Movement       6
HP: 17,500   UA: 33                     Land     B
EN:    300   UD: 32                     Water    -


Code: 10-0343058
Cost: $47,600
-- Upgrade --
Wing Gundam Zero - Wing Gundam
               - *This unit*.
-- Design --
n/a

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Saber              | 1~1   | Melee   |  4000  |  44  | 100 | -- |
| Twin Shoulder Vulcan    | 2~3   | Range   |  2500  |  20  |  95 | -- |
| Twin Buster Rifle x2    | 3~5   | BEAM 2  |  4000  |  80  |  70 | -- |
| Super Twin Buster Rifle | --*   | MAP     | 10000  | 150  | --- | -- |
|_____|_____|_____|_____|_____|_____|____|


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After War: Gundam X
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Units List >> (Completion Status: 90%)
Gundams:   Gundam Airmaster, Gundam Airmaster Burst, Gundam Ashtaron,
           Gundam Ashtaron Hermit Crab, Gundam DX, Gundam Leopard,
           Gundam Leopard Destroy, Gundam Virsago, Gundam Virsago Chest
           Break, Gundam X, Gundam X Divider.
Special:   Beltigo, D.O.M.E Bit, GX Bit, Ennil Custom, Lancelot's
           Custom Kurauda, G-Falcon
Enemy MS:  Barient, Daughtress (Alternative), Daughtress (Federation),
           Daughtress Commando (Alternative), Daughtress Commando
           (Federation), DHMC Waizuwarabi, DHM Faiyawarabi, Doshito,
           Doshito III, Dotapu Underwater Type, Esperanza, Gadiru,
           Grandine, Jenis, Jenis Kai, Jurag, Kurauda, Okuto Eibu,
           Okuto Eibu Kai, Patulia, Polar Bear, Sebutem, Sebutem Kai,
           Sebutem Kai (red), Slash Buffalo


-- Barient --
Group: Neo Earth Union                  Space    B   Underwater     -
Exp: 480 per level                      Sky      B   Movement       6
HP:  9,550   UA: 22                     Land     -
EN:     68   UD: 19                     Water    -


Code:  03-4827691
```

```
Cost:  $15,900
-- Upgrade --
Daughtress = Daughtress Kai = DHM Faiyawarabi
          = Daughtress Flyer = Daughtress Neo
                            = *This unit* = Gadiru
-- Design --
Barient = Aries + (Daughtress Neo, Daughtress, Daughtress Kai,
          Daughtress Weapon, Daughtress Flyer)
        - Phoenix Gundam + (Gundam Heaven's Sword, Gundam Geminas 01)

 _____
| Attacks                   | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword                | 1~1   | Melee   | 3800   | 14   | 100 | -- |
| Beam Rifle                | 2~4   | BEAM 1  | 2800   | 12   |  85 | -- |
| Missile Launcher (4x)     | 3~5   | Range   | 1200   | 16   |  60 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Beltigo --
Pilot: Caris Nautilus              Space   B    Underwater    B
Exp: 615 per level                 Sky     B    Movement      6
HP: 11,350   UA: 26                Land    C
EN:    112   UD: 26                Water   -

Code:  06-1332113
Cost:  $23,900
-- Upgrade --
n/a
-- Design --
Beltigo = (Qubeley, Qubeley k II, Mass Product Qubeley, Prototype
          Qubeley) + (Jenis, Sebutem, Sebutem Kai, Okuto Eibu, Okuto
          Eibu Kai, Jurag, Grandine, Batoria, Feburaru, Kurauda,
          Jenis Kai)

 _____
| Attacks                   | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword                | 1~1   | Melee   | 3900   | 26   | 100 | -- |
| Machine Cannon (r)        | 2~3   | Range   | 2500   | 20   |  95 | -- |
| Internal Beam Rifle x2    | 3~4   | BEAM 1  | 2000   | 36   |  75 | -- |
| Bits                      | -~-   | NTL     | 3200   | 20   |  -- | 30 |
|_____|_____|_____|_____|_____|_____|____|


-- Daughtress (Alternative) --
Group: Vulture                     Space   B    Underwater    D
Exp: 300 per level                 Sky     -    Movement      5
HP:  6,860   UA: 14                Land    B
EN:     50   UD: 14                Water   -

Code:  01-5952987
Cost:  $7,800
-- Upgrade --
*This unit* = Daughtress Kai = DHM Faiyawarabi
            = Daughtress Flyer = Daughtress Neo
                              = Barient = Gadiru
-- Design --
Daughtress = Tornado Gundam + (Gundam X, Gundam Airmaster, Gundam
             Leopard, Jenis)
           = Phoenix Gundam + (GM, GD Striker)

 _____
| Attacks                   | Range | Type    | Damage |  EN  | Hit | MP |
| Dash                      | 1~1   | Melee   | 3500   |  8   |  90 | -- |
| 90mm Machine Gun (r)      | 2~4   | Range   | 1800   | 10   |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
-- Daughtress (Federation) --
Group: Earth Federation              Space   B    Underwater    D
Exp: 300 per level                   Sky     -    Movement      5
HP:  6,860   UA: 14                  Land    B
EN:    50   UD: 14                   Water   -


Code:  01-9106567
Cost:  $7,800
-- Upgrade --
*This unit* = Daughtress Kai = DHM Faiyawarabi
            = Daughtress Flyer = Daughtress Neo
                            = Barient = Gadiru
-- Design --
Daughtress = Tornado Gundam + (Gundam X, Gundam Airmaster, Gundam
            Leopard, Jenis)
         = Phoenix Gundam + (GM, GD Striker)
 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 3500   |  8  | 90  | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Daughtress Commando (Alternative) --
Group: Vulture                       Space   B    Underwater    D
Exp: 300 per level                   Sky     -    Movement      5
HP:  6,860   UA: 14                  Land    B
EN:    50   UD: 14                   Water   -


Code:  02-9044508
Cost:  $7,800
-- Upgrade --
n/a
-- Design --
n/a

 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 3500   |  8  | 90  | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Daughtress Commando (Federation) --
Group: Earth Federation              Space   B    Underwater    D
Exp: 300 per level                   Sky     -    Movement      5
HP:  6,860   UA: 14                  Land    B
EN:    50   UD: 14                   Water   -


Code:  02-7806690
Cost:  $7,800
-- Upgrade --
n/a
-- Design --
n/a

 _____
| Attacks                  | Range | Type   | Damage | EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 3500   |  8  | 90  | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Daughtress Flyer --
```

```
Group: Neo Earth Union                Space    -     Underwater   -
Exp: 330 per level                    Sky      B     Movement     5
HP: 7,200    UA: 14                   Land     B
EN:    50    UD: 14                   Water    -


Code:  02-1189149
Cost:  $8,600
-- Upgrade --
Daughtress = Daughtress Kai = DHM Faiyawarabi
          = *This unit* = Daughtress Neo
                        = Barient = Gadiru
-- Design --
Daughtress Flyer = Phoenix Gundam + (Hardy Gun, Zeg Tsuvai)

 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Dash                    | 1~1   | Melee  | 3500   | 8   | 90  | -- |
| 90mm Machine Gun (r)    | 2~4   | Range  | 1800   | 10  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Daughtress Neo --
Group: Neo Earth Union                Space    B     Underwater   D
Exp: 555 per level                    Sky      C     Movement     5
HP: 10,450   UA: 24                   Land     B
EN:    60    UD: 24                   Water    -


Code:  05-0154771
Cost:  $20,100
-- Upgrade --
Daughtress = Daughtress Kai = DHM Faiyawarabi
          = Daughtress Flyer = *This unit*
                            = Barient = Gadiru


-- Design --
n/a

 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Dash Arm Knives         | 1~1   | Melee  | 3700   | 12  | 100 | -- |
| Twin Beam Rifle x2      | 2~3   | BEAM 1 | 1800   | 12  | 70  | -- |
| Beam Rifle              | 3~4   | BEAM 1 | 2800   | 12  | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Daughtress Kai --
Group: Vulture / Old Federation       Space    B     Underwater   D
Exp: 315 per level                    Sky      -     Movement     4
HP: 7,200    UA: 15                   Land     B
EN:    50    UD: 13                   Water    -


Code:  02-4414786
Cost:  $8,100
-- Upgrade --
Daughtress = *This unit* = DHM Faiyawarabi
          = Daughtress Flyer = Daughtress Neo
                            = Barient = Gadiru
-- Design --
n/a

 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Dash                    | 1~1   | Melee  | 3500   | 8   | 90  | -- |
| 90mm Machine Gun (r)    | 2~4   | Range  | 1800   | 10  | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
-- Daughtress Weapon (Alternative) --
Group: Vulture                      Space   B    Underwater   D
Exp: 300 per level                  Sky     -    Movement     5
HP:  6,860   UA: 14                 Land    B
EN:     50   UD: 14                 Water   -

Code:  01-5020124
Cost:  $8,000
-- Upgrade --
n/a
-- Design --
Daughtress Weapon = (Daughtress, Daughtress Kai, Daughtress Tank,
                     Daughtress Neo, Daughtress Flyer) + [Cannon type]
 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 3500   |  8   | 90  | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10   | 90  | -- |
| Bazooka                  | 4~5   | Range  | 4500   | 20   | 75  | -- |
| 240mm Cannon             | 5~6   | Range  | 4800   | 20   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Daughtress Weapon (Federation) --
Group: Earth Federation             Space   B    Underwater   D
Exp: 300 per level                  Sky     -    Movement     5
HP:  6,860   UA: 14                 Land    B
EN:     50   UD: 14                 Water   -

Code:  01-5115233
Cost:  $7,800
-- Upgrade --
n/a
-- Design --
Daughtress Weapon = (Daughtress, Daughtress Kai, Daughtress Tank,
                     Daughtress Neo, Daughtress Flyer) + [Cannon type]
 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 3500   |  8   | 90  | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10   | 90  | -- |
| Bazooka                  | 4~5   | Range  | 4500   | 20   | 75  | -- |
| 240mm Cannon             | 5~6   | Range  | 4800   | 20   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- DHMC Waizuwarabi --
Group: Vulture / Ennil El            Space   -    Underwater   -
Exp: 375 per level                   Sky     -    Movement     6
HP:  9,880   UA: 20                  Land    A
EN:     69   UD: 20                  Water   A

Code:  03-9726551
Cost:  $10,700
-- Upgrade --
n/a
-- Design --
n/a
 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Sword               | 1~1   | Melee  | 3500   | 10   | 100 | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   | 10   | 90  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
-- DHM Faiyawarabi --
Group: Vulture                        Space    -    Underwater    -
Exp: 375 per level                    Sky      -    Movement      5
HP:  7,600    UA: 18                  Land     A
EN:     60    UD: 18                  Water    A


Code:  02-2647781
Cost:  $10,700
-- Upgrade --
Daughtress = Daughtress Kai = *This unit*
           = Daughtress Flyer = Daughtress Neo
                              = Barient = Gadiru
-- Design --
n/a

 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Sword               | 1~1   | Melee  | 3500   |  10  | 100 | -- |
| Flamethrower (f)         | 3~3   | Melee  | 3000   |  20  |  95 | -- |
| 90mm Machine Gun (r)     | 2~4   | Range  | 1800   |  10  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- D.O.M.E Bit -- [MD]
Group: Freeden                        Space    A    Underwater    -
Exp: 630 per level                    Sky      -    Movement      6
HP: 12,000    UA: 28                  Land     -
EN:     60    UD: 28                  Water    -


Code:  07-2634784
Cost:  $24,800
-- Upgrade --
Gundam X = Gundam X Divider = Gundam DX
         = GX Bit = D.O.M.E Bit

Gundam Airmaster = Gundam Airmaster B
                 = GW Bit = D.O.M.E Bit

Gundam Leopard = Gundam Leopard D
               = GT Bit = D.O.M.E Bit
-- Design --
D.O.M.E Bit = Phoenix Gundam + Pisces

 _____
| Attacks                  | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                     | 1~1   | Melee  | 4000   |  10  |  90 | -- |
| Beam Rifle               | 4~5   | BEAM 2 | 3500   |  20  |  75 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Doshito --
Group: Orku                           Space    -    Underwater    A
Exp: 345 per level                    Sky      -    Movement      4
HP:  7,500    UA: 15                  Land     C
EN:     58    UD: 16                  Water    -


Code:  (I need help!)
Cost:  $----
-- Upgrade --
*This unit* = Doshito III
-- Design --
Doshito = (Daughtress, Daughtress Kai, Daughtress Weapon, Daughtress
         Neo, Daughtress Flyer) + [Marine type]
```

```
 _____
| Attacks                | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                   | 1~1   | Melee  | 3500   |  8   | 90  | -- |
| Aerial Artillery (4x)  | 1~2   | Range  | 1000   | 16   | 55  | -- |
| Torpedo (4x)           | 2~4   | Range  | 1200   | 14   | 55  | -- |
| Beam Cannon x2         | 3~4   | BEAM 1 | 1900   | 20   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Doshito III --
Group: Orku   Space   -   Underwater   A
Exp: 465 per level   Sky   -   Movement   4
HP: 9,650   UA: 22   Land   C
EN: 60   UD: 20   Water   -

Code: (I need help!)
Cost: $----
-- Upgrade --
Doshito = *This unit*
-- Design --
n/a

```
 _____
| Attacks                | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                   | 1~1   | Melee  | 3500   |  8   | 90  | -- |
| Aerial Artillery (4x)  | 1~2   | Range  | 1000   | 16   | 55  | -- |
| Torpedo (4x)           | 2~4   | Range  | 1200   | 14   | 55  | -- |
| Beam Cannon x4         | 3~4   | BEAM 1 | 1300   | 30   | 50  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Dotapu Underwater Type --
Group: Orku   Space   -   Underwater   A
Exp: 345 per level   Sky   -   Movement   4
HP: 7,500   UA: 15   Land   C
EN: 58   UD: 16   Water   -

Code: (I need help!)
Cost: $----
-- Upgrade --
This unit = Dotapu
-- Design --
Dotapu Underwater Type = (First type Ball, Ball, W Gundam, Dotapu, 133
                          type ball) + [Marine type]

```
 _____
| Attacks                | Range | Type   | Damage |  EN  | Hit | MP |
| Dash                   | 1~1   | Melee  | 3500   |  8   | 90  | -- |
| Homing Missile (4x)    | 3~5   | Range  | 1200   | 12   | 60  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Ennil Custom --
Pilot: Ennil   Space   B   Underwater   C
Exp: 300 per level   Sky   -   Movement   4
HP: 9,150   UA: 18   Land   B
EN: 60   UD: 16   Water   -

Code: 03-9814084
Cost: $7,500
-- Upgrade --
n/a
-- Design --
n/a
```

```
| Attacks                        | Range | Type    | Damage | EN   | Hit | MP |
| Beam Sword                     | 1~1   | Melee   | 3500   | 10   | 100 | -- |
| Beam Rifle                     | 3~4   | BEAM 1  | 2500   | 10   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Esperanza --
Group: Freeden / Ennil El            Space    -    Underwater    -
Exp: 465 per level                   Sky      -    Movement      6
HP:  8,750   UA: 21                  Land     A
EN:     60   UD: 21                  Water    A

Code:  (I need help!)
Cost:  $----
-- Upgrade --
n/a
-- Design --
Esperanza = (Daughtress Kai, Sebtem Kai, Okuto Eibu Kai, Jenis Kai) +
            (Kyatoru, Geze, Sandoju, D Gundam First, Zaku Head,
            Jetstream)
          = Phoenix Gundam + (Jamal Fin, Grand Master Gundam, Proba)
 _____
| Attacks                        | Range | Type    | Damage | EN   | Hit | MP |
| Machine Cannon                 | 2~3   | Range   | 2500   | 10   | 95  | -- |
| Beam Gun x2                    | 3~4   | BEAM 1  | 1900   | 20   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Gadiru --
Group: Neo Earth Union               Space    -    Underwater    -
Exp: 495 per level                   Sky      A    Movement      8
HP:  9,400   UA: 23                  Land     -
EN:     64   UD: 18                  Water    -

Code:  03-8678581
Cost:  $16,300
-- Upgrade --
Daughtress = Daughtress Kai = DHM Faiawarabi
           = Daughtress Flyer = Daughtress Neo
                             = Barient = *This unit*
-- Design --
Gadiru = (Gyaburan, Gyaburan Kai) + Daughtress, Daughtress Weapon,
         Daughtress Neo, Daughtress Kai, Daughtress Tank)
       = Phoenix Gundam + Daughtress Tank
 _____
| Attacks                        | Range | Type    | Damage | EN   | Hit | MP |
| Beam Clasher                   | 1~1   | Melee   | 3800   | 14   | 100 | -- |
| Beam Rifle                     | 3~4   | BEAM 1  | 2500   | 12   | 85  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Grandine --
Group: Neo Earth Union               Space    -    Underwater    -
Exp: 945 per level                   Sky      -    Movement      3
HP: 20,000   UA: 42                  Land     A
EN:    120   UD: 30                  Water    -

Code:  10-2253293
Cost:  $50,000
-- Upgrade --
n/a
-- Design --
Grandine = (Bigzam, Mass Product Bigzam, Lafressia, Rainosaras) +
```

```
                  (Jenis, Jenis Kai, Sebutem, Sebutem Kai, Okuto Eibu, Jurag,
              Okuto Eibu Kai, Batoria, Feburaru, Kurauda)

 _____
| Attacks                     | Range | Type   | Damage | EN   | Hit | MP |
| Beam Cannon x2              | 3~4   | BEAM 1 | 2000   | 30   | 65  | -- |
| Atomic Bomb Attack         | -~-   | MAP    | 12000  | 40   | --  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Airmaster --
[MS]
Pilot: Witz Sou                       Space  B    Underwater    D
Exp: 645 per level                    Sky    B    Movement      5
HP: 11,300   UA: 26                   Land   C
EN:    108   UD: 26                   Water  -

Code:  06-7430784 [MS], (I need help!) [MA]
Cost:  $25,800
-- Upgrade --
*This unit* = Gundam Airmaster B
            = GW Bit = D.O.M.E Bit
-- Design --
Gundam Airmaster = GW Bit + {Any Gundam}
                 = Phoenix Gundam + (GT Four, EZ8 HMC)

 _____
| Attacks                     | Range | Type   | Damage | EN   | Hit | MP |
| Head Vulcan                 | 1~2   | Range  | 1000   | 14   | 105 | -- |
| Buster Rifle x2            | 3~4   | BEAM 1 | 2200   | 20   | 80  | -- |
|_____|_____|_____|_____|_____|_____|____|

[MA]
Pilot: Witz Sou                       Space  A    Underwater    -
Exp: 645 per level                    Sky    A    Movement      7
HP: 11,300   UA: 26                   Land   -
EN:    108   UD: 26                   Water  -

 _____
| Attacks                     | Range | Type   | Damage | EN   | Hit | MP |
| Vulcan Cannon               | 1~2   | Range  | 1000   | 14   | 105 | -- |
| Buster Rifle x2            | 3~4   | BEAM 1 | 2200   | 20   | 80  | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Gundam Airmaster B --
(Gundam Airmaster Burst)
[MS]
Pilot: Witz Sou                       Space  B    Underwater    D
Exp: 705 per level                    Sky    B    Movement      7
HP: 11,950   UA: 28                   Land   C
EN:    124   UD: 28                   Water  -

Code:  07-9461671 [MS], 07-7679778 [MA]
Cost:  $29,600
-- Upgrade --
Gundam Airmaster = *This unit*
                 = GW Bit = D.O.M.E Bit
-- Design --
n/a

 _____
| Attacks                     | Range | Type   | Damage | EN   | Hit | MP |
| Head Vulcan                 | 1~2   | Range  | 1000   | 14   | 105 | -- |
| Buster Rifle x4            | 3~4   | BEAM 1 | 2200   | 30   | 70  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
[MA]
Pilot: Witz Sou                       Space    A    Underwater    -
Exp: 705 per level                    Sky      A    Movement      9
HP: 11,950   UA: 28                   Land     -
EN:    124   UD: 28                   Water    -

 _____
| Attacks                  | Range | Type   | Damage | EN   | Hit | MP |
| Head Vulcan              | 1~2   | Range  | 1000   | 14   | 105 | -- |
| Buster Rifle x2          | 3~4   | BEAM 1 | 2200   | 20   | 80  | -- |
| Booster Beam Cannon x4   | 4~5   | BEAM 1 | 2400   | 24   | 55  | -- |
| Nose Beam Cannon         | 4~5   | BEAM 2 | 4500   | 40   | 60  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Gundam Ashtaron --
[MS]
Pilot: Olba Frost                     Space    B    Underwater    C
Exp: 660 per level                    Sky      C    Movement      5
HP: 11,850   UA: 27                   Land     B
EN:    150   UD: 26                   Water    -

Code:  07-1570510 [MS], 07-8429800 [MA], 07-9259273 [no attack list, MA]
Cost:  $26,300
-- Upgrade --
Gundam Berufegoru = Gundam Virsago = Gundam Virsago CB
               = *This unit* = Gundam Ashtaron HC
-- Design --
Gundam Ashtaron = Phoenix Gundam + Val Valo

 _____
| Attacks                  | Range | Type   | Damage | EN   | Hit | MP |
| Beam Saber               | 1~1   | Melee  | 3900   | 20   | 100 | -- |
| Atomic Scissors          | 1~2   | Melee  | 5000   | 30   | 90  | -- |
| Nose Beam Cannon x2      | 3~4   | BEAM 1 | 2200   | 24   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|


[MA]
Pilot: Olba Frost                     Space    A    Underwater    -
Exp: 660 per level                    Sky      A    Movement      8
HP: 11,850   UA: 27                   Land     -
EN:    150   UD: 26                   Water    -

 _____
| Attacks                  | Range | Type   | Damage | EN   | Hit | MP |
| Scissors Beam Cannon x2  | 2~3   | BEAM 1 | 1900   | 16   | 60  | -- |
| Atomic Scissors          | 1~2   | Melee  | 5000   | 30   | 90  | -- |
| Nose Beam Cannon x2      | 3~4   | BEAM 1 | 2200   | 24   | 65  | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Gundam Ashtaron HC --
(Gundam Ashtaron Hermit Crab)
[MS]
Pilot: Olba Frost                     Space    B    Underwater    C
Exp: 735 per level                    Sky      C    Movement      6
HP: 12,800   UA: 31                   Land     B
EN:    180   UD: 29                   Water    -

Code:  08-5414193 [MS], 08-8052095 [MA]
Cost:  $32,400
-- Upgrade --
Gundam Berufegoru = Gundam Virsago = Gundam Virsago CB
               = Gundam Ashtaron = *This unit*
```

-- Design --
n/a

```
 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Saber               |  1~1  | Melee   |  3900  |  20  | 100 | -- |
| Machine Cannon (r)       |  2~3  | Range   |  2500  |  20  |  95 | -- |
| Improved Atomic Scissors |  1~2  | Melee   |  5000  |  30  |  90 | -- |
| Nose Beam Cannon x2      |  3~4  | BEAM 1  |  2200  |  24  |  65 | -- |
|_____|_____|_____|_____|_____|_____|____|
```

[MA]
Pilot: Olba Frost   Space   A   Underwater   -
Exp: 735 per level   Sky   A   Movement   9
HP: 12,800   UA: 31   Land   -
EN: 180   UD: 29   Water   -

```
 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Scissors Beam Cannon x2  |  2~3  | BEAM 1  |  1900  |  16  |  60 | -- |
| Atomic Scissors          |  1~2  | Melee   |  5000  |  30  |  90 | -- |
| Atomic Scissor Cannon    |  -~-  | MAP     |  7500  | 120  |  -- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam DX --
Pilot: Garrod Ran   Space   A   Underwater   B
Exp: 735 per level   Sky   C   Movement   6
HP: 13,700   UA: 32   Land   A
EN: 228   UD: 30   Water   -

Code: 09-8693474
Cost: $36,600
-- Upgrade --
Gundam X = Gundam X Divider = *This unit*
        = GX Bit = D.O.M.E Bit
-- Design --
Gundam DX = Phoenix Gundam + Crossbone Gundam X3

```
 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Hyper Beam Sword         |  1~1  | Melee   |  4200  |  40  | 100 | -- |
| Breast Vulcan            |  1~2  | Range   |   800  |  20  |  95 | -- |
| Buster Rifle             |  3~4  | BEAM 1  |  3100  |  42  |  85 | -- |
| Twin Satellite Cannon    |  -~-  | MAP     |  8000  | 148  |  -- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam Leopard --
Pilot: Roybea Loy   Space   B   Underwater   C
Exp: 630 per level   Sky   -   Movement   5
HP: 11,400   UA: 27   Land   A
EN: 120   UD: 25   Water   -

Code: 06-1689007, 06-7294737 (Underwater)
Cost: $24,900
-- Upgrade --
This unit = Gundam Leopard D
            = GT Bit = D.O.M.E Bit
-- Design --
Gundam Leopard = GT Bit + {Any Gundam}
               = Phoenix Gundam + (Guntank II, Guntank R44, Mazera
                 Attack, Mass Product Guntank, EZ8 HAC, Gira Doga Heavy
                 Armor, Armored Car)

```
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Beam Knife              | 1~1   | Melee  | 3500   | 20  | 100 | -- |
| Innerarm Gatling Gun (r)| 3~5   | Range  | 4000   | 24  | 90  | -- |
| Shoulder Missile (6 hit)| 4~5   | Range  | 1000   | 36  | 50  | -- |
| Gatling All Strike      | -~-   | MAP    | 12500  | 100 | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

```
Pilot: Roybea Loy                 Space   -    Underwater    A
Exp: 630 per level                Sky     -    Movement      5
HP: 11,400   UA: 27               Land    B
EN:    120   UD: 25               Water   -
```

[Underwater]

```
 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Beam Knife              | 1~1   | Melee  | 3500   | 20  | 100 | -- |
| Torpedo Launcher (4 hit)| 2~4   | Range  | 900    | 16  | 50  | -- |
| Torpedo Missile  (6 hit)| 5~6   | Range  | 1200   | 30  | 50  | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam Leopard D --
(Gundam Leopard Destroy)

```
Pilot: Roybea Loy                 Space   B    Underwater    C
Exp: 675 per level                Sky     -    Movement      6
HP: 11,980   UA: 30               Land    A
EN:    140   UD: 27               Water   -
```

Code: 07-2537347
Cost: $24,900
-- Upgrade --
Gundam Leopard = *This unit*
             = GT Bit = D.O.M.E Bit
-- Design --
n/a

```
 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Beam Katana             | 1~1   | Melee  | 3500   | 20  | 100 | -- |
| Innerarm Beam Gatling   | 2~4   | Range  | 2800   | 12  | 85  | -- |
| Missile Pod (6x)        | 3~4   | Range  | 1000   | 16  | 50  | -- |
| Gatling All Strike      | -~-   | MAP    | 13000  | 120 | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam Virsago --
```
Pilot: Shagia Frost               Space   B    Underwater    C
Exp: 600 per level                Sky     C    Movement      5
HP: 12,200   UA: 28               Land    B
EN:    140   UD: 27               Water   -
```

Code: 07-6874170
Cost: $26,600
-- Upgrade --
Gundam Berufegoru = *This unit* = Gundam Virsago CB
                 = Gundam Ashtaron = Gundam Ashtaron HC
-- Design --
Gundam Virsago = Phoenix Gundam + (Ifrit Kai, Gundam Epyon)

```
 _____
| Attacks                 | Range | Type   | Damage | EN  | Hit | MP |
| Beam Saber              | 1~1   | Melee  | 3900   | 20  | 100 | -- |
| Strike Claw             | 2~2   | Melee  | 4800   | 24  | 85  | -- |
```

```
| Claw Beam Cannon          | 3~4 | BEAM 1 | 3000 | 20 | 85  | -- |
| Megasonic Cannon          | -~- | MAP    | 6500 | 40 | --- | -- |
|_____|_____|_____|_____|____|_____|____|
```

-- Gundam Virsago CB --
(Gundam Virsago Chest Break)

```
Pilot: Shagia Frost              Space   A    Underwater   C
Exp: 750 per level               Sky     B    Movement     6
HP: 13,500   UA: 32              Land    A
EN:   180   UD: 30              Water   -
```

Code: 09-8135277
Cost: $33,400
-- Upgrade --
Gundam Berufegoru = Gundam Virsago = *This unit*
                  = Gundam Ashtaron = Gundam Ashtaron HC
-- Design --
n/a

```
 _____
| Attacks                  | Range | Type   | Damage | EN | Hit | MP |
| Beam Saber               | 1~1   | Melee  | 3900   | 20 | 100 | -- |
| Strike Claw              | 2~2   | Melee  | 4800   | 24 | 85  | -- |
| Claw Beam Cannon x2      | 3~4   | BEAM 1 | 3000   | 40 | 85  | -- |
| Triple Megasonic Cannon | -~-   | MAP    | 7500   | 60 | --- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam X --
```
Pilot: Garrod Ran                Space   B    Underwater   B
Exp: 660 per level               Sky     C    Movement     5
HP: 11,500   UA: 27              Land    B
EN:   180   UD: 27              Water   -
```

Code: 07-0722075
Cost: $26,700
-- Upgrade --
This unit = Gundam X Divider = Gundam DX
            = GX Bit = D.O.M.E Bit
-- Design --
Gundam X = GX Bit + {Any Gundam}
         = Phoenix Gundam + (Crossbone Gundam X1, Crossbone Gundam X2)

```
 _____
| Attacks                  | Range | Type   | Damage | EN | Hit | MP |
| Large Beam Sword         | 1~1   | Melee  | 4000   | 22 | 100 | -- |
| Breast Vulcan            | 1~2   | Range  | 800    | 16 | 85  | -- |
| Shield Buster Rifle      | 3~4   | BEAM 1 | 3100   | 24 | 85  | -- |
| Satellite Cannon^        | -~-   | MAP    | 7000   | 100| --- | -- |
|_____|_____|_____|_____|_____|_____|____|
```

-- Gundam X Divider --
```
Pilot: Jamil Neate               Space   B    Underwater   B
Exp: 675 per level               Sky     C    Movement     5
HP: 11,500   UA: 30              Land    B
EN:   180   UD: 27              Water   -
```

Code: 07-9315241
Cost: $28,000
-- Upgrade --
Gundam X = *This unit* = Gundam DX
         = GX Bit = D.O.M.E Bit

```
-- Design --
Gundam X Divider = Phoenix Gundam + (Crossbone Gundam X1 Kai, Crossbone
                   Gundam X2 Kai)
```

Attacks	Range	Type	Damage	EN	Hit	MP
Beam Saber	1~1	Melee	4000	26	100	--
Breast Vulcan	1~2	Range	800	16	95	--
Beam Machine Gun (B1 r)	3~4	Range	2600	24	85	--
Divider Beam Rifle	4~5	BEAM 1	3500	36	85	--

```
-- GX Bit -- [MD]
Group: Freeden                      Space   B    Underwater    C
Exp: 615 per level                  Sky     B    Movement      6
HP: 11,500   UA: 25                 Land    -
EN:    60    UD: 27                 Water   -

Code:  06-1923366
Cost:  $23,600
-- Upgrade --
Gundam X = Gundam X Divider = Gundam DX
        = *This unit* = D.O.M.E Bit
-- Design --
GX Bit = Phoenix Gundam + (G Cannon, Battle Helicopter)
```

Attacks	Range	Type	Damage	EN	Hit	MP
Beam Sword	1~1	Melee	3700	12	100	--
Machine Cannon (r)	2~3	Range	2500	20	95	--
MD System Beam Cannon	-~-	MAP	5000	30	---	--

```
-- G Falcon --
Pilot: Perla Sis                    Space   A    Underwater    -
Exp: 525 per level                  Sky     A    Movement      8
HP: 9,800   UA: 22                  Land    -
EN:    64   UD: 20                  Water   -

Code:  (I need help!)
Cost:  $18,300
-- Upgrade --
n/a
-- Design --
G Falcon = (G Fighter, G Defensor) + (Gundam X, Gundam X Divider, Gundam
           DX, Gundam Airmaster, Gundam Airmaster Burst, Gundam Leopard,
           Gundam Leopard Destroy, Daughtress Tank, Daughtress Neo,
           Daughtress Flyer, Daughtress Weapon, Daughtress Kai,
           Daughtress)
         = Phoenix Gundam + Dom
```

Attacks	Range	Type	Damage	EN	Hit	MP
Vulcan Gun	1~2	Range	800	10	110	--
Scatter Beam Cannon	3~4	BEAM 1	3500	24	100	--
Homing Missile (6x)	4~5	Range	1000	40	50	--

```
-- Jenis --
Group: Vulture                      Space   B    Underwater    C
Exp: 330 per level                  Sky     -    Movement      4
HP: 6,860   UA: 14                  Land    B
EN:    46   UD: 14                  Water   -
```

```
Code:  (I need help!)
Cost:  $--,---
-- Upgrade --
Esutarudosu
= Bairon = *This unit* = Jenis Kai
                       = Sebutem = Okuto Eibu = Okuto Eibu Kai
                       = Jurag
                       = Sebutem Kai
         = Bairon Kai
-- Design --
Jenis = Tornado Gundam + Daughtress
      = Phoenix Gundam + Zoro Kai

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword               |  1~1  | Melee   |  3500  |  10  | 100 | -- |
| 100mm Machine gun (r)    |  2~4  | Range   |  2000  |  12  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Jenis Kai --
Group: Vulture                    Space    -     Underwater    C
Exp: 330 per level                Sky      -     Movement      4
HP:  7,550   UA: 15               Land     A
EN:     50   UD: 15               Water    -

Code:  02-3026274
Cost:  $8,800
-- Upgrade --
Esutarudosu = Bairon = Jenis = *This unit*
                             = Sebutem = Okuto Eibu = Okuto Eibu Kai
                                       = Jurag
                                       = Sebutem Kai
                  = Bairon Kai
-- Design --
n/a

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword               |  1~1  | Melee   |  3500  |  10  | 100 | -- |
| 120mm Machine gun (r)    |  2~4  | Range   |  2400  |   8  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|

-- Jurag --
Group: SRF                        Space    -     Underwater    C
Exp: 435 per level                Sky      -     Movement      4
HP:  8,750   UA: 20               Land     A
EN:     60   UD: 20               Water    -

Code:  03-4871272
Cost:  $13,200
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
                             = Sebutem = Okuto Eibu = Okuto Eibu Kai
                                       = *This unit*
                                       = Sebutem Kai
                  = Bairon Kai
-- Design --
Jurag = Phoenix Gundam + ([Gouf type], Zondo-Ge)

 _____
| Attacks                  | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword               |  1~1  | Melee   |  3500  |  10  | 100 | -- |
```

```
| Machine Cannon (r)      | 2~3 | Range   | 2500   |   6  | 95 | -- |
| Beam Machnine gun (B1 r)| 2~4 | Range   | 2800   |  10  | 85 | -- |
|_____|_____|_____|_____|_____|____|____|


-- Kurauda --
Group: SRF                       Space   B    Underwater    -
Exp: 570 per level               Sky     -    Movement      5
HP: 10,450   UA: 25              Land    D
EN:    60    UD: 27              Water   -


Code:  05-0654427
Cost:  $20,500
-- Upgrade --
n/a
-- Design --
n/a

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword              | 1~1   | Melee   | 3700   |  12  | 100 | -- |
| Machine Cannon (r)      | 1~2   | Range   | 2800   |  10  | 110 | -- |
| Beam Rifle              | 3~4   | BEAM 1  | 2800   |  12  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Lancelot's Custom Kurauda --
Pilot: Lancelot Darwell          Space   B    Underwater    -
Exp: 570 per level               Sky     -    Movement      5
HP: 12,930   UA: 28              Land    D
EN:    60    UD: 29              Water   -


Code:  08-5708567
Cost:  $--,---
-- Upgrade --
n/a
-- Design --
n/a

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
| Beam Sword              | 1~1   | Melee   | 3700   |  12  | 100 | -- |
| Machine Cannon (r)      | 1~2   | Range   | 2800   |  10  | 110 | -- |
| Beam Rifle              | 3~4   | BEAM 1  | 2800   |  12  |  85 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Okuto Eibu --
Group: SRF                       Space   A    Underwater    D
Exp: 420 per level               Sky     -    Movement      5
HP: 9,150   UA: 18              Land    C
EN:    60   UD: 18              Water   -


Code:  (I need help!)
Cost:  $--,---
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
                        = Sebutem = *This unit* = Okuto Eibu Kai
                                = Jurag
                                = Sebutem Kai
                = Bairon Kai
-- Design --
Okuto Eibu = Phoenix Gundam + Denon Zon

 _____
| Attacks                 | Range | Type    | Damage |  EN  | Hit | MP |
```

```
| Beam Sword                    | 1~1 | Melee | 3500 | 10 | 100 | -- |
| 100mm Machine Gun (r)         | 2~4 | Range | 2000 | 12 |  90 | -- |
| Bazooka                       | 4~5 | Range | 4500 | 20 |  75 | -- |
|_____|_____|_____|_____|_____|____|____|
```

-- Okuto Eibu Kai --
Group: Vulture   Space   -   Underwater   B
Exp: 435 per level   Sky   -   Movement   5
HP: 9,150   UA: 19   Land   A
EN: 60   UD: 17   Water   -

Code: (I need help!)
Cost: $--,---
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
                         = Sebutem = Okuto Eibu = *This unit*
                                   = Jurag
                                   = Sebutem Kai
                 = Bairon Kai
-- Design --
Okuto Eibu Kai = Phoenix Gundam + High Mobility Gelgog

```
_____
| Attacks                    | Range | Type  | Damage | EN  | Hit | MP |
| Beam Sword                 | 1~1   | Melee | 3500   | 10  | 100 | -- |
| 100mm Machine Gun (r)      | 2~4   | Range | 2000   | 12  |  90 | -- |
|_____|_____|_____|_____|_____|____|____|
```

-- Patulia --
Group: SRF   Space   A   Underwater   -
Exp: 999 per level   Sky   A   Movement   4
HP: 28,000   UA: 40   Land   -
EN: 220   UD: 38   Water   -

Code: 10-3750325
Cost: $81,000
-- Upgrade --
n/a
-- Design --
n/a

```
_____
| Attacks                    | Range | Type   | Damage | EN  | Hit | MP |
| Atomic Beam Cannon x4      | 4~5   | BEAM 2 | 2000   | 55  |  40 | -- |
| NT Alpha Beam Cannon       | -~-   | MAP    | 10000  | 110 |  -- | -- |
|_____|_____|_____|_____|_____|____|____|
```

-- Polar Bear --
Group: SRF   Space   -   Underwater   -
Exp: 435 per level   Sky   -   Movement   5
HP: 11,375   UA: 20   Land   A
EN: 69   UD: 20   Water   B

Code: 03-4116158
Cost: $13,200
-- Upgrade --
n/a
-- Design --
n/a

```
_____
| Attacks                    | Range | Type  | Damage | EN  | Hit | MP |
| Beam Sword                 | 1~1   | Melee | 3500   | 10  | 100 | -- |
```

```
| Machine Cannon (r)       | 2~3 | Range  | 2500   | 10 | 95 | -- |
| Beam Machnine gun (B1 r) | 2~4 | Range  | 2800   | 10 | 85 | -- |
|_____|_____|_____|_____|____|____|____|


-- Sebutem --
Group: Vulure                      Space    B    Underwater    -
Exp: 390 per level                 Sky      -    Movement      4
HP:  8,300    UA: 17               Land     C
EN:     52    UD: 17               Water    C


Code:  02-9107046
Cost:  $11,100
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
                        = *This unit* = Okuto Eibu = Okuto Eibu Kai
                                     = Jurag
                                     = Sebutem Kai
              = Bairon Kai
-- Design --
n/a

 _____
| Attacks                  | Range | Type   | Damage | EN | Hit | MP |
| Beam Sword               | 1~1   | Melee  | 3500   | 10 | 100 | -- |
| 100mm Machine Gun (r)    | 2~4   | Range  | 2000   | 12 | 90  | -- |
| Bazooka                  | 4~5   | Range  | 4500   | 20 | 75  | -- |
|_____|_____|_____|_____|____|_____|____|


-- Sebutem Kai --
Group: Vulure                      Space    -    Underwater    -
Exp: 390 per level                 Sky      -    Movement      6
HP:  8,500    UA: 18               Land     B
EN:     56    UD: 16               Water    B


Code:  02-0658271
Cost:  $11,400
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
                        = Sebutem = Okuto Eibu = Okuto Eibu Kai
                                  = Jurag
                                  = *This unit*
          = Bairon = Bairon Kai
-- Design --
n/a

 _____
| Attacks                  | Range | Type   | Damage | EN | Hit | MP |
| Beam Sword               | 1~1   | Melee  | 3500   | 10 | 100 | -- |
| 100mm Machine Gun (r)    | 2~4   | Range  | 2000   | 12 | 90  | -- |
| Bazooka                  | 4~5   | Range  | 4500   | 20 | 75  | -- |
|_____|_____|_____|_____|____|_____|____|


-- Sebutem Kai (red)--
Group: Vulure                      Space    -    Underwater    -
Exp: 390 per level                 Sky      -    Movement      6
HP:  8,400    UA: 18               Land     B
EN:     52    UD: 16               Water    B


Code:  02-7592061
Cost:  $11,400
-- Upgrade --
Esutarudosu = Bairon = Jenis = Jenis Kai
```

```
                                  = Sebutem = Okuto Eibu = Okuto Eibu Kai
                                     = Jurag
                                     = *This unit*
                = Bairon = Bairon Kai
-- Design --
n/a

 _____
| Attacks                    | Range | Type   | Damage |  EN  | Hit | MP |
| Beam Sword                 |  1~1  | Melee  |  3500  |  10  | 100 | -- |
| 100mm Machine Gun (r)      |  2~4  | Range  |  2000  |  12  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|


-- Slash Buffalo --
Pilot: Vedoba (Vulture)           Space    -     Underwater   C
Exp: 300 per level                Sky      -     Movement     5
HP:  7,550   UA: 16               Land     A
EN:     52   UD: 14               Water    -

Code:  03-4116158
Cost:  $7,500
-- Upgrade --
n/a
-- Design --
n/a

 _____
| Attacks                    | Range | Type   | Damage |  EN  | Hit | MP |
| Horn Rush                  |  1~1  | Melee  |  3000  |   8  |  95 | -- |
| 100mm Machine Gun (r)      |  2~4  | Range  |  2000  |  12  |  90 | -- |
|_____|_____|_____|_____|_____|_____|____|


------------------------------------------------------------------------
Well, that's all for the time being...
  _____
/ 5.3 _____
------------------------------------------------------------------------
Option Parts
------------------------------------------------------------------------
```

These Option Parts are available for Multi Situation Mode, VS Gundam
Fight Mode. These parts generally make your Mobile Suit better and works
like accessories in RPGs. But remember an MS/MD are only entitled to
have only one Option Parts inserted. To insert an Option Part, proceed
to the MS/SP List and choose "OP Insert". If you want to remove an
Option Part, choose "OP Remove" and you will remove it and get half the
selling price to return. You find Japanese Kanji appear on the lines
under the Option Parts Section of the Mobile Suit. BTW, it is possible
to experience units with OP under Multi Situation Mode. For example,
Gundam Sandrock Kai was equipped with a ZERO System in one of the
missions while I am playing Gundam Wing.

```
Name                   What it does?                           Price
Dummy Balloon          Allows the use of Dummy                  1000
Booster                Movement plus 2                          1000
Mega Booster           Movement plus 4                          5000
Gundarium a            UD plus 5                                2000
Gundarium b            UD plus 10                               8000
Gundarium r            UD plus 15                              15000
Gundarium Kogin        UD plus 20                              30000
Field Generator        UA plus 5                                5000
Victor Engine          UA plus 10                              16000
Stealth System         Dodge plus 5                             3000
```

```
Hyper Jammer System      Dodge plus 10                          8000
Sniper Sensor            Range plus 5                           3000
Hybrid Dual Sensor       Range plus 10                          8000
Grapple Sensor           Melee plus 5                           3000
Mobile Trace System      Melee plus 10                          8000
Magnet Coating           Range & Dodge plus 5                   9000
ALICE                    UD & Dodge plus 5                     15000
Bio Computer             Melee & Dodge plus 5                   9000
C. A. Chip               UA & Range plus 10                    25000
A. R. Chip               UD & Dodge plus 10                    25000
PX System                UA and Melee plus 20, consumes EN     50000
Zero System              Melee and Range plus 20               40000
Psycho Control System    NTL plus 1                             6000
Bio Control System       NTL plus 2                            15000
Psycho frame             NTL plus 3                            20000
Overload Chip            NTL 5, consumes MP                    10000
EXAM                     NTL 7, consumes MP                    20000
Berserker System         NTL 9, MP very sensitive              30000
Tai Beam Coating         Beam 1 1/2 damage, Beam 2 useless     10000
I Field                  Negates Beam 1, Beam 2 1/2 damage     20000
Barrier Coating          Evades 1 MAP attack                    8000
E Pack                   Reduce EN consumption by 10%           9000
Energy Cap               Reduce EN consumption by 30%          18000
Nano Skin                Regenerates HP by 5% every turn       12000
DG Cell                  Regenerates HP by 10% every turn      20000
MD System                Unit would not need a pilot            5000
Flash System             Enable the use of MAP weapons via MD  12000
D Navi System            EWAC ability 2 blocks                 15000
Beam Flag                Pilot's Leadership plus 3             10000
Ring Psycommu            Stops MP from changing                10000
```

* You can sell the parts for half of the purchase price.

=-
End of Section 5.0

 _____
/ 6.0 _____
==
Card Codes
==
Here is another section which would definitely take a long time to
complete... I intend to arrange all the card codes in order of the
series so that it would be easier for you guys to find the desired card
code. Currently, the section is still incomplete. If you have any codes,
you can submit them to me at <kangning@mbox5.singnet.com.sg>.

~-- Basic Tutorial --~
You can enter card codes to obtain certain units without ACEing units or
unit design. Just type in the code and it will prompt you if you want to
buy that unit or not.

The type of unit also depends on the base level of your G-Generation
Group. To determine the level of the base, you need to look at the
level of the guarder. A small green digit will indicate the level of the
guarder under a scenario where you have the Home Base. To upgrade your
guarder, just simply proceed to the "Base Level" under the Organize
Phrase. You need to spent a certain amount of money to upgrade guarder
[there are four of them surrounding the main base...]. You begin with
Base Level 1 and the highest level you can get is Level 10.

To activate the card code screen, you need to press L1 in the following
screens and pick the 2nd option:
- Organize Phrase Main Screen
- MS/SP List Screen
- WS List Screen
- Organize Screen

Below is a small illustration on the code for getting character Chang
Wufei..

```
                01-2322172
        _ _ _ _/       \_ _ _ _
        The required       This part represents the individual character
        tech level in      and unit code.
        order for the
        code to be
        usable and it
        ranges from 01
        to 10.
```

To enter a code digit, just press Circle to confirm. To delete a code
digit, press the X button. Once you have finished the last code digit,
the code would automatically confirmed and it can arise to the
following situations:

. Situation 1 (Code has successfully entered!)
You will be able to view the unit's status bar screen along with its
price tag. Next you can choose to buy (press Circle) or not to buy
(press X). If you have insufficient money, you can't buy the unit.
Note: Once you press X, you need to re-enter the code in order to
      activate that particular unit once again.

. Situation 2 (You have entered the wrong code.)
You have entered the code wrongly. There you will have your *sensei*
(gee... I'm not sure what her name is...) telling you to re-enter the
code again. You will be brought outside the card code screen
automatically if you have entered the wrong code.

Below are the list of card codes. I have arranged them according to the
game series for easy reference. If you have any code that is left out (
coz, I don't know what's the code...), you can submit it to me at
<kangning@mbox5.singnet.com.sg>

~--- New Mobile Report: Gundam Wing --~ [Disc 3]
Status: 98% complete
Gundams: Wing Gundam, Gundam Deathscythe, Gundam Heavyarms, Gundam
           Sandrock, Gundam Shenlong, Wing Gundam Zero, Gundam
           Deathscythe Hell, Gundam Heavyarms Kai, Gundam Sandrock Kai,
           Altron Gundam, Gundam Epyon.
Special: Tallgeese, Tallgeese II, Vayeate, Mercurius, Maganac,
           Oliphant, Rasid's Custom Maganac, Abdul's Custom Maganac,
           Auda's Custom Maganac, Ahmad's Custom Maganac.
Enemy MS: Leo [Land, OZ Space], Aries [OZ, Federation], Tragos,
           Cancer, Pisces, Taurus, Taurus (red), Virgo, Virgo II
(All units are sorted in alphabetical order.)

. Characters .
Chang Wufei   01-2322172
Doctor J   01-3674627
Dorothy Catalonia   01-0796365

```
Duo Maxwell                          01-7996330
Heero Yuy                            01-5140390
Lady Une                             01-5753216
Lucreasia Noin                       01-0271937
Miliardo Peacecraft                  01-3137248
Quatre Rabarba Winner                01-0467243
Relena Peacecraft                    01-5957647
Trieze Khrusenada                    01-7474716
Trowa Barton                         01-5637459
Zechs Merquise                       01-4860231


. Mobile Suit .
Abdul's Custom Maganac               04-3878528
Ahmad's Custom Maganac               04-8433894
Altron Gundam                        08-0902058
Aries (Federation)[MS]               02-1822566
Aries (Federation)[MA]               02-3585098
Aries (Noin)[MS]                     02-7171470
Aries (Noin)[MA]                     02-2019797
Aries (OZ)[MS]                       02-9083206
Aries (OZ)[MA]                       02-3006854
Auda's Custom Maganac                04-6876141
Cancer                               03-1340210
Gundam Deathscythe                   07-5730686
Gundam Deathscythe Hell              08-8471208
Gundam Epyon [MS]                    10-6828631
Gundam Epyon [MA]                    10-0149843
Gundam Heavyarms                     07-3598494
Gundam Heavyarms Kai                 08-8775719
Gundam Shenlong                      07-0935513
Gundam Sandrock                      07-7261411
Gundam Sandrock Kai                  08-1984225
Leo (Land Use)                       01-6897228
Leo (OZ Space)                       01-4938868
Leo (Space Type)                     01-2907061
Maganac                              (I need help!)
Mercurius                            07-8464281
Oliphant                             02-3864586
Pisces [MS]                          02-8748356
Pisces [MA]                          02-2790758
Rasid's Custom Maganac               05-8470398
Tallgeese                            08-6013239
Tallgeese II                         09-5264361
Taurus [MS]                          04-1532574
Taurus [MA]                          04-1493455
Taurus (red)[MS]                     04-1351140
Taurus (red)[MA]                     04-6386898
Taurus (white)[MS]                   (I need help!)
Taurus (white)[MA]                   (I need help!)
Tragos [MS]                          01-6023856
Tragos [Hover]                       01-5337095
Vayaete                              07-4687012
Virgo                                04-2098971
Virgo II                             05-9729433
Wing Gundam [MS]                     10-7428057
Wing Gundam [Neo Bird Mode]          10-1554208
Wing Gundam Zero [MS]                10-0064526
Wing Gundam Zero [Neo Bird Mode]     10-4168646


. Warships .
```

```
(Under Construction)

~-- New Mobile Report: Gundam Wing G-UNIT --~ [Disc 3]
Status: 100% complete!
Gundams:  Gundam Geminas 01, Gundam Geminas 02, Gundam L.O Booster,
          Gundam Grip, Gundam Asukurepuosu, Hydra Gundam, Gundam
          Akueriasu
Special:  Leo (Space Type), D-Unit
Enemy MS: EWAC Leo, Leo-N, Leo-R, Leo-S, Taurus, Virgo, Vayaete Shuivan,
          Mercurius Shuivan
(All units are arranged in alphabetical order)


. Characters .
Adin Barnett                    01-9473641
Oderu Barnett                   01-7830155
Valder Farkill                  01-9609768
Rushie Aizuri                   01-8617659
Roshe Natouno                   01-7810378
Kuratsu Shelbv                  01-6298861
Buromu Buroqusu                 01-0369510


. Mobile Suits .
D-Unit                          01-4471883
EWAC Leo                        01-6877172
Gundam Akueriasu                08-1336252
Gundam Asukurepuosu             08-9489875
Gundam Geminas 01               06-9946240
Gundam Geminas 02               06-5872578
Gundam Grip [MS]                09-0798911
Gundam Grip [MA]                09-0458498
Gundam L.O Booster [MS]         07-2411379
Gundam L.O Booster [MA]         07-8206281
Hydra Gundam                    09-1529097
Leo (OZ Space)                  01-4938868
Leo (Space Type)                01-2907061
Leo-N                           05-1233565
Leo-R                           04-6432588
Leo-S                           04-4219642
Mercurius Shuivan               07-4012195
Taurus [MS]                     04-1532574
Taurus [MA]                     04-1493455
Vayaete Shuivan                 07-7863266
Virgo                           04-2098971


. Warships .
Granshario                      08-4042933


~-- New Mobile Report: Gundam Wing Endless Duel --~ [Disc 3]
Status: 100% complete!
Gundams:  Wing Gundam Zero Custom, Gundam Deathscythe Hell Custom,
          Gundam Heavyarms Custom, Gundam Sandrock Custom,
          Gundam Natac
Special:  Leo (Space Type), Taurus, Tallgeese III
Enemy MS: Taurus, Serpent, Leo (Space Type)


. Characters .
Chang Wufei                     01-2322172
Duo Maxwell                     01-7996330
Heero Yuy                       01-5140390
Lucreasia Noin                  01-0271937
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Miliardo Peacecraft               01-3137248
Quatre Rabarba Winner             01-0467243
Trowa Barton                      01-5637459
Mariemaia Khrusenada              01-7233830


. Mobile Suit .
Gundam Deathscythe Hell Custom    08-5132352
Gundam Heavyarms Custom           08-7025099
Gundam Natac                      08-2438132
Gundam Sandrock Custom            08-6446274
Leo (OZ Space)                    01-4938868
Leo (Space Type)                  01-2907061
Serpent                           06-0404365
Tallgeese III                     09-2185173
Taurus [MS]                       04-1532574
Taurus [MA]                       04-1493455
Wing Gundam Zero Custom           10-0343058


~-- After War: Gundam X --~
Status: 85% complete
Gundams:   Gundam Airmaster, Gundam Airmaster Burst, Gundam Ashtaron,
           Gundam Ashtaron Hermit Crab, Gundam DX, Gundam Leopard,
           Gundam Leopard Destroy, Gundam Virsago, Gundam Virsago Chest
           Break, Gundam X, Gundam X Divider.
Special:   Beltigo, D.O.M.E Bit, GX Bit, Ennil Custom, Lancelot's
           Custom Kurauda, G-Falcon
Enemy MS:  Barient, Daughtress (Alternative), Daughtress (Federation),
           Daughtress Commando (Alternative), Daughtress Commando
           (Federation), DHMC Waizuwarabi, DHM Faiyawarabi, Doshito,
           Doshito III, Dotapu Underwater Type, Esperanza, Gadiru,
           Grandine, Jenis, Jenis Kai, Jurag, Kurauda, Okuto Eibu,
           Okuto Eibu Kai, Patulia, Polar Bear, Sebutem, Sebutem Kai,
           Sebutem Kai (red), Slash Buffalo


(All units are arranged in alphabetical order)


. Characters .
Perla Sis                         01-5392620
Caris Nautilus                    01-1958856 (tension)
Ennil El                          01-8512808
Garrod Ran                        01-2505911
Jamil Neate                       01-1144331 (NT)
Lancelot Darwell                  (I need help!) (NT)
Olba Frost                        01-3621943
Roybea Loy                        (I need help!)
Shagia Frost                      (I need help!)
Tifa Adill                        01-8129576 (NT)
Witz Sou                          01-0529800


. Mobile Suit .
Barient                           03-4827691
Beltigo                           06-1332113
D.O.M.E Bit                       07-2634784
Daughtress (Alternative)          01-5952987
Daughtress (Federation)           01-9106567
Daughtress Commando (Alternative) 02-9044508
Daughtress Commando (Federation)  02-7806690
Daughtress Flyer                  02-1189149
Daughtress Neo                    05-0154771
Daughtress Kai                    02-4414786
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Daughtress Weapon (Alternative)      01-5020124
Daughtress Weapon (Federation)       01-5115233
DHMC Waizuwarabi                     03-9726551
DHM Faiyawarabi                      02-2647781
Doshito                              (I need help!)
Doshito III                          (I need help!)
Dotapu Underwater Type               (I need help!)
Esperanza                            (I need help!)
Ennil Custom                         03-9814084
Gadiru                               03-8678581
Grandine                             10-2253293
Gundam Airmaster [MA]                (I need help!)
Gundam Airmaster [MS]                06-7430784
Gundam Airmaster Burst [MA]          07-7679778
Gundam Airmaster Burst [MS]          07-9461671
Gundam Ashtaron [MA]                 07-8429800
Gundam Ashtaron [MS]                 07-1570510
Gundam Ashtaron [No equipment]       07-9259273
Gundam Ashtaron HC [MA]              08-8052095
Gundam Ashtaron HC [MS]              08-5414193
Gundam DX                            09-8693474
Gundam Leopard                       06-1689007
Gundam Leopard (Underwater)          06-7294737
Gundam Leopard Destroy               07-2537347
Gundam Virsago                       07-6874170
Gundam Virsago CB                    09-8135277
Gundam X                             07-0722075
Gundam X Divider                     07-9315241
GX Bit                               06-1923366
G Falcon                             (I need help!)
Jenis                                (I need help!)
Jenis Kai                            02-3026274
Jurag                                03-4871272
Polar Bear                           03-4116158
Kurauda                              05-0654427
Lancelot's Custom Kurauda            08-5708567
Okuto Eibu                           (I need help!)
Okuto Eibu Kai                       (I need help!)
Patulia                              10-3750325
Sebutem                              02-9107046
Sebutem Kai                          02-0658271
Sebutem Kai (red)                    02-7592061
Slash Buffalo                        02-5993480

. Warships .
(Under research)


=======================================================================
End of Section 6.0

  _____
 / 7.0 _____
=======================================================================
Gameshark Codes
=======================================================================
Currently, I am search for gameshark codes. If you have a good source,
please e-mail me the URL or sent me the codes directly at
<kangning@mbox5.singnet.com.sg>


=======================================================================
End of Section 7.0
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  _____
 / 8.0 _____
===========================================================================
Contact The Author
===========================================================================
Well, I think it is time to stop all the questions that has been
bothering me, make my mailbox flooded with questions. The reason that I
am making this section is reduce my burden [as you see, I am still
schooling!] and prevent questions that I have seen it many times like
before. Okay let's get on with business..


---------------------------------------------------------------------------
FAQs-related questions.
---------------------------------------------------------------------------
Q: Can I post your FAQs?
A: Okay. Webmasters are free to post this FAQ up on their site as long
   as the FAQ is being unaltered without any changes. The entire FAQ
   must remained UNALTERED! I have spend countless of hours in typing
   this FAQ out, so please appreciate my efforts. You are free to link
   to GameFAQs but to the SDGGGF section where you see FAQs made by
   others. If you directly link it to here, well don't blame me for
   adding your name to the idiots list! (I don't really want to add that
   list...)

Q: Can I HTMLized your FAQs?
A: No! I heard that someone is trying to make of use of advertisement
   banners for every single page of my walkthrough. Unless you have
   received my permission or it is strictly no. [Therefore, my main
   answer is no.]

Q: Can I print the FAQ?
A: Err.. if you want to, sure! But it will cost a lot of ink. Remember
   the FAQs are meant for the public in the Internet and cannot be sold
   for cash! The FAQs written by me are meant for personal usage and
   nothing more!


---------------------------------------------------------------------------
Sending a Question
---------------------------------------------------------------------------
*READ THIS*
This problem has given me much problems from my previous FAQs. I have
tried my best to answer when possible. Also don't ask me questions which
answers can be found in the FAQ. First of all, read the following before
sending an e-mail to Scott:

- Remember to add in "SD Gundam GGF" as your subject in the subject
  field of the e-mail. I have gotten countless e-mails for FF8 and it
  will help me if you classified it with the game titles. Besides I have
  write FAQs for other games too. Please also state the current version
  of the FAQ like "SD Gundam G-Generation-F 1.0".
- Next state your question as clearly as possible. If I find the e-mail
  quite hard to understand, I really don't know how to help it.
- Make sure that words are not in CAPS lock [capital letters], which is
  quite rude, anywhere it doesn't matter to me. But try to avoid it
  when necessary. Once I got really in a bad mood, I WILL delete all
  e-mails that written in CAPS lock...
- If a question is too frequently asked, I will add it to the FAQ under
  frequently-asked section.
- Don't expect me to give answers which can be found in the FAQ. Or it
  will be useless for me to type it out so concisely.
```

- If you have problems in locating a shop/building, refer to the Maps
  section to settle out those problems.
- BTW, unlike other FAQ writers, I have only one motive and that's to
  help you guys out there by writing the FAQ as concise as possible. [
  in order to give the help that I could]. Well, the FAQ can be proved
  by judging the amount of e-mails.

Most Frequently Asked Questions [FAQs].

- READ THIS BEFORE SENDING AN E-MAIL. Well, I do accept complaints and
  comments for my FAQs. I would prefer complaints as it allows me to
  know what changes can be done for the FAQ. If you have a comments,
  free to drop an e-mail. [it helps to urge me on!]

Q: Can I post the FAQ for your website?
A: Sure as long as the following steps are followed:
   - The disclaimer, including my name and format of the document is not
     altered.
   - No changes should not be made to the FAQ.
   - No HTMLizing of document, as this is same as editing the document.
     You can't place banners on top of the FAQ.
   - If you link to GameFAQs, don't link it directly to the FAQ, instead
     link it to the SD Gundam G-Generation-F FAQs database at GameFAQs.

Q: Where can I get the latest revisions of the FAQ?
A: At GameFAQs. If you want your site to be added to the addresses where
   this FAQ can be gotten, you need to seek permission from me.

Q: Can you sent me the FAQ?
A: No. Otherwise, I would not have to post it to GameFAQs. Remember that
   this FAQ is a bit too huge to be posted via e-mail. Remember that you
   need to get the latest revisions yourself at GameFAQs.
   (http://www.gamefaqs.com)

   I know that some guys out there have problems in access to Internet
   due to personal reasons. But it can't be helped. Anyway, you can
   always count on a friend to get it for you. I felt quite sorry for
   WebTV users as they can access a maximum of 170 Kbs. Don't worry, I
   will try my best to keep this file small. Or I may spilt the FAQ in
   separate FAQs.

Q: What other FAQs that you have written?
A: Quite a lot, you can check it out at my Contributor page anyway.

Q: Why you haven't answered my e-mail?
A: There perhaps may be a few reasons:
   - school [I still got tons of assignments/projects/tests]
   - the answer can be found in the FAQ [if you haven't received the
     e-mail for two weeks]. I always check my e-mail during weekends/
     holidays, unless I am really busy for that week.
   - Other things may coped up.
   Note that if you can't contact me, feel free to contact other FAQ
   writers for the particular game. But I will be free most of the time
   during school breaks.
   - I may be busying playing the game to uncover more secrets.

Therefore it's time to proceed on to the Credits section.

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   End of Section 8.0

    _____
   / 9.0 _____
   =======================================================================
   Credits
   =======================================================================
   1. GameFAQs <http://www.gamefaqs.com>
      - For being the best gaming outlet to supply gamers with information.
      - For hosting my FAQs.
      - For giving me support and my recognition page.
   2. Bandai
      - For creating this great game!
   3. Michael Cox (ggenerationfan@aol.com)
      - For some miscellaneous information taken from his FAQ. Thanks for
        his clear and in-depth explanation to allow me to understand about
        the game more.
      - Thanks for his card codes list.
   4. Durendal (durendal@hotmail.com)
      - For miscellaneous information [item lists and translations] from
        his FAQs.
      - Thanks for his list on the card codes.
      - Thanks for his information about certain CGI quest movies.
   5. Gundam Project Website (http://www.gundamproject.com)
      - For providing information and translations [*almost everything*]
        that you need to know about Gundam.

   -----------------      End of SD GUNDAM G-GENERATION-F   -----------------
                          Strategy Guide/Walkthrough
                        Copyright of Scott Ong 1999-2001
                    *Always get latest revisions from GameFAQs*
                            <http://www.gamefaqs.com>
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