

# Super Robot Taisen F Kanketsuhen (Import) FAQ/Walkthrough

by kern

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SUPER ROBOT TAISEN FF  
PLOT SUMMARY/WALKTHROUGH  
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v1.0

Some of these missions have minor differences based on what you do, so in some cases the summary here may not match up 100% with what you experience, but the overall storyline will not change. I tried to activate as many optional events as possible, but I didn't always succeed.

The numbering of the missions assumes that you went the "long route" in F. Your actual stage numbers may be one less than the numbers shown here.

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Stage 35 - Swirling Evil I  
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Player Units: 2 (Gundam F91, Bigina Gina)  
Player Reinforcements 8 (Ship + 7)

Initial Enemy Formation: Gerbera Tetra (Cima)  
                          Gau (Arias)  
                          Belga Giros x6  
                          Assmar x2  
                          Hambrabi x4

Enemy Reinforcements: None

Events:  
3 PP - PR

Notes:

- This is a two part battle, so you'll either need to make two separate groups, or take everyone back into the ship until their morale is below 100. I recommend the former; you can only take out 7 units on both parts, and the first battle only has 14 units with no reinforcements.

Bright wants Quattro to explain everything he knows about what the colonies are up to. After leaving Londo Bell, Quattro hid himself at Sweet Water in Side 3, until Blex called him up. Blex was born in the colonies, and served in the colony army from time to time, but always had reservations about the way the colonies were treated by the Earth Federation. It was only natural that the colonies couldn't put up with the way they were treated. Blex tried everything he could, and used all of his connections, to communicate to the Federation officials how deep these sentiments ran in the colonies. However, it seemed like even the Federation council members chosen by the colonies didn't support them. People opposed to the Federation's treatment of the colonies began to collect around him. This was the root of the AEUG, whose original aim was peaceful. However, within the organization people began to feel that the way AEUG did things was too complacent. Perfectly understandable given the current climate, but Blex felt that the existence of AEUG itself was in danger, and so began to seek the support of people to be

leaders, like Quattro. Quattro at first refused Blex's offer, but once he found out about the situation in AEUG, he participated. Blex hoped that including Quattro would improve the situation, but that was a mistaken view. Fearing the influence of the charismatic Quattro, they militarized themselves quickly and pushed for the independence of the colonies. Blex realized too late the true nature of what was going on behind the scenes; the controlling influence of Haman and DC. Haman is still planning to unite the whole Earth Sphere under the name of the Zabi family. Bright sees that war is close at hand between Earth and the colonies, and wants to stop that if at all possible. Bright wonders if Blex knows where Haman is, and Blex responds that Axis is very suspicious. Amuro finds that hard to believe; Axis is controlled by the Earth Federation. How could DC use it as a base? Quattro says that the Federation turned it over to a private company, but that company is really just a front for DC. Misato is puzzled; shouldn't an investigation have easily turned that up? Quattro says that's evidence of the Federation's current state. Bright decides to go to Axis to try to defeat Haman and stop the colonies. Amuro wonders if Char...no, Quattro, will participate. Quattro says he is partly responsible for Haman's actions, so he will try to deal with it himself. He feels like he's being shameless, but requests to join Londo Bell.

Blex wishes Quattro well. Gilliam gives the Gespenst Mark II to Ring, since her father developed it and she's become an excellent pilot. Irm decides to take the original Gespenst, saying that nobody else should be able to sit in the seat Ring was keeping warm. Ring yells at him for using such erotic-sounding language, and won't believe Irm that he was just joking. Amuro tries to calm them down and suggests letting Irm use the original Gespenst, and Ring relents. Gilliam himself is going to travel with Londo Bell, but not as a pilot, just to observe. Blex tells him to come back soon to assist with the Cinq Kingdom situation. LB leaves for Axis.

On the way, they get an emergency request from Side 4, Frontier 4. DC is attacking. Bright decides to go there so that DC can't infiltrate the colonies -- if they do that too much, the war will never end. (He then gives the tutorial on two-part battles again for people that didn't play F.)

(Switch to battle map)

SEABOOK ARNO and CECILY FAIRCHILD (Gundam F91) are beset by a DC force led by Cima, but they're holding on for now. More DC units come out, though, and Seabook gets worried.

After a few turns, Seabook apologizes to Cecily for getting her into this, but then Londo Bell appears. After a happy reunion, Cima curses Londo Bell for showing up to interfere again.

After the battle, Seabook tells Bright that there's still a force inside the colony. He wonders why DC would attack the colony. Bright says that apparently there are AEUG supporters inside. Seabook hasn't heard of AEUG, but Bright promises to explain later, after they deal with the colony.

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Stage 36 - Swirling Evil II  
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Player Units: 8 (Ship + 7)

Initial Enemy Formation: Draisen (Lacan)  
R Jaja x2  
Draisen x3  
Assmar x2

Kempfer x4  
Hambrabi x2

Enemy Reinforcements: Draisen (Gaia)  
Draisen (Ortega)  
Draisen (Mash)  
Belga Giros x2

Events: 2 EP - ER

Notes:

When Londo Bell enters the colony, the fighting has already started, so Londo Bell prepares to go to battle.

(Switch to battle map)

The DC battle force is led by Lacan. The Black Tri-Stars show up next turn.

After you defeat the enemies, the Gundam W boys all appear. Quatre and Duo are again surprised to see the Gundams that look like theirs. Heero is just interested in defeating Londo Bell, but Quatre questions why Londo Bell is supposed to be their enemy. Wufei doesn't want to hear any of Quatre's wishy-washiness. Meanwhile, Trowa is wondering whether their mission is over now that the colonies have chosen to fight themselves.

At this point, Lady Une shows up with some units. She doesn't like the weak-willed methods that Londo Bell uses and declares her intention to destroy the colony with nuclear missiles. This will show all the colonies that the Titans hold the fate of all the colonies in their hands. She tells all the Wing pilots to surrender and give their Gundams up. Of course the Wing boys will have none of that. Amuro sees that if they nuke the colony, an all-out war is going to start. Lady Une sees that they have no intention of surrendering and gives the order to fire the missiles. Zechs yells at Une to stop, telling her that this can't be Treize's wishes, although Une disagrees. Each accuses the other of not understanding Treize's thinking. Noin doesn't think that Treize wants to involve civilians. Lady Une doesn't listen, and once again gives the order to fire. However, someone named Dr. J contacts Une, and gives a message to the Titans -- the colonies still do not want all-out war; Dr. J will fight the Titans himself. Judau recognizes Dr. J from when he worked at the junkyard. Although he seems like someone taking orders from elsewhere. Dr. J says that he can't allow the Titans to use nuclear missiles on the colony for just a small victory, so he is announcing surrender. Une says that's fine, but she'll have to take the Gundams as well. Heero begins to advance as Dr. J says the colony will surrender, but they won't hand over the Gundams. At this point Heero self-destructs the Wing Gundam, which surprises everyone. Trowa praises his resolve and goes to get Heero, and the Gundams all withdraw. Bright wants to know what Lady Une is planning, and Une yells at Bright for letting the Gundams escape. Noin then reports that Treize has sent a message -- all it says is "Choose the elegant path in everything", which leaves Une speechless.

Afterwards, Une apologizes to Treize. He says that's fine; even though the aliens are their main enemies, right now they have to prevent DC from getting too powerful. He shows her a rose, which is beautiful but has small thorns that put up great resistance. The colonies aren't full of people who want to fight, but if they are too harsh on the colonies all that will do is inflame the weaker-willed people to fight. What they need to do is talk, not fight -- win over the people in the colonies who don't support DC.

Seabook and Cecily are brought up to speed on what's going on. It seems that

their own Frontier 4 decided to remain neutral, which is what got them in trouble with DC. But all they need to do is defeat Haman and they can bring the whole "colony alliance" crashing down and prevent all-out war. Seabook isn't so sure -- aren't the Titans the real cause of this? Even if they beat Haman, someone else will take her place. But this is all they can do for now. Amuro suggests talking to Treize; he seems more reasonable than Jamitov, even if they still can't fully trust him. But even a little trust is better than none.

Treize seems to agree with Londo Bell, and he explains Lady Une's mission of diplomacy to the colonies. Bright seems surprised given what they just saw, but Treize assures them that she won't do anything like that again. So it's time for Londo Bell to go to Axis, to stop Haman. Treize does have doubts, but he hopes for their success. Masaki doesn't like Treize, but Ryou just thinks he reminds him of Shuu too much.

Later, Bright reports to Relena of Heero's fate. She doesn't really believe he's dead, though. He must be out there somewhere, still alive.

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Stage 37 - La Vie En Rose  
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Player Units: 13 (Ship + 12)

Player Reinforcements: Valsione R (Ryuune)

Initial Enemy Formation: GP-02A Psysalis (Gato)  
                          Bau (Garius)  
                          Bau x6  
                          Dom II x4  
                          Draisen x4  
                          Ashmar x2

Enemy Reinforcements: None

Events: PP 12 - Valsione R appears

Notes:

- Be extremely careful of Gato; the GP-02A has a map weapon that is devastating. Thankfully he needs 120 morale to use it, so you can use Exhaust to good effect.
- You get a lot of new stuff after this stage: Nel Argama, Core Booster (Sleggar), ZZ, GP-03

They're going to La Vie En Rose to find Quattro's ally in the colonies, and Quattro ominously says that Bright already knows the person. They'll also pick up some supplies there. Luckily La Vie En Rose is on the way to Axis.

As they near La Vie En Rose, Bright seems very nervous about something. That "something" turns out to be a woman named Emary at La Vie En Rose, who seems to be very captivated by Bright. She tells him to get over to the space station as soon as possible.

Makoto and Elle are discussing this situation -- doesn't Bright already have a wife and child? Elle thinks forbidden love is the the best kind. Bright shuts them up pretty fast, though. Maya tells Bright she's lost respect for him, and Bright tries to correct her misunderstanding in vain.

Once they reach the station it's as bad as Bright thought; Emary is all over

him. Milly shouts some sense back into her, and they resupply the ship. Milly and Nina catch up; it turns out they're both from Anaheim. It seems that Milly has rebuilt the ZZ Gundam, and the GP-03 (Judau and Kou are happy, of course -- Nina reminds Kou that he won't necessarily be in the GP-03. She knows my play style all too well.) Finally, they get the Nel Argama to replace the Argama. Once the entire list is rattled off, there's an alarm indicating a DC attack.

(Switch to battle map)

The enemy force turns out to be headed by Gato, who was their ally in La Gias. But he's turned against the federation due to the Titans' actions. All he can do is trust in Mineva Zabi to lead them. The heroes are sad to fight him, but they don't have a choice.

Ryuune shows up (on turn 12 or when you beat all the enemies) in the Valsione R. Masaki acts a little disappointed to see her (which pisses her off). She came to the upper world chasing Masaki; she worried that he'd get lost by himself. She wonders what he's doing with Londo Bell; he tells her he can do whatever he wants. Kouji breaks them up before they get into a fight.

Afterwards, Ryuune explains that Ibun sent her to the upper world (Valsione R doesn't have the Masou Kishin capability of dimension jumping). Kuro asks Ryuune if she has the plans for the Psycho Blaster's synchro computer -- with that, they can repair Cyflash. Ryuune smugly tells Masaki that she's some use after all.

Meanwhile, the resupplying is proceeding. The G Cannon is loaded for support, although nobody is too impressed by that mech. Another old clunker is a Core Booster; even Bernie with his Zaku criticizes it. Milly tells them it's a new model so it should be OK -- certainly better than Bernie's Zaku. Bernie seems pretty down that everyone criticizes his Zaku, but Christina tries to make him feel better by saying the Zaku's not that bad. But when Bernie offers to switch to the Alex, Christina protests that she doesn't know anything about Zeon mobile suits (is this the first time "Zeon" has ever showed up in the dialogue?) Christina points out that other people praised the Zaku, but apparently they only thought it was a nice antique. During this exchange, Sleggar Law shows up as well to join the team (I guess he didn't die in 3 when he rammmed the Big Zam). Sleggar has joined up with AEUG, not liking the Titans' deeds. Sleggar asks Bright about Mirai; a little suspicious.

Milly tries to ask Bright about Sleggar and Mirai; he says they just know each other from when Mirai piloted the ship, but she doesn't seem to believe that.

Nina and Kou are upset that Gato has turned against them again. Nina sees that Gato can only live in his own way. Kou tries to comfort Nina further, but she wants to be left alone.

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Stage 38 - Battle of Axis  
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Player Units: 6 (Gespenst Mk II, Amuro's mech, Shou's mech, Goshogun, Dancougar, Gespenst)

Player Reinforcements: 9 (8 + ship)

Initial Enemy Formation: Hamma Hamma (Mashmyre)  
                          Hamma Hamma (Iria)  
                          Endora (Gotton)  
                          Bau (Arias)

Bau  
Belga Giros x4

Enemy Reinforcements (1): Quebely (Haman)  
R Jaja x5  
Draisen x6  
Bau x4  
Ashmar x3

Enemy Reinforcements (2): Gundam Sandrock (Quatre)

Events: PP 4 - PR, ER(1)  
EP 7 - ER(2)  
EP 8 - Haman leaves

Notes:

- If you defeat all the enemies before turn 4, four more reinforcement units will appear, and this cycle will continue until turn 4.
- Convince Quatre with Kamille or Amuro to have him join your team; if you do not do this, you will not be able to get any Wing Gundam boys on your team.
- Convince Haman with Quattro (twice if you didn't do it in F).
- Haman runs when you take off 10% of her HP.

Emary bids a tearful farewell to Bright. The Nel Argama sets out for Axis. Midway, Judau looks for Bright in his room and finds Elle and Beecha already there listening in. They hear Bright say Emary's name, but as they discuss what it means, Bright comes out and finds them. They run away.

Later, Ring tells Bright that she's lost respect for him. Not only does he cheat on his lovely wife, but he lets her get away with cheating on him. It's just bizarre! Bright can't believe all the rumors that are flying around about him. He tells Ring to get Milly up on the bridge right now; Ring accepts Bright's denial of the charges but tells him to be more careful.

Judau advises Bright to contact his wife from time to time; that might help prevent these rumors from starting. If a couple doesn't retain contact, they drift away. Judau says that they'll do what he can to remove the rumors, but Ibuki at least might still dislike Bright. Bright doesn't trust Elle and Beecha to help dispel the rumors, but Judau reminds him that at the junkyard, information was life, so they're the best ones for the job.

Bright tells Milly not to spread baseless rumors about him. She tries to protest that all she did was say Sleggar and Mirai were old friends, but it's clear she said more than that. He reminds her of the harm rumors can do to people, and she apologizes. Bright also resolves to watch his own behavior from now on.

There's a strategy conference to discuss the attack on Axis. Misato thinks the information they have on Axis may be outdated and of little use, but Quattro is able to provide much more up-to-date information. It looks like the N Field on Axis is weakened, but even so, Haman is a formidable opponent who will certainly have some plan up her sleeve. Misato suggests splitting into two groups, and doing a decoy mission towards the S Field, then attacking the weakened N Field. Bright agrees to that.

The members of the first group check on their readiness -- it's Amuro, the Dancougar Team, the Goshogun Team, Shou, Masaki, Ring, and Irm. (Ring doesn't have much faith in Irm, of course.)

(Switch to battle map)

Inside Axis, Haman is furious that nobody spotted the Londo Bell troops earlier, and orders troops to go out and fight. On the good guys' side, Amuro reminds everyone to draw the enemies in and buy time for the main force to break through the N Field.

The main force shows up on turn 4, and Haman decides she'll have to come out herself.

When you persuade Haman with Quattro, he yells at her to open her eyes, but she responds that Char's the one who's sleeping. Char is the one who taught her how Newtypes should live. But Quattro says he never wanted Newtypes to try to remake the world for their personal pleasure. She calls him a failure of a Newtype.

When you take about 10% of Haman's HP away, she acts smug, but suddenly feels a great pressure from Londo Bell. A soldier calls her from Axis and tells her that Mineva is calling her. She wonders if Mineva is the cause of the pressure, and leaves the battlefield.

On Turn 7, Quatre appears, wondering what he should do. Shira tells the Londo Bell units that he doesn't have an evil aura, and Amuro and Kamille agree that they might be able to do something since he wants to protect the colonies, same as they do.

If you persuade Quatre with Kamille, Kamille tells him that Londo Bell isn't an enemy, and Quatre says he's felt like that for some time. He begs to be allowed into Londo Bell, even though he knows that's a selfish request. Quatre says he has no reason to fight them anymore. Kamille agrees, asks him his name, and welcomes him into Londo Bell.

Once the enemies are defeated, the heroes realize there must be many more troops inside Axis.

Misato wonders if they should just storm Axis, but Amuro has a bad feeling about that. Kamille also feels heavy pressure. Ele can also feel the evil aura, but she doesn't know the source. Gilliam agrees; his prediction ability can't tell the reason (Kouji thinks this all seems very occult). Ritsuko has trouble accepting all this unscientific stuff like "aura power". Masaki wonders about his talking cats, but Ritsuko says they're fine because they're cute. In any case, Bright decides to hold off for the time being.

Quatre has trouble believing that Londo Bell is composed of a bunch of kids, some of whom are even younger than he is. Judau says they're all the same, and asks Quatre if his mech is a Gundam. It's called Gundam Sandrock; the Gundams are symbols of fighting against oppression of the people, so they mimicked the design. Asuka comes storming in and tells Quatre that he can't expect to cause Londo Bell so much trouble and then just join up. Shinji tries to quiet Asuka, but she ignores him. Quatre feels like this is the only way he can make up for his failure, even though he realizes it's selfish. Asuka decides to accept him; he seems like Shinji, in a way. Shinji wonders if this is a compliment or not.

Misato thinks that Shinji has changed quite a bit. Judau wonders where she suddenly came from. Misato heard there was a beautiful young boy that just joined the crew, and she had to come take a look. Quatre wonders if she's talking about him. Misato says that this is the perfect way to start her reverse harem.

Meanwhile, on Earth, Treize is explaining his diplomacy plan to Jamitov.

Jamitov agrees to overlook this even though he didn't give his permission, but reminds Treize that the responsibility is completely on him.

Bask expresses concern at letting Treize do what he wants, but Jamitov says that Treize will buy them some time. There are still a bunch of problems on Earth to deal with. They need to wrap their talks up while Treize is still unsuccessful with the colonies. Bask wonders if he should deal with it, but Jamitov says that "he" will take care of it instead. "He" turns out to be Paptimus Scirocco, who shows up in the middle of their talk. Jamitov gives Scirocco a mission to carry out -- make a treaty with Drake Luft, commander of the Byston Well armies. Scirocco promises to succeed.

Bask doesn't like the idea of leaving such an important mission up to Scirocco -- he once betrayed the Divine Crusaders, after all. Plus, this is all too suspicious -- Scirocco was supposed to have died in the last war. In any case, Scirocco signed a pledge of allegiance in blood. Bask still doesn't trust Scirocco, but Jamitov doesn't let him say anymore and dismisses him. After he leaves, Jamitov reflects that he'll have to be careful of Scirocco. Bask is an able commander on the battlefield, but he's too emotional to be a good strategist. Jamitov has no choice but to use Scirocco.

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Stage 39 - Ghosts of the Zabi Family  
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Player Units: 16 (Ship + 15)

Initial Enemy Formation: Zaku III (Lakan)  
Hamma Hamma (Mashymre)  
Doven Wolf (Arias)  
Bau (Iria)  
Endora (Gotton)  
Bau x3  
Draisen  
Belga Giros x5  
R Jaja x2  
Ashmar x5

Enemy Reinforcements: None

Events: 4 EP - End of mission

Notes:

- This stage ends after four turns no matter what; you can win just by passing every turn, or you can try to send some units up to defeat enemies if you want. The named enemies have the usual assortment of items, but nothing particularly special.

Haman wonders what Londo Bell is up to. Mineva asks if Londo Bell is going to attack. Haman tells her not to worry since she will protect her, but Mineva says she's scared -- something big is coming. She begs Haman not to go anywhere. Haman agree to stay by her side, and wonders to herself what pressure Mineva is feeling, since it's not from Londo Bell. At that moment, Mashmyre comes running into warn Haman of something, but he doesn't want to talk about it in front of Mineva. Haman tells Mineva to wait a minute, even though Mineva is still very scared of something. Haman gets a soldier to take Mineva to her room, but Mineva cries out for Haman. She tells Mineva to be strong for a little while.



Whatever Mashmyre has told Haman is very surprising. "They" are coming soon, and Haman will go out to meet them. Haman tells Mashmyre to buy time with Londo Bell until "they" arrive.

Maya detects a large ship coming towards Axis. Amuro feels a great pressure, one that he's felt before. Quattro feels it too, and Gilliam wonders if this is the bad feeling he felt before. Bright wonders what they should do, but before he can decide, a force launches from Axis.

(Switch to battle map)

Mashmyre reminds everyone to buy time and not waste too much fighting power. Lakan and Iria don't like Mashmyre leading things, but they have to follow Haman's orders.

On the fourth turn, Haman appears. Judau yells at her that she doesn't have much of a force left, so it's time for her end. Haman wonders if this is true, and three Doros ships appear. Bright can't believe DC had that kind of force hidden. Amuro feels the same pressure as before. The commander of one of the ships turns out to be Gihren Zabi! Everyone is surprised, since the Zabi family supposedly died in the last war. Gihren says that it's not so surprising that "they" would survive. "They"? Does that mean...yes, Dozle and Kycilia have also survived. They accuse Char of being a traitor. Bright says they all died, and Kycilia decides that makes them ghosts. Does exorcising ghosts fall within the capabilities of Londo Bell? Amuro urges Bright to retreat; three Doros are too many to fight. Bright agrees, and everyone retreats.

Afterwards, nobody can believe that the Zabi family actually survived the last war. Kamille wonders if they killed doubles last time, but Quattro doesn't think the Zabis would have hidden themselves for so long. Misato wonders if the people they just talked to are doubles, but Amuro says the pressure he felt from them was real. It's stronger than before, but it's the same pressure. Nevertheless, if the Zabi family is back with DC, they will have to rethink their strategy. They decide to retreat to Londelion.

Meanwhile, Gihren thanks Haman for taking care of DC during their absence. Kycilia doesn't think the situation is perfect, though -- they need to restore DC to its former brilliance. Haman asks Gihren what he's been doing for the past five months. Gihren says he spent time in the asteroid belt reawakening. Is that an unsatisfactory answer? Haman is still curious, and Gihren says he's not sure himself what happened. When he came to, he was in the asteroid belt, and that's all he knows. However, what's important is that they are alive, and have returned. Does Haman doubt him? Haman says that she doesn't. Gihren dismisses her, but Dozle wants to know about Mineva. Haman tells him that Mineva is fine, and Dozle says he'll come by to see her later.

Later, Haman is talking to Mashmyre. This should be making Haman happy, and yet, there's something wrong about it. The DNA checks confirm they are the real Zabis. Haman entrusts Mashmyre with an important mission -- watch the three Zabis and inform her if they do anything strange. Don't tell another soul about that mission. Mashmyre wonders if they could be fakes. Haman tells him to keep quiet -- all the tests show that they're the real people, but she gets a different impression from them, although she could be mistaken.

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Stage 40 - The Glass Kingdom  
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Player Units: 14 (Ship + 13)

Initial Enemy Formation: Alexandria (Jamaican)

Hambrabi (Yazan)  
Hambrabi (Dangel)  
Hambrabi (Ramsas)  
Gabthley x3  
Hambrabi x3  
Marasai x6  
Bazaam x3  
Ashmar x5

Enemy Reinforcements: None

Events: Less than 5 enemies, or Jamaican defeated -- all enemies retreat

Notes:

- Taunt the named enemies so that you can beat them before the enemies retreat.
- You can get a Ball if you protect it, but it's hardly worth it.

Dozle comes to see Mineva, but she seems scared of him. She thought her father died. Dozle says that he would never die and leave his beloved daughter behind. She goes to embrace him, but then pulls away, saying that it's not her real father. Something's wrong. Dozle wonders what's going on -- he was finally able to see her after all this time. Haman says that Mineva is upset, and asks Dozle to wait outside until she calms down. Dozle realizes that it's normal for her to feel upset after suddenly seeing her father again when she thought he was dead. Dozle leaves. Haman still doesn't see any difference between this person and the Dozle she knew.

Gihren has summoned Haman to tell her what DC is going to do next. Their first act will be to establish an independent territory in Side 3. Haman is surprised; they've already set up the colony alliance with all the colonies working together. Gihren says that's too much -- to make an ideal country, you don't need that many people. In particular, you don't need a bunch of worthless commoners who just get in the way. Kycilia agrees that there are few people who would understand their ideals, and Side 3, where they had their original base, is the best place to set up. There should still be some supporters there. Gihren says he appreciates the work that Haman has done, but if she doesn't understand her place, they will fail at the very point of their success.

Meanwhile, Londo Bell is still having trouble believing the Zabis are back. Whether they're ghosts or not, DC is now much more powerful, and they have to figure out how to deal with them. However, another problem has come up -- they get an emergency call from Blex, who is still in the Cinq Kingdom. The Titans are attacking. Londo Bell sets out for the Cinq Kingdom to see what's going on.

(Switch to battle map)

Blex wonders what the Titans are up to. Relena wants Blex to contact the Titans so she can talk. She addresses the Titans as the Queen of the Cinq Kingdom. Jamaican introduces himself to her. Relena asks that the troops be withdrawn so that they can talk, but Jamaican doesn't think there's anything else to talk about, unless the Cinq Kingdom is willing to accept the Titans' demands. All they have to do is surrender their independence and let the Titans take control. Relena will be allowed to keep her position. Relena says she can't do that; that would be ignoring the will of the colonists. However, she will accompany them if they stop their attack. Jamaican agrees.

Londo Bell appears, and Bright demands an explanation from Jamaican. Jamaican says they're in the middle of a mission, and he doesn't have time to talk. Bright asks for an explanation of that mission, but Jamaican says he doesn't need to know. This mission is a direct order from Jamitov. Bright asks why they would need to attack the Cinq Kingdom. Jamaican responds again that he doesn't need to know, and warns Bright that interference will land Londo Bell in a court-martial. Bright says that Londo Bell's duty is to protect the people, and if somebody is attacking a colony for no reason, they will have to intervene to protect the colonists. That's the meaning of Londo Bell's independent status. Yazan wants Jamaican to attack Londo Bell right now. Jamaican asks Bright if he's really ready to do this, given the grave consequences. Bright says that unless Jamaican explains the reasons for attacking the Cinq Kingdom, Londo Bell's position will not change. Jamaican says that Londo Bell will be branded as traitors, in that case.

After the battle, Quattro thinks that the Titans' despotic urges are even worse than they thought. Misato is disturbed by what they've done, but Amuro says they didn't have a choice. Bright says they had better make a report soon, although this won't end well. Zechs thinks that Treize may listen more than anyone else, so they decide to contact him.

Zechs asks permission to leave Londo Bell and stay with Cinq Kingdom, although he will not say the reason. Bright says that Zechs came from the Titans, so he can't decide himself. Zechs offers the idea of reporting his death in battle; then there won't be a problem. Bright is hesitant, but he agrees to tell Treize that Zechs died. Gilliam also decides to stay in Cinq Kingdom for the time being.

Noin follows Zechs from the ship, even though Zechs tells her not to get mixed up in his affairs. Noin says she wants to help Relena as well.

Bright reports to Treize what happened. It was a rash move, but they couldn't just overlook the situation. Treize says he'll talk to Jamitov personally, but he doesn't want Bright to expect anything. Bright understands. He also reports the "deaths" of Noin and Zechs. Treize is surprised, but doesn't blame Bright.

Treize seems to realize that Zechs didn't actually die, and hopes that his friend Milliardo will come back some day.

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Stage 41 - Amandara Kamandara  
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Player Units: 15 (Ship + 14)

Initial Enemy Formation: Gerbera Tetra (Cima)  
Val Varo (Kerry)  
Musai Kai  
R Jaja x3  
Belga Giros  
Gerbera Tetra x4  
Bau x3  
Draisen x5

Enemy Reinforcements: GP-02A Psysalis (Gato)  
Bau (Caius)  
Draisen x2  
R Jaja x3  
Bau x3

Events: EP 4 - ER (or when all enemies are defeated)

Notes:

- If you save the Hoel NPC ship you get an extra 30,000 and the Buster Launcher MAP weapon. The NPC ship will not move, but it behaves the usual NPC rules in that it never dodges or blocks even if out of range, and will attack anyone in range on its turn. You cannot heal or use seishin on the unit. To have it survive, use some or all of the following techniques:

1. Rei's migawari seishin (to draw attacks away)
2. Taunt some of the enemies
3. Speed a low-HP unit like the Dunbine over to draw attacks
4. MAP attacks to quickly dispose of many enemies (fully upgraded Cyflash and Psycho Flasher with hot blood are good for this)

Bright asks Relena if she has any idea why the Titans would attack the Cinq Kingdom. Misato thinks it was just that the pacifism of the Cinq Kingdom was annoying to them, but Amuro thinks that even the Titans wouldn't attack without provocation just for that reason. Dorothy Catalonia says that she may be able to offer a possibility -- it may be that they were aiming for Relena herself. Jamaican did say that he would safeguard Relena, which seems to indicate that Jamaican placed a high value on Relena's life. Relena has a great influence that Jamitov would love to make use of. Bright still doesn't think that's a strong enough reason to move against the Cinq Kingdom -- there must be something else. At this point, Jamitov contacts Bright, so he has to go back to the bridge. Relena thanks him for Londo Bell's help.

Bright tells Jamitov that they were just fulfilling their original mission; Jamaican's activities were beyond the pale. Jamitov says that Bright can air his excuses at the trial. Londo Bell is ordered to report to Shanghai for a court-martial.

So what Londo Bell feared has come to pass, and it seems that the Federation may be completely under the control of Jamitov. Misato thinks it would play right into their hands for Londo Bell to be branded as traitors, but Bright doesn't think they can just ignore their orders -- that would only worsen their position. Amuro wants to contact Igor and Corwen in the hope they can work some kind of plan out.

On the way back to Earth, Londo Bell gets an emergency signal. The ship doesn't give its name, but Bright decides to investigate anyway.

(Switch to battle map)

The pilot of the ship (apparently a Poseidal ship) under attack is Amandara Kamandara. A DC force headed by Cima is attacking it. Amandara sees that his distress signals aren't working -- he has some trick up his sleeve but he's reluctant to use it.

Londo Bell appears. Daba recognizes the ship as a Hoell, a type of long-range ship that is used in Pentagona. Lecee says it's not Pentagona's army, but Amandara Kamandara of the Aman Consortium. However, the explanations will have to wait, since they need to save the ship first. Amandara seems to know Daba is with Londo Bell, and is eager to see their ability.

Gato shows up a few turns later, and he and Cima share barbs as usual.

Once you defeat the enemies, Daba tells Bright about Amandara. He comes off as just a businessman, but in fact he sells arms to the Poseidal armies. Not only that, but he sold weapons to the rebel forces as well. But why would

someone like that come to the Earth sphere? They won't know unless they ask.

They meet with Amandara, who thanks Londo Bell for their help. Lecee asks Amandara why a Pentagona tradesman would come all this way. Amandara knows who Lecee is, and is interested to see the rumors of her betrayal are true. He doesn't answer Lecee's question, but offers Londo Bell some things in thanks for saving him -- some new heavy metal suits, and money. Daba repeats the question -- why is Amandara here? Amandara replies that a good businessman is always on the lookout for opportunities to profit, and war always engenders profit. Daba thinks that Amandara is just a merchant of death, but Amandara has pride in what he does. He may have sold weapons to both Poseidal and the rebel forces, but he didn't charge the rebels any money. Even though he does business with Poseidal, his feelings are with the rebels.

Amandara explains the worth of the Heavy Metals he is giving to Londo Bell, to the delight of Amu and Kyao. Lecee and Amu fight over the Novel DSeerd, and try to get Amandara to decide who should get it (using their best sexy voices). Daba stops them from embarrassing themselves.

Maura has checked the units and found nothing wrong with them. Nina and Maura didn't have a problem testing the suits since that's what they do at Anaheim anyway. Kyao brings in Daba to show off the new stuff; Kyao has even tinkered around with the suits to make them even better. He calls it the L-Gaim Mk II, and tells Daba to use it since he put a lot of love...er, friendship into it. There's also an extra Buster Launcher, and you get to pick which suit to put it on -- the L-Gaim, or the Novel DSeerd.

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Stage 42 - The Titans' Evil Intentions  
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Player Units: 17 (Ship, Quebely Mk II (Puru), Quebely Mk II (Puru II) + 14)

NPC Unit: Gundam Deathscythe (Duo)

Initial Enemy Formation: Zanzibar (M'Quve)

Musai Kai x3  
Dom II x4  
Galus J x3  
Baazam x3  
R Jaja x3  
Kempfer x3  
Zaku Kai

Enemy Reinforcements: None

Events: (See notes)

Notes:

- Duo will become an enemy either when one of the Purus dies, or if you defeat all the enemies. At this point he can be persuaded with Quatre to have him join. (Note that Duo behaves like all NPC units -- never blocks or dodges, and always goes forward and attacks. You may need to use some techniques like leaving a weakened guy alive in order for him to survive.)
- You get the Quebely Mk II of whichever Puru survives; if they both survive you have to choose between them.

Quattro is still suspicious of Amandara -- he wonders if Amandara was coming to deliver weapons to the Poseidal troops in the Earth sphere. It's not like anyone expects the cease-fire with the Poseidal-Guest alliance to last very

long. That's only one of the three major problems they face -- the other two being the Zabi family's strengthening of DC, and the problems within the Federation. They've also been unable to contact Corwen, which raises the disturbing possibility that he has already been stripped of his power. Looks like Londo Bell is all alone, as usual.

Londo Bell reaches Earth and prepares to enter the atmosphere. Of course enemies attack at this point.

(Switch to battle map)

The enemies are led by M'Quve, who has somehow also survived the previous war (apparently). He tells them he has something that will interest them greatly, and Puru and Puru II both appear on the battlefield, yelling for Judau to save them. M'Quve tells them they just have to fight their way out, but the Quebelys have both been stripped of all their bullets and energy. M'Quve tells them it's like a game -- if they save the Purus, they win. The price of loss, though, is the death of both Purus. Judau vows to save them, of course.

Duo appears on the battlefield to try to save the Purus as well. The heroes recognize him as one of those Gundams that kept attacking them before.

When all the enemies are defeated, Duo decides to return to his original mission -- defeating Londo Bell.

Persuade Duo with Quatre. Quatre tries to convince Duo that Londo Bell is not the colonies' enemy. Duo wonders why Quatre is siding with the people who were once their enemy. He has no idea what to do -- now that the colonies chose to fight with DC, what were all their struggles for? Quatre says that's exactly why they have to end the fighting as soon as possible. Duo admits that Londo Bell wasn't an enemy back at Frontier 4, but he can't just immediately trust them because of that. His only path left is to fight Londo Bell. Quatre says that the colonies' warmaking has nothing to do with the will of the colonies themselves, and that Londo Bell is trying to stop the pointless fight. Duo finally acquiesces and decides to come with Londo Bell, although he says not to trust him too much since he tends to change his mind on a whim.

After the battle, Puru and Puru II thank Londo Bell for saving them, but Judau scolds them for getting captured again and putting themselves in danger. He gets worried about the Purus. Maura inspects the Quebeleys that the Purus brought and sees that they're unfit to be used because they're so beat up. She can use one of them to repair the other, though. Judau has to decide which one to keep. Londo Bell enters the atmosphere.

They've entered the atmosphere far east of where they meant to. As they find out their position, there's a shake, and it seems that something is wrong with the ship because of the harsh entry. They're going to have to find somewhere to repair it soon, or the ship will completely stop working. They try to land at Okinawa.

Duo introduces himself to everyone. Asuka is again pissed off at someone who attacked them so many times just joining up. But Duo says that Londo Bell messed up his Deathscythe enough that they owe him. Amuro introduces himself, but Duo already knows who he is -- Amuro is famous among Gundam pilots.

The Okinawa base tries to allow Bright to land, but Gady from the Titans elbows his way in and tells Bright that there are no openings in the dock right now; they'll have to find somewhere else to go. Bright tells Gady that they'll never make it to Shanghai. Gady suggests that they use a civilian dock -- he'll try to get them permission to use the Koda Industries dock.

Bright sees that the Titans are now everywhere; while they were occupied with other things, it seems the Titans have vastly expanded their influence.

Koda Industries allows them to dock for repairs, and wants to have a banquet for the famous Londo Bell members. Bright thinks that's odd. Misato wants to accept, and Amuro doesn't think they can just ignore the request given what Koda is doing for them. Bright tells the others to go on without him.

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Stage 43 - Parting I  
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Player Units: 7 (Ship + 6)

Initial Enemy Formation: Hambrabi x9  
                          Gabthley x6  
                          Ashmar x6

Enemy Reinforcements: None

Events:

Notes:

- The goal in this mission is to search each of the seven bases (the 9x9 square areas on the map). You have 10 turns. The quickest way to do this is to use double-move units with Speed seishin in fast mechs. You don't have to kill any units; in fact, it's possibly better not to since this is a two part mission and any units you dispatch here will start the second part with morale equal to 100 - (ending morale - 100).

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Misato and Amuro show up for the banquet, and meet Garrison (the butler of Banjou, from Daitarn 3). He apologizes for making them go through this rigamarole, but he was afraid of communications being intercepted, since Londo Bell is under such close watch now. Koda Industries is one of the companies in the Haran Zaibatsu. Garrison has something important to tell Londo Bell -- the Titans seem to have joined with Drake Luft, of the Byston Well army. They know that Bask went to open discussions, but the proof should be here in Okinawa -- the Will Wipps is in one of the docks. Amuro wonders why this alliance would take place; he can understand Drake's desire for some alliance since he's alone on the upper world, but the Titans don't seem to have anything to gain. Garrison thinks it's to increase the Titans' military power even more. Misato wonders why they had to use such a dangerous means to increase their own power, since there's no war going on right now. The obvious conclusion is that the Titans are preparing to start a war. And that war must be with the colonies, since Poseidal-Guest has retreated. Misato asks about Treize's peace mission to the colonies -- Amuro thinks that it's Treize's mission that must have accelerated Jamitov's plan. Garrison wonders what Londo Bell is going to do; if they go to Shanghai they will certainly be found guilty of treason. It would be suicide to go there. Amuro and Misato decide to discuss things with Bright.

The rest of the people are shocked at the news of the Titans-Drake alliance. Sheila thinks that Drake must be scheming to take over Earth, and Jamitov must have the same goal. They can't go to Shanghai like this, especially since they haven't been able to contact either Corwen or Igor. Kouji wants to just break with the Federation and go all out against the Titans; sure, they'll be traitors, but it would be the same thing if they went to Shanghai. Bright reminds Kouji that it's not just Londo Bell that would be in danger, but all

the families and research institutes connected to them. But Sayaka and Ryouma think that their parents will understand. Quattro brings up the idea of getting proof of the Titans' intentions and going to Parliament. Even though Jamitov has a lot of power, there are still some in the Federation Parliament that have not fallen under his sway. The best plan is to find the Will Wipps in the Okinawa dock, using a small reconnaissance force.

(Switch to battle map)

The plan is to search the seven docks, but they have to move quickly since the Will Wipps could leave if they wait too long. Gady notices Londo Bell hanging around, and demands to know what Bright is doing. Bright says they're just conducting drills, but Gady says that this is a Titans area and they can't just waltz in. Bright doesn't remember needing to get the Titans permission before conducting drills. Gady suspects what Londo Bell is doing and tells them that the Titans will practice alongside them. How about exercises using real weapons? Bright protests that this is inside a town, but Gady says it's Londo Bell who started the drills in the town first. The Titans will even pay for any units that get shot down. Bright realizes that Gady has guessed their intent, and tells everyone to be careful. It will take 10 minutes for the Will Wipps to leave.

Of course you find the Will Wipps in the last one you search, regardless of which one it is.

Bright hopes that with the picture of the Will Wipps they can go against Jamitov, but it's not like the Titans will just let Londo Bell get away after this. Gady orders troops to go after Londo Bell. The soldiers are confused -- Gady tells them to use whatever pretext they have to, but just do not allow Londo Bell to escape with that proof.

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Stage 44 - Parting II  
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Player Units: 12 (Ship + 11)

Initial Enemy Formation: Ashmar (Bran)  
                          Hambrabi x2  
                          Gabthley x3  
                          Jegan x14

Enemy Reinforcements: Psycho Gundam Mk II (Rosamia)  
                          Jegan x3

Events: EP 2 - ER

Notes:

- You lose if you destroy all the enemy units. All you have to do to win is take your ship to the bottom of the map. At least try to destroy the Psycho Gundam since it has a good item (Anti-Beam Coating) and money, although it's quite difficult. It will take 4-6 hot blooded strong attacks from your super robots to take it down. Watch Rosamia since she gets double move.

Gady orders Buran to attack Londo Bell, since they are traitors. Buran seems suspicious of Gady's motives, but he follows the orders. Buran also has Rosamia Badam with him, from the Augusta research institute. She's an Artificial Newtype (Enhanced Human).

Rosamia asks Buran if it's really true that Londo Bell is going to make the sky fall. Buran has no idea what she's talking about. Rosamia seems very



frightened of the sky falling, which makes Buran doubt her ability to fight. But Rosamia is insistent that if Londo Bell is going to make the sky fall, she wants to fight them. Buran agrees, since her mech seems so powerful.

(Switch to battle map)

Buran doesn't like being used by the Titans, but he can't go against their orders. Meanwhile, Bright is surprised that the Titans are turning on them so quickly. However, it seems that actually it's normal Federation units, not the Titans, that are attacking them. Buran urges them to surrender, since they are surrounded. Bright wants to try talking to them since they're Federation, and opens a channel, hoping they can surrender. Gady sees that they are thinking of surrendering and begins to panic. He contacts Buran, who tries to blow him off, but finally listens -- Gady wants Buran to destroy Londo Bell, not force their surrender. Buran doesn't like that, but Gady is insistent. Buran doesn't want to follow the Titans' way of doing things, but Gady threatens him with punishment if he doesn't follow orders. Buran still doesn't like it, but Gady promises him that this is what Jamitov wants. Buran tells Bright that Londo Bell is going to be destroyed as traitors. Bright wonders why his attitude suddenly changed, but Buran says orders are orders. It looks like Londo Bell is truly on its own -- they won't even be allowed to surrender. Bright orders everyone to escape the area as quickly as possible, without killing many of the Federation troops. It looks like the southern area isn't well guarded, so they should aim for there. Amuro reminds everyone not to fight if they can help it. Shinji is uncertain, but Asuka yells at him to attack back if he's attacked.

When you move the mothership to the southern edge of the map, Bright orders everyone to retreat.

Gady is furious with Buran for letting them escape, but Buran replies that Londo Bell has a high reputation so he shouldn't be so surprised. Gady decides that the Federation is unreliable; the Titans will have to take care of this themselves. Buran thinks to himself that Londo Bell was intentionally trying not to hurt them -- is that what actual traitors would do?

Misato wonders what they're going to do now; branded as traitors, they can't get supplies. If they go back to space they can get help from AEUG, but Bright thinks if they run away, their situation will only get worse. They need to get to the Parliament and expose Jamitov's schemes. However, they do need to come up with a way to get resupplied. Quattro suggests asking Karaba for help. Karaba had disbanded for a while, but since the Titans have started mobilizing, Karaba has re-formed, and they've been helping the AEUG.

Meanwhile, Heero has finally awakened. He's with Trowa in some travelling circus, where Trowa hides. Heero wonders why Trowa saved him; Heero intended to die. Trowa tells him he's been out for a week, and the Federation has not moved against the colonies -- it looks like they've ignored the Frontier 4 incident entirely. Heero is dead to the world, so he has no more bonds with the colonies. Trowa is different, although he hasn't received any more orders since then. Trowa thinks that if the Titans use the colonies as a shield again, he might have to copy Heero's action.

Heero: Then, I'll tell you just one thing...it hurts like a bitch.  
This makes Trowa laugh. Heero asks Trowa what has happened in the week that he's been out.

Treize asks Jamitov if he's really set in his course, and Jamitov says that everything has already been decided. Treize then says that he is stepping down from his position -- he can't follow Jamitov's plans anymore. Jamitov agrees to let him quit.

Lady Une wonders if this is the best thing to do, but Treize says that the fight is now moving against the wishes of the people, and he can't do anything about it. Une thinks that Treize has a lot of power and strength, but Treize says that all humans are weak -- that's why they desire power and seek fights against fearsome opponents, even if it leads to death. Time is seeking to erase Treize from existence, but he intends to fight against it, even though the chance is not yet there. He wonders to himself where Zechs is -- if things go on like this, the Titans will be able to do whatever they want.

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Stage 45 - The Titans' Pursuit  
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Player Units: 16 (Ship + 15)

NPC Units: Audhulma

Initial Enemy Formation: Baiaran (Lila)  
                            Baiaran (Jerid)  
                            Baiaran (Kakricon)  
                            Gabthley x12  
                            Hambrabi x4  
                            Ashmar x3

Enemy Reinforcements(1): Dabday (Jamaican)  
                            Hambrabi (Yazan)  
                            Hambrabi (Dangel)  
                            Hambrabi (Ramsus)  
                            Gabthley x3  
                            Ashmar x2

Enemy Reinforcements(2): Gundam Heavyarms (Trowa)

Events: When less than 8 enemies remain - ER(1)  
          EP 6 - ER(2)

Notes:

- You can convince Trowa with Quatre. He won't join here, but you have to do this to get him to join later.
- The Audhulma won't move, but it will exhibit normal NPC behavior. You can heal the Audhulma with a healing unit like the Methuss. A good idea is to send some fast units up to the Audhulma and then leave the rest of your guys back to deal with the main force and the reinforcements. You can get overwhelmed, though, so be careful.

Bright makes contact with Karaba; they speak to Hayato, who was once a member of Londo Bell. He joined up with Karaba because of the Titans' deeds. Amuro and Hayato both comment on how the other has aged. Hayato also reminds Katsu not to overdo it; he'll worry Frau. Bright plans to meet Hayato at Yangon.

As they leave for Yangon, Kouji asks to go to the Photon Power Laboratory. He's evasive about the reason he wants to go back, just muttering about how he didn't say goodbye. Bright allows Kouji to go with Sayaka and Boss, and Sheila takes them in the Gran Galan(!). Ryouma and Ryou both want Kouji to give their regards, and Ryouma wants some rice crackers as a present.

Trowa leaves Heero with some money and the car key, and goes off. He tells Heero that their fight did not represent the will of all the colonists, only a few hard-liners. Heero doesn't like to act on emotion, but Trowa says that the Titans gave no reason whatsoever why they're attacking the colonies -- all

they have is emotion.

When Londo Bell reaches Yangon, they receive a distress signal from Hayato -- he's being attacked by the Titans.

(Switch to battle map)

The Audhulma is facing attack by a Titans force, headed by Lila, Jerid, and Kakricon. Lila is trying to get Hayato to surrender, but Jerid just wants to attack. Lila wants to find out what this cruiser is doing on its own out here.

Londo Bell shows up; Lila is surprised to see them, but they can attack without fear since Londo Bell has been branded traitors. Bright calls out to Lila that their treachery charge is baseless, and that they have proof. Lila won't listen -- all she can do is follow her orders, which are to destroy Londo Bell. She had wanted to try fighting them at least once anyway.

Once you beat enough enemies, Jamaican shows up with his group. Lila and Jamaican argue about who gets to destroy Londo Bell, and finally they decide to cooperate.

On the sixth turn, Trowa shows up to fight both Londo Bell and the Titans in his final battle. Quatre thinks that Trowa is just like himself and Duo -- he's lost his reason to fight.

You can persuade Trowa with Quatre. Quatre tells Trowa that he shouldn't continue this pointless fight, since they all still have things they can accomplish. They both got missions to destroy Londo Bell, but those missions were wrong. Londo Bell may have power, but they use their power correctly -- the people that should be defeated are the Titans. Trowa thinks that all Quatre's philosophizing is beyond the duty of a mere soldier; all Trowa can do is fight. Quatre says that fighting with Londo Bell will open the way to a new path. Trowa sees Quatre's point, but he doesn't feel confident in making the decision now. He will withdraw, however. Quatre asks his name. Trowa says he doesn't have a name, but they can call him Trowa Barton. He then leaves.

After the battle, Beltorchika appears from the Audhulma, clinging to Amuro as usual. Amuro wonders if this is really the valuable cargo Hayato was talking about. Beltorchika thinks she's enough, but it seems that someone else has come along -- Chein Agi. Amuro's got his harem again. They snipe at each other, and Amuro only makes feeble attempts to break it up. Both of them are here because they're members of Karaba. Chein wanted to give something to Amuro, but she could never do it through the official Federation channels -- it turns out to be the Nu Gundam. Amuro is quite happy, and thanks Chein. Beltorchika also tries to get Amuro to thank her as well. Hathaway, Bright's son, is also on the ship. He had to run away with Karaba because their house was being watched by the Titans. Mirai is fine, though. Hathaway and Mirai thought this would be a good chance for Hathaway to watch Bright at work, even though it is dangerous. Bright grudgingly agrees, but warns Hathaway that he could die if he gets too confident. Also, he can't call Bright "father" here, it has to be "captain".

Kouji is back. Although the Titans were bothering the Photon Power Lab, it doesn't seem that they did any actual damage to it. Also, Kouji has brought back Tetsuya and Jun with the Great Mazinger and Venus A. It's taken this long for them to repair the Great Mazinger, and also Tetsuya was training to increase his ability. They had to stay out of contact during the training.

Back at NERV, Gendou and Fuyutsuki are looking over some sort of report.

Gendou thinks it needs a lot of revision, although they can include information about the Evas being loaned out to Londo Bell -- it seems that the committee actually agreed with that course of action. It does seem a bit sad without them, though.

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Stage 46 - The Rumored Haran Banjo  
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Player Units: 16 (Ship + 15)

Player Reinforcements: Daitarn 3 (Banjou)

Initial Enemy Formation: Alexandria (Gady)

Ashmar (Buran)  
Baieran (Gates)  
Baieran (Woodar)  
Bau x4  
Baieran x9  
Ashmar x6

Enemy Reinforcements: Bundol Ship (Bundol)

Cuttner Ship (Cuttner)  
Kernagle Ship (Kernagle)  
Go-nagle x5

Events: Less than 5 enemies remain, or Gady defeated - ER

Bundol, Cuttner, or Kernagle Ship destroyed - All retreat, stage over  
4 turns after Docougar enemies arrive, or all enemies defeated - PR

Notes:

Londo Bell is still totally unable to reach General Igor. Kouji suggested contacting Treize -- he seemed to be somewhat understanding. But to do that, they would have to use the Titans' communication lines, which is dangerous. At this rate, their "treachery" will be widely known. Misato brings up the idea of leaking information about the Titans-Byston Well alliance to the mass media. Bright thinks that seems like a good idea, but as they discuss this, it seems the Titans have anticipated their move -- the news is announcing the alliance between the Titans and Byston Well. Jamitov played his hand well; before they could bring the alliance to light, Jamitov has announced it as a pact of friendship and peace. Now Londo Bell is unable to use its trump card. It looks like Londo Bell's position just keeps getting worse and worse. Quattro also points out that this means Jamitov is able to influence the government to an even greater extent than they thought possible. Misato wonders if there's any way they can expose Jamitov's deeds, but they don't really have any proof that Jamitov is seeking to control the Federation for his own ends. The discussion is cut off by a Titans attack.

(Switch to battle map)

The Titans force is headed by Gady, who tells Buran this is his chance to clear his sullied name from the previous failure. Ben, Buran's underling, doesn't like the situation, but Buran tells him that the only thing he can do is fight their enemies.

After the first turn, Beauty and Reika (Banjou's assistants) ask him what he plans to do. He says it's still too early to move out just yet.

When you defeat most of the enemies, Gady retreats. Beauty chastises Banjou for not helping out Londo Bell, but he says they're strong enough. However,

at that point the Docougar syndicate shows up again (Bundol, Cuttner, and Kernagle). They vow to destroy Londo Bell, and send out the Gonagles. Seeing this, Banjou decides it's time for him to make his debut. Unfortunately, Garrison just started putting a wax coat on the Daitarn, so Banjou will have to wait a little bit longer.

When you beat the enemies, the Daitarn is finally ready, so Banjou decides to contact Londo Bell, even though he's a little embarrassed.

Amuro asks Banjou how the finances of the zaibatsu are going. Banjou says they're good enough that he can support Londo Bell for now. But it's unfortunate that Londo Bell is in such a perilous situation -- Jamitov has completely cut them off and turned everyone against them. Speaking of Jamitov, Garrison has gotten information that he's going to do something at the Parliament meeting in Johannesburg three days from now.

It seems that the purpose of this Parliament meeting is a coup d'etat, which Jamitov is going to pull off during the Parliament meeting. Of course this isn't something Londo Bell can ignore, but they have to be careful what they do or they may be put in an even worse situation than now. It's bother enough that they're considered traitors. Garrison shares with Londo Bell all the information he has on the Titans.

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Stage 47 - The Sun is With Me  
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Player Units: 17 (Ship, Daitarn 3 + 15)

Player Reinforcements: Black Wing N (Alan)

Initial Enemy Formation: Will Wipps (Drake)  
Dabday (Jamaican)  
Hambrabi (Yazan)  
Hambrabi (Ramsus)  
Hambrabi (Dangel)  
Leprechaun (Jeril)  
Leprechaun (Allen)  
Leprechaun (Fei)  
Kempfer x3  
Gabthley x2  
Ashmar x3  
Biares x4  
Bastol x3

Enemy Reinforcements: Gundam Heavyarms (Trowa)

Events: EP 5 - ER  
PP 7 - PR  
Dabday defeated - All enemies retreat

Notes:

- You can convince Trowa with Quatre here to have him join (if you are on the Real Robot route, you have to have convinced him once before in stage 45). You cannot attack him at all or the convince attempt will fail. However, Trowa is in a difficult position when he appears and may very well die before you can reach him. Giving Quatre a Minovsky Craft and a Mega Booster is a good idea.
- The Will Wipps has a Minovsky Craft (and 52000 gold with Luck), so if you can, defeat that ship before you defeat Jamaican. Yazan, Ramsus, and Dangel

are worth 10,000 gold each.

Garrison explains about the Titans. It seems that Jamitov wants to take power over the whole Earth, and then start an all-out war against the colonies. His alliance with Drake was made to gain additional power for that purpose. Ele wonders if Jamitov knows how dangerous such an alliance is. Banjou thinks Jamitov knows quite well -- as long as they are using each other, the alliance won't break down. Garrison continues -- it would be difficult for Londo Bell to expose Jamitov's plan, because the military is almost completely controlled by people loyal to him. General Igor and Commander Corwen have both been demoted because of their associations with Londo Bell. Half of the Parliament is also filled with those loyal to Jamitov, but since they can't tell who is loyal to him and who isn't, it's hard to leak any information. Quattro sees the danger in this; the Parliament is composed mostly of people who follow others, and Jamitov could soon have complete control. Looks like their only choice is to go directly and stop the coup d'etat. Londo Bell sets out for Johannesburg, by land.

On the way, Garrison gets a call from the Space Development Group; there's an emergency that Banjou has to attend to. "The plan" is still proceeding, but there's trouble -- it seems the Romefeller Foundation is moving in the shadows. Banjou will have to go himself to deal with the problem; he tells Garrison to inform Bright that he'll be back as soon as possible. He takes Beauty with him.

Garrison explains the situation, that Banjou is going to deal with a problem from the Space Development Group, an organization funded by the Haran Zaibatsu. He won't be specific with the information yet, but they'll know soon. But does that mean the Daitarn 3 will sit idle? Toppo and Reika argue over which one of them gets to pilot it, but Garrison says neither of them are ready -- he will have to pilot the mech. There's no time for further discussion, because they get attacked -- Reika and Toppo are still arguing, but Garrison seems to have taken the Daitarn while they were distracted.

(Switch to battle map)

The enemies are a combined Aura Battler/Titans force. Jamaican reminds Drake that he's the commander, which suits Drake just fine since he wants to see just what the Titans can do.

The Daitarn appears, and Garrison gives Banjou's usual speech. Cham thinks this is an example of old people getting in over their heads.

Trowa shows up on turn 5; seeing that Byston Well and the Titans have joined forces, he resolves to destroy the Titans, then defeat Londo Bell. Quatre tries to get him to change his mind and join Londo Bell, but Trowa says he wants to see Londo Bell's actions with his own eyes.

If you persuade Trowa with Quatre, Quatre tells him that doing this won't save the colonies. Trowa agrees, but he can't just look at things from one point of view. Quatre thinks that's the perfect reason for Trowa to join Londo Bell. Trowa says that he has seen Londo Bell to be trustworthy so far, and so he will agree to join.

On turn 7, Alan shows up in the Black Wing. Nobody knows who it is, though. He contacts Londo Bell saying he has useful information for them, but he'll share it later, after the battle.

After you defeat the enemies, Bright talks to Alan. Alan tells them that three days from now, the Titans are planning a coup d'etat. Of course they already know that, but Bright is surprised that Alan knows about it. In any

case, Alan wonders what they're going to do. Alan himself used to be a Federation soldier, but he was sent to the front lines as punishment for not wanting to follow Jamitov's way of doing things. He deserted with some others who felt the same as he did. But he wanted to cooperate with Londo Bell, since they didn't have much power themselves. Alan can offer information, as well as some companions of his that are in the Titans' organization. They've already figured out the exact time schedule of the coup. Bright understands, but until he gets some proof of Alan's story, they can't do much. Alan says the most important thing for them to understand is that time is short.

Bright talks with other Londo Bell elites later. Amuro doesn't think Alan is lying; he came to deliver his information under great danger to himself. Misato points out that the chance of this being a trap is not zero, but Quattro says even so, in the position Londo Bell is in now, Alan's information is very important. Garrison is working on getting proof of Alan's story, but it's going to take some time.

Duo introduces himself to Trowa. Trowa is a man of few words, which reminds Duo of Heero. Duo asks Trowa how Heero is doing, and is not surprised to hear he's still alive. But is Heero still planning on fighting Londo Bell? Trowa doesn't know, but since Heero is free from the colonies' restraints, it will be up to him to decide what to do.

Judau congratulates Garrison on his fighting ability.

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Stage 48 - Evil Aura  
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Player Units: 16 (Ship + 15)

Initial Enemy Formation: Gia Garing (Bishott)  
Raineck (Da)  
Raineck (Newt)  
Raineck (Todd)  
Raineck (Galamity)  
Biares x13

Enemy Reinforcements(1): Baiaran (Lila)  
Baiaran (Jerid)  
Baiaran (Kakricon)  
Baiaran (Mauer)  
Gabthley x5  
Kempfer x3  
Ashmar x2

Enemy Reinforcements(2): Wing Gundam (Heero)

Events: Gia Garing reduced to 50% HP - Initial enemies retreat, ER(1)  
Two EPs after ER(1) - ER(2)

Notes:

- Try to defeat the Gia Garing; you get a Super Alloy Z and 48000 gold (with Luck).
- If you somehow defeat the Titans in two turns, Heero will not appear and you will not be able to get him.
- If you convinced Todd with Shou in F, you can convince him here with Marvel, then Shou. Nothing will happen in this mission, but you'll get him later.
- Convince Heero with Duo, then Trowa.

Londo Bell receives a communication from General Igor, but on an emergency communication line, suggesting that he's doing this illegally. Igor says that he isn't completely under the Titans' thumb; that he has some freedom. Igor recommends that Londo Bell give up fighting the Titans, and follow Jamitov's way of thinking. Bright wonders if Igor is saying this himself; Igor replies that as military men, Londo Bell should understand that orders from above are absolute. Bright can't force himself to accept Jamitov's actions. Igor replies that it's not the duty of underlings to decide what's wrong and what's right; their only duty is to follow orders. Bright reminds Igor that Londo Bell is a free unit, and as such they can decide their actions based on their sense of right and wrong. Igor says that freedom has a limit -- Londo Bell has started a rebellion against the Earth Federation. Bright replies that their action is only against the tyranny of Jamitov, not the Federation as a whole. Igor asks how Jamitov is acting as a tyrant, and Bright tells him about the attack on peaceful colonies and his alliance with Drake. Igor says that there was suitable reason for the attack on the Cinq Kingdom, and the alliance with Drake can't be defeated just through fighting. Bright asks if Igor knows the "suitable reason", but Igor doesn't concern himself with that; he's just a soldier. Bright understands the values of a soldier that Igor is holding, but when you fight only for your own profit, you're nothing more than a mercenary. Londo Bell never agreed to fight for Jamitov's sake; they're fighting for the sake of the entire Earth Sphere. Igor says that Londo Bell is too powerful -- they are so powerful they can change the course of events themselves, and to have a unit like that not under the control of the Federation is too dangerous. Bright understands the power they wield, but that's why they've given careful thought to their action against Jamitov. Igor accepts that explanation, and says that although he can understand their feeling, he can't accept their treasonous actions. He asks once again if Londo Bell will give up their rebellion. Bright is firm, and Igor decides to say no more.

Quattro wonders if there's something to what Igor says, but Alan thinks he's just a hard-headed soldier (although he won't say how he knows Igor). Garrison finally comes with some important information.

Amuro, Misato, Quattro, and Bright meet with Garrison. Garrison has discovered that Alan is a trustworthy person. However, it seems that Alan is actually General Igor's son. He went against his father's feeling and the orders of the military. However, now that they know Alan's information is trustworthy, they can use it to make a plan to stop Jamitov's coup.

It seems that Jamitov's plan is to use the troops set stationed around the Parliament to control them and force them to follow Jamitov. Alan says that if they act too rashly, all it will do is alert the Titans and make them speed up their plans. He suggests having a small unit secretly go in and guard the Parliament building, and having the rest of the units support them from behind. Alan can use his contacts inside the Titans to open a small window of opportunity. He has already leaked a fake plan to the Titans that will hopefully confuse them more. They set out for Johannesburg.

On the way, they are attacked.

(Switch to battle map)

Marvel and Shou both recognize the Gia Garing, which is the ship of Bishott Hate. He seems happy to have encountered Londo Bell. Louser reminds him that if they beat Londo Bell here, they can wrest power away from Drake. Todd is also with them.

When you convince Todd with Marvel, she shouts at him that Shou and Todd are from the same country, so they shouldn't be fighting. Todd says that's



irrelevant.

When you convince Todd with Shou, Todd blames Shou for everything, including Drake's invasion of the upper world. Shou accuses Todd of ignoring Drake's actions, but Todd says he's just ignoring Shou's hypocrisy.

Bishott retreats after you beat him up a bit, but a swarm of Titans appears immediately after. Lila was hoping Bishott would get a little bit more done. Jerid doesn't trust the Byston Well armies, and Kacricon is suspicious that Londo Bell is in Africa. Jerid seems to know what's going on but Lila shuts him up before he blabs too much. Mauer is curious to see how well Jerid does in battle.

Heero shows up a bit later to fight the Titans. Duo wants to try talking to him, but Trowa thinks he should be left to do what he wants.

If you convince Heero with Duo, Duo tries to talk sense into Heero, but Heero just threatens to kill Duo if he gets in the way. Duo says he's not getting in the way; he's trying to help Heero out.

When you convince Heero with Trowa, Trowa asks Heero if he's OK with what he's fighting for. Heero says he's fighting for the colonies. Trowa says that if Heero is fine with that, he won't say anything. Heero asks why Trowa has sold his soul to Londo Bell. Trowa says he's just following his own will. Heero says that in that case, he'll join as well. This pisses off Duo, who doesn't understand why Heero ignored what he said and immediately changed his mind when Trowa talked to him. Heero says that Duo talks to too much, and Duo is fine with that as long as Heero is going to come along.

After the battle, it's clear that the Titans have quite a defense network set up. Amuro wonders if the Titans know that they're headed for Johannesburg. Quattro thinks it's too late for the Titans to modify their plans. Alan agrees, but thinks they might increase the defenses anyway, so he offers to go ahead and see what's happening.

Lila does indeed think that Londo Bell is headed for Johannesburg. She'll inform the higher-ups, but doesn't know what can be done at this point, since the plans are already in motion. Lila, Jerid, and Kakricon decide to chase Londo Bell. If they're lucky, they may be able to take them out before they reach the city.

Quatre introduces himself to Heero. Heero says he's not here to make friends; it just happens that he and Londo Bell have the same goal.

Meanwhile, Banjou has rejoined the group. Garrison tells him what's been going on in the meantime. Afterwards, Banjou says he wants Garrison to check something out for him.

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Stage 49 - Upheaval in Johannesburg  
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Player Units: 4, 1+13(?)

Player Reinforcements: Zamjeed (Mio)

Initial Enemy Formation: Dabday (Jamaican)  
Hambrabi (Yazan)  
Hambrabi (Dangel)  
Gabthley x3

Bau x6  
Ashmar x13

Enemy Reinforcements (1): Baiaran (Lila)  
Baiaran (Jerid)  
Gabthley x5

Enemy Reinforcements (2): The O (Scirocco)

Events: EP 2 - ER(1)  
EP 3 - ER(2)  
PP 5 - PR  
The O brought below 90% HP - Scirocco retreats

Notes:

- The O retreats at 90% HP, but you can kill him. I used two Exhausts, then a 150 Morale Hyper Aura Giri, with Spirit, and a critical hit. I had to damage him a little bit first. He has no item, unfortunately.
- Use Taunt to help prevent the units from reaching the Parliament building.

Bask and Jamitov discuss how to deal with Londo Bell. Scirocco asks leave to deal with the problem himself. Bask tries to shut him up, but Jamitov wants to hear his plan. Scirocco says that if they keep dealing with the problem by throwing troops at Londo Bell like they usually do, they'll come up with the same result. They need to strike at Londo Bell's weak point. Since Londo Bell's goal is to get to Jamitov, they should leak false information about Jamitov's whereabouts. Bask has reservations about this, but Jamitov agrees. After Scirocco leaves, Jamitov reminds Bask that the Titans need that kind of genius in their organization.

Alan is talking to his contacts, and is surprised to learn that the Titans have not changed their plan in any way, despite surely having heard of Londo Bell's approach. One of the other men comes in with new information -- Jamitov's location! The person is certain of the accuracy. Alan realizes that if they can get Jamitov, the coup will be thwarted. The other person says that the defense might be tough, but with Londo Bell's help they should be able to deal with it. However, Alan does not want to tell Londo Bell about this -- Alan wants to kill Jamitov himself. The others agree; if they leave things up to Londo Bell at this point, it will be like all their hard work was for naught. In any case, a terrorist operation like this one is out of Londo Bell's league. They're not good at dirty business of this sort.

Alan reports to Bright that the Titans' plans are unchanged, so Londo Bell sets out for Johannesburg.

When they reach Johannesburg, Alan leaves to create a diversion. Banjou tells Bright that Garrison discovered leaked information about Jamitov's location, and guesses that Alan means to settle things himself. Bright says that if that's Alan's decision, they can't really try to stop him. However, Banjou thinks the most unusual thing is that Jamitov is pretty careful -- they've tried to find out his location before and failed. The Haran Zaibatsu's information network is even better than the Federation's, and still they were unable to find him. Isn't the timing just a little too perfect that they find out now? It could be a trap, but it may also be that Scirocco has planned this to work against Jamitov. Bright debates telling Alan about this, but decides not to.

Bright reminds everyone of the plan. A small force will go to the Parliament building to defend it. If the Titans enter the building, they have failed. The other group will aid as soon as they can.

(Switch to battle map)

The Parliament members are thankful for the defense the Titans have provided, since there are rumors Londo Bell is aiming for them. They don't like the idea of this super-powerful civilian unit. Meanwhile, Yazan thinks it's strange that things are so quiet. Yazan tells Jamaican that the Minovsky particle density is so high they wouldn't be able to tell if Londo Bell came.

Your first group of four arrives near the building. Jamaican can't believe they got that far. At that point, Jamitov sends a message to start the operation now. He orders the troops to secure the Parliament building to protect it from Londo Bell. The rest of the Londo Bell units show up, but Jamaican says to ignore them and go for the Parliament building.

After a few turns, Scirocco sees that Londo Bell is ignoring the information about Jamitov's location, and decides to come out himself. Kamille is surprised to see him [I wonder whether Banjou's earlier mention of Scirocco is an error...]

On the fifth turn, Mio appears in the Zamjeed. Everyone acts rather disappointed, and Mio says she won't tell them the reason "they" came to help. Amuro wonders if "they" refers to Yang Long and Tytti -- that was the plan, but they somehow got separated along the way. Mio wants to help fight, but Masaki says without familiars, she's useless. However, Mio has gotten familiars -- Jun, Chosak, and Shoji, three ducks that behave like Manzai comics. Masaki wonders why she chose those familiars; she just says they're cute, and Masaki leaves it at that.

After the battle, Bright tries to explain to the Parliament members that they're here to stop the Titans' coup. But it seems like Londo Bell are the ones that have taken over the building. Another member tells them to leave; LB won't be able to sway them by force. Garrison urges Bright to leave; they're just going to make them more upset.

Meanwhile, Alan is trying to get to Jamitov. He finds the hotel that Jamitov is staying in, and orders his men to run perimeter. However, it seems that this was a trap, since Titans soldiers jump out.

Ryuune asks Mio why they came to the surface, but Mio seems reluctant to explain. Masaki yells at her, and eventually she explains that Shuu has come to the upper world. Kouji tells Mio about Shuu's earlier appearance in the Granzon, but they had no idea why he came. Masaki is pissed that nobody told him about this, and is sure that Shuu is planning something nasty again. Mio isn't sure what Shuu's goal is, but she's pretty sure he didn't just come up to the surface because he was bored, like Masaki. In any case, Mio didn't think it was good to leave this all up to Masaki, so she came along as well. Ryuune is surprised to hear that's the only reason they came. Masaki is pretty sure they'll meet Shuu sooner rather than later, and he asks Mio where she heard about Shuu. Mio is once again reluctant, but eventually she explains that it was Safine Grace who told her. Masaki thinks they're just trying to stir up trouble again, but Mio says it will be fun. However, Tytti and Yang Long have gotten transported somewhere else. Mio can be of help, though. Her ducks start chattering again, half-insulting and half-praising Mio and doing their strange Manzai act.

Quattro reports that the Titans have retreated to Cape Town; it seems like the coup has been stopped. The problem now is the Parliament -- they don't seem to be accepting anything Londo Bell says. Misato's so angry she wants to start her own coup. In any case, they do need to tell the Parliament what's really going on right now, before Jamitov can act again. The problem is still

that they have no proof of Jamitov's intentions. Misato and Amuro think that they can use Treize to testify to the truth of what happened, though. Bright agrees with this; Treize is against Jamitov's wishes, and since he's in the Titans organization he should have information on the coup. But they don't know where he is. Garrison has learned that Treize has been put into confinement by Jamitov, but they should be able to find the location fairly easily.

Bask upbraids Scirocco for his failure, but Scirocco says the plan's not over yet. Scirocco has correctly guessed that Londo Bell will try to use Treize to prove the coup to Parliament. Jamitov wonders if they can stop Londo Bell in time. Scirocco says that Drake's army can catch up with them. Bask also wants to take a Titans force. Jamitov asks Scirocco if this is all right, and Scirocco agrees.

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Stage 50 - Hyper Jeril  
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Player Units: 16 (Ship + 15)

Initial Enemy Formation: Leprechaun (Jeril)  
                          Leprechaun (Allen)  
                          Leprechaun (Fei)  
                          Biares  
                          Bastome x4  
                          Drumlo x3

Enemy Reinforcements: Hyper Leprechaun (Jeril)

Neutral Units: Ashmar x3  
                  Gabthley x2

Events: Jeril defeated - Hyper Leprechaun appears  
          Hyper Leprechaun defeated - All units retreat

Notes:

- You lose the mission if you attack the neutral (yellow colored) units.
- If you defeat Hyper Jeril, you win the stage. Hyper Jeril has 35000 HP, so you will need some pretty strong attacks to take her out.

The problem now is the Titans that retreated, since they'll surely return. Misato wants to clear up the misunderstandings so that they're not traitors forever. Emma wonders if the real Federation troops will pursue them. Amuro thinks that's highly unlikely because Londo Bell would retreat, which would begin to expose the Titans' fraud, not to mention that the Titans might get the reputation for being weaker than the Federation troops. They decide to press on and find the Titans.

Alan has been captured by Scirocco. Scirocco didn't think anyone would be dumb enough to come alone. Alan is happy that at least the Titans' coup was stopped. Scirocco isn't ready to kill Alan yet, though, since he still has some use.

Leena is having Seabook and Hathaway help with cooking. Hathaway is surprised that Seabook, who is one of the ace pilots, is peeling potatoes. Seabook says that even Amuro fixes the microwave and does laundry. He seems to also want to impress Cecily. Cecily is trying to make bread; she says her family are bakers. Even more surprisingly, Ele comes in and wants to help out. They are hesitant to let someone of her station help, but she says she made food for

herself in a mountain hut long ago. However, Marvel and Shou come and get Ele -- Captain Eib wants to talk to her. But just as she is leaving, she gets a headache and has a vision that a red haired woman in an aura battler is getting dangerously powerful. Shou thinks this might be Jeril Kuchibi, one of the fighters in Drake's army. He wonders if something happened when the Byston Well army came to Earth. Then, enemies attack.

(Switch to battle map)

Apparently the Leprachauns have been fixed up with Earth technology and made stronger. Allen and Fei seem to be concerned about Jeril -- they all got more powerful coming above ground, but Jeril is special. The Federation troops are marvelling at the Aura Battlers' capabilities, and they're jealous that they got to go to Byston Well. They are all praising Jeril; one of them calls her Joan of Arc.

Londo Bell shows up. They don't want to fight the Federation troops. Sheila detects a strange feeling from the Aura Battlers; they've been enhanced by someone's will. She doesn't know exactly what happened, but some sort of intention is overflowing the Aura Battlers with power. Shou sees that Jeril is controlling the Federation troops. In other words, if they just beat her, it will solve the problem. Bright orders everyone to completely ignore the Federation troops and just aim for Jeril.

When you defeat Jeril, her Aura power expands and her Aura Battler changes form. Ele says that Jeril has been consumed by the lust of power on the battlefield.

After the battle, everyone is surprised at what happened to Jeril. Shou is sad that she died alone, unable to control her Aura power. Marvel wonders if that will ever happen to them, although it seems to take someone with a lot of hatred and anger. Shou says that everyone has hatred and anger in them. Cham doesn't want Shou to turn out like that, but Shou resolves to control his Aura power.

Jamitov curses another failure, but Scirocco says that the Aura Battler unit was only intended to slow down Londo Bell for a little bit. There was no chance they would ever win. The event with the Hyper Aura Battler was disturbing, though, and means that they need to investigate Drake more thoroughly. Drake will have to be dealt with at some point, but for now he makes a good ally.

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Stage 51 - The Rescue of Treize  
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Player Units (If Heero joined you): 8 (Goraon (Ele), Zeta Gundam (Kamille), Methuss (Fa), Bilbine (Shou), Heero (Wing Gundam), Quatre (Gundam Sandrock), Duo (Gundam Deathscythe), Trowa (Gundam Heavyarms))

Player Units (If Heero did not join): 8 (Goraon (Ele), Zeta Gundam (Kamille), Methuss (Fa), Bilbine (Shou) L Gaim Mk II (Daba), Gespenst Mk II (Ring)

Initial Enemy Formation: Alexandria (Bask)  
                          Baieran x2  
                          Gabthley x4  
                          Ashmar x5

Enemy Reinforcements: Psycho Gundam

Events:

Notes:

- If you defeat the Alexandria within 8 turns, you can get Four on your team later.
- If any of the enemy units get to Treize's house, you lose.
- The two Baiarans will head for Treize's house while the rest of the units attack your guys; so be careful.

Treize is confirmed to be in Brussels. It's far away, but if they don't move now, the Titans may get to him first. However, they can't just pack up and leave Africa completely, so it looks like a small force will have to go up to find Treize. Heero volunteers, since he wants to meet Treize. Duo, Quatre, and Trowa also agree to go with him. Bright thinks that group excels more at espionage than fighting, so he puts Kamille in charge of them. He also sends Shou with him, since the Bilvine is able to fly and can deal with the forests. Fa asks to be allowed to go as well. They all go in the Goraon.

Kamille is thinking about how a certain person is close by -- Quatre asks him about it, but Kamille doesn't say anything. Fa knows he's thinking of Four, though. Fa wonders if it wouldn't be a good idea for Four to stay with Londo Bell. She thinks that if the Titans learn about her, they'll try to use her against Londo Bell. Kamille agrees, so after the current operation they'll get her.

(Switch to battle map)

Bask is leading the force to deal with Treize. Lady Une urges Treize to flee, but Treize says that if the current age is trying to eliminate him, he can't fight against that. This is his time of judgment. Lady decides to go out in a mech to help him, though. Londo Bell arrives, and Kamille reminds everyone not to let any unit reach Treize's house. Bask thinks they're too late.

After the battle, Treize thanks the Londo Bell people and invites them to eat. Ele informs Treize that Londo Bell is in serious danger; Treize knows it's from the Titans' coup. Ele asks Treize for help -- he says that all he can do is expose Jamitov's scheming, but if that will help, he'll do it. Meanwhile, Kamille finds Four safe. He begs her to come to Londo Bell with him; she won't be safe with the Titans around. He doesn't intend for her to fight, though. Four says she'll come along -- and Kamille is mistaken; she doesn't hate to fight. She'll fight for Kamille's sake, even though she's not sure she'll be of much help.

Duo and Heero both think that Treize is hard to understand. Treize walks in on them -- Duo falls over himself addressing Treize by his rank. Treize says he's been stripped of his rank, though. In any case, Treize wanted to meet the mysterious Gundam pilots at least once. He says that they're the images of true soldiers, and that he's impressed by them. Trowa says that all they can do is fight, which is why they do it. Treize has something to give the Wing boys later -- he calls it necessary power. Ever since he knew about their existence, he began to make it for them. Once he leaves, Trowa and Heero both think he's a dangerous man.

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Stage 52 - Treize Stands Up  
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Player Units: 2 (Jegan (Elle), Old Zaku (Judau))

Player Reinforcements: 13 (Ship + 12)

Initial Enemy Formation: Dogos Gear (Bask)

Will Wipps (Drake)  
Baieran x2  
Ashmar x3  
Dom II  
Gabthley x2  
Leprechaun x2  
Bastol x5

Enemy Reinforcements: Gia Garing (Bishott)  
Raineck (Todd)  
Raineck (Newt)  
Biares x7

Events: PP 2 - PR  
EP 4 - ER

Notes:

- If you did the two Todd convinces before, you can convince Todd with Shou here, and he will join in a few stages.
- Leena will appear in an open MS; if you move her next to Judau's zaku, Judau will swap places with her and she will leave. You get the Old Zaku after the battle.
- You lose if any enemies get to the satellite building. This is kind of dangerous in the first few turns -- make sure you have a couple of fast units that can get over and sit on the satellite building with Elle and Judau; you will lose quickly if you don't do that.

Everyone has returned to Africa. Bright asks Treize to make a speech before the Parliament, to expose all of Jamitov's deeds and plans. He knows that even though Treize is no longer with the Titans, he might be reluctant to speak against them. Treize says that's not the problem -- rather, he's concerned that someone like him is becoming less real -- like a fictional character, against the flow of time. Bright doesn't understand this, but Treize continues by saying that he'll make the speech, and await judgment.

Meanwhile, Jamitov realizes that Londo Bell is trying to use Treize to expose the Titans' plans. Bask apologizes for his failure. Scirocco thinks they may still have a chance -- now that Londo Bell has been branded as traitors, their only option is to affect the public opinion. Of course that means they will be making a speech at Parliament. Unfortunately the Titans are now in a delicate position; they can't risk moving too strongly against Londo Bell at Johannesburg, since that may provide concrete proof of Londo Bell's claims. The best option is just to make sure what goes on in Parliament never gets broadcast to the world.

Back at Johannesburg, Beltorchika has managed to hack into the satellite feed. Quattro thinks it's strange that the Titans aren't doing anything, but Misato thinks they're just scared of having opinion turn against them. Beecha and Mondo come running into get Judau to see something; it's a base abandoned by the Titans, and there was something really cool inside it -- a pristine old-model Zaku. They're trying to keep their voices down so that nobody else hears; apparently they want to take it and sell it, since it's such a rare mech.

Elle, out on patrol, contacts Bright saying that something's wrong, but she's not very specific. Soon, however, she reports that the Titans are attacking. Bright wonders why they're attacking so far away, but Beltorchika realizes they're trying to disable the satellite feed. Bright orders everyone to go to battle, and urges Elle to hold on for a little while until they get there.

(Switch to battle map)

Bask is concerned about failing again; he's afraid Scirocco will take his place. Drake is very critical of the government of Earth for making public opinion such an important thing. But perhaps that means the people can be a powerful weapon.

Elle is alone in her Jegan, but Judau and the others are nearby. Judau, not having any other choice, comes out in the Zaku, despite Mondo and Beecha's attempts to stop him. Judau tells Elle to hold out until Londo Bell arrives. Elle reminds Judau that they have to protect the building so that the satellite link stays intact.

Londo Bell shows up the next turn, surprised to see Judau out in a Zaku. Leena, seeing her brother's distress, takes a mobile suit out to help him, although Bright tries to stop her. When you move Judau near Leena, he switches mobile suits with her and tells her to leave the battle for her own safety.

Bishott shows up a few turns later, bringing Todd with him. When you persuade Todd with Shou, Shou once again tries to get Todd to stop fighting -- at this rate, the United States will become a battleground as well. Todd understands that, which is why he has to defeat Londo Bell here. That way, his mother won't get involved in the fight. Shou warns Todd not to become like Jeril, consumed with hatred. This seems to unsettle Todd, who has heard about Jeril's death. Shou says that they can't allow the Aura Power to keep growing above ground from hatred. Todd says he just wants to help his mother. Shou replies that if Todd keeps helping Drake and Bishott, the whole world could be ruined. Todd doesn't like being preached at by Shou, but he understands the point Shou is trying to make. However, he still isn't ready to throw his lot in with Londo Bell. Shou says he just wants Todd to stop fighting for Drake and Bishott. Todd relents -- he can see that Bishott and Drake are going to lose, so he decides to go back to Boston to spend time with his mother. He leaves the battlefield.

After the battle, Treize explains Jamitov's plans to the Parliament. He apologizes for not doing more to prevent it himself, and warns that there are supporters of Jamitov in Parliament. This is the fault not only of Parliament, but of the people who elected them.

Everyone is impressed with Treize's speech, although Banjou thinks that it's somehow too good -- although he can't put his finger on the problem.

Afterwards, Lady Une congratulates Treize. Treize sees that history wants him to come to the forefront, despite his own wishes. He declares that their time of rest is over; there are many things that need to be done.

The Titans seem to be gathering their remnants at Jaburo, although those "remnants" are still quite a force to be reckoned with. Jaburo will be a difficult place for Londo Bell to infiltrate, but if they don't act quickly, they may allow the Titans time to rebuild themselves. Quattro suggests that they head for Jaburo and come up with a plan.

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Stage 53 - Domon's Danger! Activation of Super Mode!?  
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Player Units: 3 (Shining Gundam (Domon), Gundam Spiegel (Schwartz), Raijin Gundam (Rain))

Player Reinforcements: Nobel Gundam (Allenby)



Initial Enemy Formation: Master Gundam (Master Asia)

Enemy Reinforcements: Gundam Heaven's Sword (Michelo)  
Grand Gundam (Chapman)

Events: None

Notes:

- When either enemy is reduced to 60% HP or below, they both retreat.
- Master Asia cannot be defeated. This is basically a story mission so don't worry too much; even if your Domon is low level, Schwartz can take Chapman below 60% with one Hot Blood attack.

Londo Bell sets out for Karakas. Domon realizes that's near the Guyana Plateau, where he trained.

While Londo Bell has been occupied with the Titans, it seems that the Divine Crusaders have taken over all of Side 3. However, since then they've been doing something strange -- forcibly removing the colonists from the colonies in Side 3. It doesn't seem like they're planning to drop the colonies, though. Banjou thinks that's because Londo Bell would be able to deal with a falling colony by the time it reached the atmosphere. Quattro seems to have a guess at what's happening, but he keeps silent. Other than that, nothing is going on; it seems that the "colony alliance" has evaporated due to the DC's actions. Quatre seems happy; that means all they have to do is defeat DC to ensure peace in the colonies. Quattro reminds him that the colonies still harbor ill will towards the Earth Federation. Misato thinks that given that Jamitov failed in his coup, things should become a little better. Amuro accuses Misato of being too optimistic; when planning, it's better to be a bit pessimistic to allow for any possibility. Bright decides that once they finish up with the Titans, they'll need to go back into space to defeat DC -- leaving the Zabi family alone is not a good idea. However, there's also Dr. Hell's DC group on Earth, which seems to be moving independently of the Zabi-led DC in space. Domon is concerned about the Devil Gundam, but they have no information whatsoever about it. Amuro does admit that they'll have to deal with the Devil Gundam sooner or later, considering DC's attempts to exploit its power. Londo Bell is going to stay in Karakas for a little while to gather information on the Titans, hoping that after Jamitov's failure, there will be some internal split that they can make use of. Domon doesn't like the idea of such underhanded tactics, but Amuro reminds him that fighting won't solve everything. But as a Gundam Fighter, Domon uses fighting to discover himself. He asks if he can have a little time off to go visit the place he once trained. He wants to think about his own role. Bright says he can have two or three days. Domon heads for the Guyana Plateau.

(Switch to battle map)

Rain is unsettled by how quiet the place is, but that's what makes it so good for training. Domon feels that someone is hiding, and yells at them to come out. It turns out to be Master Asia, who congratulates Domon on his development. Domon just wants to know where the Devil Gundam is, but Master Asia has no intention of telling him. Domon decides to beat it out of him, and calls for his Gundam. Master Asia doesn't think Domon has any chance against him. Domon attacks him, but misses. Master Asia tells him that he's not worthy of the King of Hearts name. Domon strikes at him again, and once again misses. Master Asia tells him he'll never deal with his father's deeds or avenge his mother with that kind of fighting. Domon should just leave.

Domon gets angrier and his mech glows, changing form. Rain recognizes this as "Super Mode".

When you attack Asia the third time, he shows surprise at Domon's power. But he still scoffs at Domon for thinking he could match him, and leaves. Chapman and Michelo show up to deal with Domon. Domon hasn't forgotten Michelo; Domon already beat him in the Gundam Fight. Michelo doesn't care about past history; the Gundam Fight doesn't matter anymore now that he's a servant of the Devil Gundam. Both Michelo and Chapman resolve to beat Domon. Rain recognizes Chapman as another Gundam Fight champion.

Schwartz Bruder then shows up in his Gundam Spiegel. He tells Domon that he still can't hope to beat Master Asia, or even these two, with his current skill level. His Super Mode has a fatal weakness, and Domon shouldn't rely on it right now. Domon goes back to normal. Schwartz calls on Rain to help them out, and gives her the Raijin Gundam, which her father made.

The next turn, Allenby Beardsley appears in her Noble Gundam. She's happy that there are still people doing the Gundam Fight. She recognizes Domon's Shining Gundam, and says she wants to fight Domon, since she always watched his fighting from the sidelines. Domon's kind of busy, though, and not with a Gundam Fight -- this is a real battle. Allenby offers to help, if Domon will fight her afterwards. Domon says he'll fight her later, when he has time, which just makes Allenby offer to travel with him until that time comes. Too late to refuse now.

After you beat them up a bit, they lose interest because the heroes are too weak, and leave. They tell Domon to train as much as he can before their next meeting; he'll never beat the Devil Gundam like this.

Rain asks Schwartz about the Raijin Gundam, and he gives her a video letter from her father that explains things. On the video, Dr. Mikamura explains that the Raijin Gundam was not originally made for Rain, but because of the emergency situations, he's sending it to her so that she can help out Londo Bell. He can't say too much right now, but he's working on something else, and once he completes that, he'll send it along. Rain wonders what this "emergency situation" is; Schwartz has some guesses, but he doesn't want to say too much without proof. Whatever is going on, though, DC is behind it.

Allenby wants Domon to follow up on his "promise" to fight her. Domon brushes her off; he never agreed to anything. Allenby gets fed up with him and leaves. Rain comes up and wonders what's going on; she seems a bit jealous but just tells Domon that Schwartz wants to talk to him.

Domon asks Schwartz about the fatal weakness of Super Mode. Schwartz doesn't think Domon can understand it just by an explanation; he has to experience it firsthand. The problem is that Domon's Super Mode is fueled only by anger. When people experience such extreme emotions, they lose sight of what's in front of them. Domon doesn't understand; Super Mode gives him power. Schwartz yells at him that he's still such a weakling that any idea of defeating the Devil Gundam is just a dream. He needs to undergo intense training, to gain a clear state of mind, free from any interfering thoughts. The way to activate the true Super Mode is to have a completely calm mind and spirit, without any stain. Schwartz asks if Domon is ready to undergo this training; of course Domon is ready to go.

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Stage 54 - Training in Guyana Plateau  
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Player Units: 3 (Shining Gundam (Domon), Gundam Spiegel (Schwartz), Raijin Gundam (Rain))

Player Reinforcements: 11 (Ship, Cybuster (Masaki), Mazinger (Kouji) + 8)

Initial Enemy Formation: Master Gundam (Master Asia)  
Devil Gundam (Kyouji)  
Fighting Beast Gratoniuss x2  
Fighting Beast Oberius x2  
Megasaurus Jig  
Lion X1  
Machine Beast Spartan K5 x2  
Machine Beast Adora U6 x2  
Machine Beast Jenova M9 x3  
Megasaurus Zen  
Machine Beast Garuda K7  
Machine Beast Dabras M2  
Machine Beast Toros D7  
Mechasaurus Bado x4

Enemy Reinforcements: None

Events: 4 PP - PR

Devil Gundam defeated - Master Asia retreats

Notes:

- You should beat Master Asia before the Devil Gundam, since he has a Fatima. However, Master Asia is not easy. He gets double move, and he has an extremely dangerous MAP attack.
- I recommend giving the Shining Gundam a Minovsky Craft for this mission -- it lets him attack the Bado units, and it allows him to escape if you get into trouble. If Domon is defeated, you lose the mission.
- After this mission you get Rain in your party. If you are going to take the Earth route later and are interested in getting Allenby on your team, you may want to start raising Rain's level and maybe even putting a few upgrades into the Raijin Gundam. Rain is going to have to defeat Allenby twice.

Rain mentions that if Allenby comes with them, they'll have to talk to Bright. Domon doesn't realize why she got so pissed off, but Schwartz has a letter from her after she stormed off that might explain things...except that Domon can't read it because it's in Swedish. That makes sense, since Allenby represents the Neo Sweden colony in the Gundam Fight. Rain can't read it, and neither can Schwartz. Might as well continue with the training, then.

Schwartz shows Domon what he's going to have to do for training -- he cuts down a tree with a sword, which doesn't impress Domon that much. Domon grabs the sword, only to find that it's totally rusted. Domon hits a tree a few times but can't do anything. Schwartz tells him not to just whack at it, but to clear his mind and focus his thought. Domon is suspicious that this has anything to do with the clear state of mind.

Later, Domon is still smacking the tree around, but not doing any good. Rain comes by to tell him that the Shining Gundam has been getting overloaded lately, so he shouldn't overuse it. Same goes for Domon himself, who's killing himself over this training. Domon doesn't want to hear this crap from Rain, but Rain was just trying to help.

Domon wants to clear his father's name and beat the Devil Gundam, but he'll never do it like this. As he's feeling sorry for himself, he hears Master Asia's voice in his head, criticizing him. He keeps yelling at the phantom voice to shut up, but Master Asia keeps yelling at him. Meanwhile, Schwartz sees that at this rate, Domon's not going to finish the training before Londo

Bell is ready to leave, so he's going to have to use another way. Domon hears someone calling his name, but this time it's not Master Asia -- it's Schwartz, telling Domon to come and get him...in a GUNDAM FIGHT!!!

(Switch to battle map)

Domon is confused, but Schwartz attacks him in a frenzy. Domon sees that he's actually going to die from Schwartz's attacks, and starts thinking about his family. They all pass by and all he can see is his coming death, and Rain. In that moment, he gains the clarity of mind needed for true Super Mode, and he transforms. Schwartz tells him that he has attained power beyond what normal people can get. Now all that remains is to practice his technique, but Master Asia shows up to spoil the party. Master Asia intends to kill Domon this time, but Domon isn't going to go down without a fight, of course. However, there's another party-crasher -- Kyouji in the Devil Gundam. Even though Kyouji and Domon are brothers, their power level is completely different. Kyouji just laughs, which angers Domon enough to want to go after him with his new found power. But all that's going to do is revert back to Domon's old anger-fueled Super Mode. Schwartz tries to stop him, but Master Asia keeps egging him on. Domon accuses Kyouji of killing their mother and causing their father's shame and punishment, and gets angry enough to go into Super Mode. This is what Master Asia was hoping for, and he takes that moment to attack. But Schwartz protects Domon from Master Asia's strike. Schwartz can't believe Domon ignored all his warnings and tried to use the anger Super Mode. Domon apologizes for lacking training. Master Asia is ready to strike the final blow, while Schwartz urges Domon to remember that moment of clarity he had before. He's able to do this, and once again sees the drop of water and gains clarity. Even Master Asia is surprised by this. Domon feels his anger, sorrow, and desire for revenge melt away. Master Asia tries to attack Domon, but Domon easily dodges and deals a vicious counterattack. Master Asia can't believe that he's losing to his own stupid disciple, but he's not ready to give up. He and the Devil Gundam retreat some distance, and a number of DC mechanized beasts appear. Schwartz and Domon are worried about the numbers, even though Rain comes out to help.

A few turns later, Londo Bell shows up; they came following huge energy readings. Sure, the Titans are a threat, but they have to protect their friends. In any case, dealing with the Devil Gundam is one of Londo Bell's missions as well.

Once you defeat the enemies, smoke comes out of the Shining Gundam, and something starts happening to it. There's an explosion, and it won't move anymore. As much as Domon tries to get it to move, it won't. Rain tries to get him to realize that the Shining Gundam is done for; even she can't repair it. However, like all good plot devices, a man named Urube shows up just in time with a new mech for Domon to use. His name is Urube Ishikawa; he's from the colony defense force of Neo Japan. The mech is the God Gundam, which Dr. Mikamura has finally finished, and sent to Domon.

Urube explains that the Shining Gundam was always intended for the Gundam Fight tournaments and not for general battle (explains all its range 1 attacks, I guess). When Dr. Mikamura heard about the Devil Gundam incident, and that Domon had joined Londo Bell, he decided to make a unit that would work better for general combat. That unit is the God Gundam. Domon seems reluctant to accept it, given how long he's fought with the Shining Gundam. Rain says that the God Gundam has an empty computer, and so she can copy over the Shining Gundam's data, thus making the God Gundam like a continuation of his old mech. The Shining Gundam's spirit (and upgrades) will live on. Rain says she feels like Domon does about the old Shining Gundam; this seems to change Domon's mind, and he decides that they'll let the Shining Gundam rest.

Urube also has good news concerning Domon's father -- the investigation is open again, paving the way for his name to be cleared. However, they would need proof of what's going on, which would require getting their hands on the Devil Gundam. Domon is sure that Master Asia and Kyouji will be back again to fight them, and when they come back, he'll get the Devil Gundam. Urube thanks him, and prepares to go back to space; things aren't going very well there.

Later, Rain comes to visit Domon, who is lost in thought about his father. Rain and Domon have difficulty speaking to each other. Rain asks Domon if he's concerned about Allenby, but he just keeps saying "yeah" to everything she says. Finally she yells at him.

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Stage 55 - The Sun Rises Over Boston  
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Player Units: 18 (Ship + 17), plus Todd as NPC

Initial Enemy Formation: Will Wipps (Drake)  
                          Garaba (Black Knight)  
                          Biares x7  
                          Leprechaun x6  
                          Bastol x6

Enemy Reinforcements: Spriggan (Shott)  
                          Bubly (Myuji)  
                          Zwarth x8

Events:

Notes:

- If you did not do the previous Todd convincing events (including the one in F), you will get a different stage here.
- Todd has to survive the stage to join your team. You might think this means you'll need to get over to the enemies as fast as you can, but Todd is really strong. He can take out most of the enemies on his own.

It seems that the Titans are silent at the moment; Treize's speech caused a great deal of trouble for them. Shinobu wants to just go in and destroy them all, but Bright urges caution. Garrison is doing some intelligence-gathering now; if they go in with guns blazing they might find themselves in trouble. It shouldn't be long now. In fact, it's the next line of dialogue when Garrison comes in with the info. Apparently part of the Titans' army has already started to surrender. But what that means is that the remaining troops at Jaburo are the ones who are fiercely loyal to Jamitov, and they haven't wavered an inch. However, another worrying development is that some of the Titans have joined Drake's army and gone around bothering various places. Sheila is sure that Drake wants to start taking over above ground -- he joined with the Titans beforehand to get the main Earth force on his side, but now that the Titans have been weakened, Drake is going to have a hard time resupplying his forces. Drake is probably trying to threaten everyone to show his power and help his takeover. Right now, the Will Wipps and the Gia Garing are in North America. While Bright tries to decide what to do, a report comes in that Drake's army has attacked Boston. There's no report of action from Jaburo, so they need to deal with Drake first. Shou remembers that Boston is Todd's hometown.

(Switch to battle map)

In Boston, Drake's army is doing some damage. The Black Knight reports that they have quelled the resistance. Todd comes in and berates Drake -- Todd has

already told him that making Earth into his enemy wouldn't benefit him. Drake says things have changed now that the Earth forces have proved themselves unworthy. Todd tries to complain more, but Drake doesn't want to hear it, since Todd left Drake's army to join Bishott. Todd declares that he'll protect Boston if his mother is in danger, but Drake isn't worried about one Aura Battler.

At this point, Londo Bell shows up. The Black Knight promises to show Drake the power of his Garaba. Shou tries once again to get Todd to see reason -- doesn't he realize that this attack on Boston is the result of his cooperation with Drake? Todd starts to insult Shou again, and Marvel reminds him that he's not going to solve anything by that. Todd finally agrees to fight, although he won't take orders from Londo Bell.

Shott Weapon shows up a few turns later; Drake seems suspicious of his lateness, though.

After you beat all the enemies, Todd can't believe he's going to be helping out Shou again. Of course, this does mean he's joining Londo Bell -- he wants to repay them for helping, although he has reservations.

So this is the result that the Titans' weakening power has had; Shou thinks that Drake has set out on his own. Bright doesn't want to rush to judgment that quickly, though. Misato just wants to wait them out; they can't get supplies from the Titans anymore. Of course that's not a good idea, though; Drake will cause too much damage. Banjou is a little annoyed since they were a lot easier to deal with when they were working together. Sheila reminds them that they just dealt Drake and Shott's armies a pretty good blow, so it should be a while before he can do anything else. That means they just have to deal with Bishott's army and then they can ignore the Byston Wellians for a little while. Bright asks Garrison to figure out where the Gia Garing is.

Meanwhile, in Jaburo, things seem to be going the way Scirocco wanted. Bask just wants to cut Drake off completely at this point, but Jamitov and Scirocco both think that Drake can still be useful to them. Scirocco says that the Byston Well armies should go to Hong Kong at this point. Bask would rather they come to Jaburo, but Jamitov reminds him that they're going to put Scirocco's plan into effect. If they're not prepared to take extreme measures, they'll never defeat Londo Bell. Meanwhile, a group led by Jerid is monitoring the Gia Garing's movement. So all that's left is for Londo Bell to fall into the trap.

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Stage 56 - A New Power  
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Player Units: 19 (Ship + 18)

Player Reinforcements: Huckebein (Ring)

Initial Enemy Formation: Gia Garing (Bishott)  
Raineck (Da)  
Raineck (Newt)  
Raineck (Galamity)  
Bound Dog (Jerid)  
Bound Dog (Lila)  
Bound Dog (Kakricon)  
Bound Dog (Mauer)  
Biares x11  
Gabthley x2

Enemy Reinforcements: None

Events: 4 PP - PR

Notes:

Banjou tells Ring that the Tesla Licht institute wants her to visit. She goes off to see what they want.

At the institute, Ring learns that her father has a new mech to give her. Ring's father is too busy with his work to come meet her, so she goes to the warehouse herself to see it.

At the warehouse, she finds a recording her father made, wishing her a happy birthday. The new mech is meant as a birthday present to her; it should be better than the Gespenst. It's keyed to her brain waves so only she can use it. Her father leaves it up to her to name it -- the default is Huckebein but you can make it whatever you want.

Meanwhile back at Boston, Fa and Kamille are having a relaxing walk together. They are met by Rosamia, who thinks Kamille is her big brother. Kamille tries to protest that he doesn't know her, but she just thinks he's teasing her like he always does. Fa gets jealous and tries to keep Rosamia away from Kamille. Rosamia thinks that Fa is Kamille's girlfriend, and she fits that image perfectly. Kamille doesn't know what's going on. Rosamia is even able to show them a picture of her and Kamille together. Her younger brother died in the last war, but she hadn't found her older brother until now. Fa asks Rosamia if she's really the ideal girlfriend for Kamille, but she gets a call telling them to come back to the Nel Argama. Kamille tells Rosamia they're in Londo Bell; Rosamia seems to react poorly to both names. Rosamia tells Kamille they'll meet again, and she leaves. Fa cautions Kamille about her, even though she doesn't seem like an enemy.

Garrison has discovered that the Gia Garing is in California. They head out for there and send a message to Ring saying where they're going.

(Switch to battle map)

Bishott has received a request to go to Jaburo, but he's going to take his time -- the Titans are their allies, not their masters. In any case, they've gotten word that Londo Bell is heading to Jaburo. He doesn't want to crash into Londo Bell head on; in that case they'll just end up like the Titans. Instead, the best idea is to have the Titans and Londo Bell fight each other so that both will be weakened. Meanwhile, Jerid and Lila don't like how long Bishott is taking -- Jerid is sure this is just a trick. This just confirms Lila's suspicion about the Byston Wellians, and she wonders if they'll have to threaten them. Jerid, however, has received word that Londo Bell is going to Jaburo, so he understands Bishott's plan. Jerid likes that idea and suggests the rest of them do the same. Londo Bell shows up a minute later, surprising Jerid. He wants to leave Bishott to his own devices; he knows that Bishott will not leave here since the Titans are watching -- that will just worsen their position. This is exactly what Bishott is thinking; even though Louser urges him to leave, he doesn't want to look bad in front of the Titans. Londo Bell sorties.

Ring shows up a few turns later in her new mech.

When you defeat Lila and Kakricon, they are unable to eject from their mecha and die.

After the battle, everyone is impressed with the Hucckebein, although Banjou doesn't seem to like the fact that Dr. Mao spent so much money on it. He got the money from Banjou, although he wouldn't say the reason. He apparently just wanted all that money for a birthday present -- that reminds Ryuune of her own father. Ring wants to return it, but Banjou says she might as well use it since nobody else can. Besides, Ring is one of their best fighters, so she should have a good unit.

Jerid is pissed off at the deaths of Lila and Kakricon, and vows to defeat Londo Bell. Mauer tries to calm him down, and he tells her he's not going to die here. The Titans are only a stepping stone for greater things. Mauer sees how much he has matured, although he still needs to control his emotions better. Jerid tells Mauer to contact Scirocco to make their next plan. Mauer is surprised that he doesn't want to contact Bask, but Jerid reminds her that Scirocco is the de facto leader at this point. He's the one that will find Jerid's path. Mauer warns him about the danger Scirocco presents, but Jerid thinks that because Scirocco moved up so quickly in the Titans' ranks, he has few people he can trust in the organization. Jerid realizes it's a risky gamble to trust Scirocco, but if Scirocco keeps repeating the successes he's had so far, it will work out in the end.

Meanwhile, Scirocco and Jamitov are happy that Londo Bell's action in California bought them some time. The Gia Garing's unit has been ordered to Hong Kong. The next action is left up to Bask, who's been having some trouble getting the shaken Titans' troops together after Treize's speech.

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Stage 57 - Time Limit I  
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Player Units:

Initial Enemy Formation: Psycho Gundam Mk II (Rosamia)  
Hambrabi x3  
Ashmar x4

Enemy Reinforcements(1): Ashmar x2  
Gabthley x3

Enemy Reinforcements(2): Ashmar x3  
Baieran x2

Enemy Reinforcements(3): The O (Scirocco)  
Gabthley x3  
Baieran x2

Enemy Reinforcements(4): Gabthley x4

Enemy Reinforcements(5): Ashmar x5  
Baieran x2

Events: EP 1 - ER1  
EP 2 - ER2  
EP 3 - ER3  
EP 4 - ER4  
EP 5 - ER5  
EP 15 - If Scirocco is alive, all enemies retreat

Notes:



- You have a combined total of 25 turns to beat this stage and the next one. Also since this is a two part stage, it obeys the usual rule that if you dispatch someone in part 1, their morale for part 2 will be 200 - ending morale (but they can't start above 100). You won't have time to do the trick where you lower everyone's morale below 100 before finishing the stage, so you do have to choose carefully. Part 1 is much harder than Part 2, though.
- The O is quite strong; you should Taunt it to get it off the base.

The Titans are gathering at Jaburo. Kouji wants to just go in front the front and smash them, of course, but Ryou urges caution -- this has to be a plot of Jamitov's. Misato and Bright, however, decide that they need to hurry back to Jaburo, and so Londo Bell goes.

Londo Bell seems to have moved too fast for the Titans' plans; they're almost done, but it's going to take just a little bit longer. Scirocco volunteers to buy time while Jamitov escapes -- he knows it's dangerous, but if Jamitov were to die here, the Titans would lose their center. Scirocco is willing to die to preserve Jamitov's life (or so he says). Jamitov thanks Scirocco and promises that his sacrifice will not be in vain. He leaves Scirocco in charge, but since Scirocco is going to go out himself in The O, it has to fall to Igor instead -- however, Igor is not to be told about the plan (if you've seen Z Gundam it's obvious what the plan is by now).

Londo Bell approaches Jaburo, and prepares to go on an all-out assault from the front.

(Switch to battle map)

Bask has finished preparations to leave, and set the timer for 25 minutes (i.e. turns). Jamitov reflects that in the end, Scirocco didn't really do all that much -- he's going to die here to let Jamitov escape. Bask is still suspicious, but Jamitov doesn't see any choice but to trust Scirocco. Meanwhile, Igor's not very happy at having to fight Londo Bell. Bright doesn't think they have many troops, but Quattro knows they've got hidden reinforcements. Amuro is a bit concerned about the Dogos Gear that just escaped, but he doesn't quite know why. Kammille senses Rosamia's presence in the Psycho Gundam.

Once you beat all the enemies, Igor doesn't seem too surprised that Londo Bell was able to win. Some soldiers in the base seem worried about something; they show Igor that the self-destruct code for the base has been activated. They can't bring the system down, and there are only a few minutes left; no time to escape! Igor orders everyone to leave, and to inform Londo Bell of the situation. Igor himself will try to disable the self-destruct switch. Londo Bell gets the message, but the few minutes that remain aren't enough time to escape from the area.

Igor goes and rescues Alan from the cell he was in. Alan wonders why, and Igor tells him about the self-destruct. Igor tells Alan to run away, while he goes to disable the switch. Alan doesn't like that idea; there are AI-controlled mechs there to guard it. Alan decides to go with Igor.

Londo Bell has no choice but to try to disable the self-destruct. Bright orders everyone to go into the base as quickly as possible.

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Stage 58 - Time Limit II  
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Player Units: 18 (Ship + 17)

Player Reinforcements: Black Wing N (Alan)

Initial Enemy Formation: Baiaran x4  
Gabthley x4  
Hambrabi

Enemy Reinforcements(1): Ashmar x6  
Hambrabi x3

Enemy Reinforcements(2): Ashmar x2  
Marasai

Events: 2 PP - PR

Notes:

- The goal of the mission is to get a unit to the deactivation switch, which the game shows you at the beginning of the map. You have to do it in 25 turns minus however many turns you took in the previous part. If you do the deactivation with Shou in the Bilvine at level 48 or higher, you can change the color of the Bilvine after the mission.

Igor's not having much success deactivating the bomb. An automated warning system tells him not to go any further or he'll be attacked. Igor reflects on his similarity to these mindless automata as they start shooting at him. He tries to run on, but eventually gets shot in the leg.

Meanwhile, Londo Bell enters the base.

(Switch to battle map)

The automated defense system warns Londo Bell that it will attack, and it can't be deactivated. Some AI-controlled mechs appear. The game shows you where you have to reach in the time limit.

Alan appears on the second turn. He's looking for Igor, but Londo Bell hasn't seen him yet. Just then, the blast doors in the corridors close. Igor sees this and runs for the release mechanism, but Alan warns him that it's too dangerous. Igor does manage to get the doors open, and Alan flies over to him and picks him up. Igor upbraids him for calling him "father", and tells him to get out of here as fast as he can. Alan tells him to shut up and get in the Black Wing.

Reaching the switch successfully deactivates the bomb and averts the crisis.

Bright is surprised that Jamitov tried to use Jaburo itself as a trap, and of course he escaped again. Garrison will once again have to use his contacts to find out where Jamitov ran. Shinobu suggests asking Igor, who is in the infirmary with Alan.

Meanwhile, Alan is asking Igor that very question, but Igor refuses to tell Alan where Jamitov has gone. Alan wonders how Igor can do that -- Jamitov left him to die, and in any case, the Titans' true motives have been revealed. However, since they haven't been officially expelled from the military, Igor still has to follow their orders; there's no way he can reveal military secrets to civilians. Alan still doesn't understand. Igor explains that a soldier is a strange being -- the soldier's job is to kill people and destroy towns. That's why soldiers have to follow rigid codes of behavior. A soldier has a lot of power, but that power can't be trusted to the hands of individuals, otherwise it just creates despotism. Alan protests that Jamitov already wants to create a despotism. He understands that soldiers have to follow rules, but when the orders go against one's own sense of what's good

and right, how can someone follow them? Igor says that Alan can only think that way because he's still young. Igor is an old soldier who can only follow orders, even to his death. Alan finally gives up and decides to look himself for Jamitov. But as Alan is leaving, Igor says that Jamitov is in Hong Kong. Alan wonders why Igor changed his mind so quickly -- Igor can't say himself; there's just something about Londo Bell that made him do it. Alan thanks his father, and Igor tells him that some day when it's peaceful, they should go fishing together again, like they used to.

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Stage 59 - The Fruits of Ambition  
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Player Units: 19 (Ship + 18)

Initial Enemy Formation: Dogos Gear (Bask)  
                          Alexandria (Jamaican)  
                          Alexandria (Gady)  
                          Soodori (Ben)  
                          Hambrabi (Yazan)  
                          Hambrabi (Dangel)  
                          Hambrabi (Ramsus)  
                          Ashmar (Buran)  
                          Bound Dog x2  
                          Baiaaran x7  
                          Gabthley x5  
                          Ashmar x7  
                          [Psycho Gundam (Four)]\*

Enemy Reinforcements: Bound Dog (Jerid)  
                          Bound Dog (Mauer)  
                          Gabthley x2  
                          Baiaaran  
                          Ashmar x2

Neutral Enemies: Gia Garing (Bishott)  
                          Raineck (Galamily)  
                          Raineck (Da)  
                          Raineck (Newt)  
                          Biares x8

Events: Half of enemies destroyed - ER  
          6 EP - NE  
          Gia Garing reduced below 75% HP - Neutral enemies retreat

Notes:

- Four is only with the enemies if you failed to rescue her in the earlier scenario.
- If Bask is still alive when the reinforcements appear, there will be an extra event in the final scenario of the DC route.
- When either Jerid or Mauer is defeated, the other one will retreat.

Drake is pissed off that Jamitov has tried to use his army as a shield to cover their retreat. Bishott is requesting permission to go out first into battle. Drake wonders about this -- has Bishott finally started to crave battle? Or does he just see the danger they're all in? Drake decides to let Bishott go; there's some value in seeing how well he can do.

Meanwhile, the Titans are in Hong Kong, speaking with Wong Yunfat. They're trying to have Wong help them get into space, but Wong wants to know what's in

it for him -- after all, it's dangerous to help people out who are no longer in the Federation. Bask doesn't like to hear some mafioso talk like that, and starts to yell at Wong. Jamitov quiets him down. Wong laughs at Jamitov's lack of spine, which causes Bask to get mad at him again. Jamitov tells Bask that he's not going to keep around underlings who can't keep hold of their emotions. He then asks Wong what he wants in exchange, and Wong answers...

Londo Bell prepares to go to Hong Kong, although Alan is going to stay at Jaburo. Amuro sees that the father-son relationship is improving. Anyway, Hong Kong is a place that's almost self-governing, so it's the perfect area for the Titans to run to. Amuro thinks there's more to it than that, but Quattro reminds them that no matter what, the Titans have to be dealt with. Space is too chaotic at the moment to ignore them. Before they can go to space to deal with the Zabi Family, DC, the Colony Alliance, and the Guest-Poseidal alliance, they have to finish up with everything on Earth. At that point, Kai Shiden contacts Bright on a closed line.

Kai has some important information again. Amuro guesses that it must be about Jamitov, which Kai confirms -- Jamitov is heading into space. Bright wonders why; the Titans have no presence in space. There must be some plan, though, since a number of ships have been heading into space in the past few days. Amuro can't believe they would move their forces into space with no base there. Once again Kai can't say for sure what's going on, but it's the truth. They should hurry to Hong Kong.

Misato thinks the Titans should be easy to deal with since it's now just Jamitov alone, without the Federation's backing. Londo Bell heads for Hong Kong.

Quatre talks to Shinji; he tells Shinji he doesn't have to be so polite, since Quatre joined later and is younger. Anyway, he wants to be Shinji's friend. Shinji seems surprised that anyone would want to be his friend, though. Londo Bell reaches Hong Kong and goes into battle.

(Switch to battle map)

Jamitov's shuttle has been prepared, so he's ready to go into space -- he apologizes to Bask for leaving him behind, but promises they'll drink victory wine together eventually. Bask is concerned that they don't have enough troops, and that Drake is not going to help them. Jamitov tells him to hold out for a little bit and Scirocco's forces will come to assist. Bask doesn't trust Scirocco, though.

Londo Bell shows up, which surprises Jamitov and Bask. Bask tells Jamitov to get to the shuttle as quickly as he can. Meanwhile, Yazan sees that the Titans are finished, if they can be discovered this easily.

When you beat some of the forces, Bask get pissed off but there's not much he can do, until some reinforcements show up. He berates them for being late, and Jerid seems surprised that Bask is even alive. Bask wonders where Scirocco is -- Jerid says that he's guarding Jamitov. Bask is suspicious but there's nothing he can do.

On turn 6, Bishott's forces show up. Bishott apologizes for coming so late, but pledges to honor their alliance.

When you beat either Jerid or Mauer, the other one will retreat.

When you beat even more enemies, Jamitov is still watching from the base but the shuttle is ready to take off. At that point Scirocco makes contact with him. There's a shake, and Jamitov wonders what the defense units are doing.

Scirocco moves Jamitov to another shuttle, apparently to use the initial shuttle as a decoy. There's another shake and a cave-in, and the other soldiers guarding Jamitov are apparently killed, leaving only Scirocco. Scirocco pulls a gun on Jamitov, and kills him.

When you defeat Bask, he calls out for Jamitov to fix everything that's wrong with the world.

After the enemies are defeated, Bright orders everyone to go in the base and search.

Bishott is upset at his defeat, but thinks that if they press the attack now, they can beat Londo Bell. However, Drake sends a message telling Bishott to retreat; he wants to gather his forces in one place. Bishott doesn't like this idea because it will just give Londo Bell a chance to regroup -- stuck here with no chance of reinforcements, such an action is suicide. Louser begs Bishott to retreat rather than dying in an attack on Londo Bell, and he finally relents and leaves.

Meanwhile, Drake gets the report that the Titans in Hong Kong have been mostly destroyed and that Jamitov is missing or dead. Drake knew this would happen to an army based on the people's will. However, he sees his own perilous state now that his rear guard is gone. Time to come up with the next plan. The soldier also tells him that Bishott has retreated; Drake laughs, knowing that Louser was the one that convinced him to do it. He orders all of the troops to gather and attack Londo Bell.

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Stage 60 - Elegy for the Strange Beings  
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Player Units: 17 (Ship + 16)

Player Reinforcements: 3 (Choice of 3 from Amuro, Quattro, Daba, Masaki, and Shou)

Initial Enemy Formation: Will Wipps (Drake)  
                          Gia Garing (Bishott)  
                          Spriggan (Shott)  
                          Garaba (The Black Knight)  
                          Bubly (Musy)  
                          Zwarth (Allen)  
                          Zwarth (Fei)  
                          Raineck (Galamity)  
                          Raineck (Da)  
                          Raineck (Newt)  
                          Zwarth x6  
                          Leprechaun x2  
                          Raineck x3  
                          Biares x13

Enemy Reinforcements (1): Raineck x3  
                              Biares x4

Enemy Reinforcements (2): Leprechaun x5

Enemy Reinforcements (3): Zwarth x2  
                              Leprechaun x4

Events: 2 PP - PR

3 EP - ER1

4 EP - ER2

5 PP - If Musy and Shott are alive, but Black Knight is not, Will Wipps is destroyed

5 EP - ER3

Notes:

- \*\*\*WARNING!! VERY IMPORTANT!!\*\*\* After this mission, any unit without a pilot will be discarded. The game will automatically move some units into their "real" mechs before this, so you don't have to worry about losing the Nu Gundam or anything like that. However, if you did some pilot changes you should be careful. For instance, if you moved Quattro into the Quebely Mk II, he will be forced back into the 100-shiki and the Quebely will be discarded. There's a full list of the "required" mechs in EChiu's FAQ.

- If you let the Drake assassination event take place, you lose 52000 gold (from Luck on the Will Wipps), so unless you're really interested in seeing that scene, it's better to not let it activate.

Londo Bell searches for Jamitov. Banjou can't find him in the base, and Amuro's group hasn't found anyone on the outside. Garrison reports that Wong Yunfat has come to have an audience with Londo Bell. He's not sure of the details, but it seems that Wong owns this base. That can't be an accident, and Garrison gets to uncovering any alliance that might have occurred.

Wong tells Bright that he wants someone to pay for repairs to his building, even though he knows that the Federation doesn't have the resources right now. He's willing to let the damages slide -- all he wants is for Londo Bell to stay here for a little while. There's been an odd stench in the air lately, and he would feel better if Londo Bell were there. Bright agrees.

Meanwhile, Bishott and Shott meet up with Drake. Drake tells them that with the Titans gone, they've lost their backing, and so they have only one chance to overcome their difficulties. They have to control Earth, and to do that, they will have to defeat Londo Bell. Their best chance to do this is right now. Bishott asks respectfully why Drake didn't let him attack of Londo Bell before they had a chance to recover, and get them in a pincer attack. Drake thought of that, but he didn't think the Will Wipps could reach the battle quickly enough. He feared that Bishott would die for nothing.

Later, Shott and Musy talk over what happened. Shott feels like he was insulted, and says that Drake will soon pay back what he owes. Shott tells Musy to guard Drake, and Musy knows that Shott is telling her to shoot Drake down. Shott reminds Musy that she gave him her life -- if she risks everything, she will be the Queen once they take over Earth.

Bishott has been sent by Drake out to the front; apparently he is trying to use Bishott as a shield. He wonders if Drake knows about Louser's presence on the Gia Garing (who is Drake's wife). Louser says that Bishott can get out of this by telling Drake that the Gia Garing is too important to waste in this manner, but Bishott knows that Drake would understand the true reason. Louser thinks that if Drake knows she's here, the ship will be safe -- Drake wants to kill her with his own hands, after all.

Londo Bell has still failed to find Jamitov. Misato thinks this was all too elaborate to be a trick, but it's odd they can't find the body. However, at that point the alarm sounds -- a large force of Aura Battlers is approaching. Bright wonders if this is why Wong wanted them to stay around. Bright calls Amuro and tells him to return with his search party immediately, to face the enemies. Amuro tells Bright that they found Jamitov, but when they found him

he had already been killed. Londo Bell heads to battle.

(Switch to battle map)

They're surprised at the size of the force, and it's clear that Drake is sending everything he has at Londo Bell. Drake, meanwhile, is surprised that Shou is not on the battlefield and he suspects some kind of strategem. Bishott contacts Drake and says that he's ready to take the offensive. Shott also says he's ready. Drake makes sure that Musy can guard his ship, and Shott says that he trusts Musy with that job. Musy promises to guard Drake with her life, and Drake comments on how strong women can be. Then Drake addresses all his soldiers and tells them that this is the battle they must risk their entire fate on. But privately, he seems to wonder whether or not this will succeed.

After some time passes, Musy decides that it's time, and goes into the Will Wipps. The Black Knight goes to the Will Wipps as well. Musy gains access to the bridge and tells Drake she has important information for him. Drake wonders if it's really important enough to force her to come directly, but he asks the guards to step back. As she comes closer to him, the Black Knight comes in and stops Musy from assassinating Drake. Musy wonders how the Black Knight knew what she was going to do. He says that he is a Byston Wellian, and that he doesn't trust people like Shott from above ground. He tells the Black Knight to go back out to the battle. Drake wishes that Louser had been more like Musy. He tells Musy that he's willing to forget about all of this if they manage to win the battle, and tells her to go back out and fight. Musy promises Burn (the true identity of the Black Knight) that she'll get back at him for this.

When you defeat Bishott, Drake reflects that he was a man with too much ambition. He's sorry that he didn't get the chance to defeat Louser himself, and thinks that the fate of people is like leaves falling from a tree.

When you beat Musy, Shott calls out to her, and she apologizes before dying. When you beat Shott, he calls out to Musy as he dies.

When you beat Drake, he sees that his plan failed. A soldier urges him to flee the ship, but Drake refuses. He says that he is a being that must be erased from above ground. He understood this, and yet...

If you sent Todd out, he hopes that with Drake's death, his mother will be safe. He then finds in the wreckage of the Will Wipps a Dunbine made for him.

After the battle, Wong contacts Londo Bell. He congratulates them -- he thought there might be a battle but he didn't know it would be Drake. Bright tells him not to worry; they would have had to face Drake eventually no matter what. Wong offers to take Londo Bell's unnecessary mechs off their hands. Bright says that they can't give up their suits if they are still operational -- Wong says this can be in thanks for having them stay and fight, and that he'll pay them for the suits. Amuro thinks it's a good idea since they've accumulated too many mechs. Bright agrees, and Wong offers 100,000. Bernie is concerned that his Zaku will get taken away. Bright tells Bernie that his Zaku is useless in the fight, which Bernie seems to reluctantly agree to. Beecha also asks Bright to save the Old Zaku so that they can sell it later. Bright gives in and lets the Zaku and Old Zaku stay. Amuro tells everyone to get in the suits they like the best and then they'll get rid of the rest. After this the characters talk (to the player) about which mechs are going to get discarded and such. You can look in EChiu's FAQ for the full list.

Afterwards, Todd shows Shou the Dunbine he found. It doesn't give Todd very good memories to see it, but it's not broken or anything. Shou still suspects

Todd of something, but Todd says he has no intention of fighting Shou. All he wants to do is protect Boston, and Londo Bell is working to protect everyone. Todd isn't one to go for those "great justice!" goals, but Shou says that's fine -- everyone has their own reason for fighting. Shou wonders if Todd is going to leave the ship, but he'll stay until the end -- he doesn't want to lose to Todd.

Shiela wonders what Drake hoped to accomplish above ground. Cham asks her if they're going back to Byston Well, but Ele reminds her that there's still an evil aura on Earth, and in space. DC and Poseidal-Guest are still in space. Shou agrees that they shouldn't return to Byston Well now; the evil aura above ground may affect BW itself. Bright is happy to let the Aura Battlers stay on.

Wong and Master Asia are talking. Master Asia was certain that Londo Bell would defeat Drake's army. Wong sees that Master Asia has some plan, and he comments that the girl they took earlier is a good material. Even the actual tests are going well, so they can try using her in a real battle. Wong doesn't want her to get hurt, though, since both she and the mech are expensive.

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Stage 61 - Beasts of the Earth and Sky  
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Player Units: 21 (Nel Argama, Gran Gulan, Goraon, Mazinger Z, God Gundam + 16)

Initial Enemy Formation: Great General of Darkness  
Gundam Heaven's Sword (Michelo)  
Grand Gundam (Chapman)  
Lion X1 x2  
Fighting Beast Oberius x2  
Machine Beast Spartan K5 x2  
Machine Beast Jenova M9 x3  
Machine Beast Abdora U6 x3

Enemy Reinforcements(1): Garaba (The Black Knight)  
Garaba x2

Enemy Reinforcements(2): Kernagle Ship (Kernagle)  
Cuttner Ship (Cuttner)  
Bundol Ship (Bundol)

Enemy Reinforcements(3): Nobel Gundam (Allenby)

Events: EP 2 - ER1  
EP 4 - ER2  
PP 6 - If you chose the Space Route, the map ends  
EP 6 - If Quatre is not in your team, and the Docougar Syndicate is still alive, an event will occur.  
EP 8 - ER(3)  
Any Docougar Syndicate member reduced below 70% HP - All Docougar retreat

Notes:

- You have to choose between the Earth and Space route here; if you pick the Space route this stage ends in 6 turns, otherwise you play it to the end.
- If you're on the Earth route, you must convince Allenby with Rain and Domon in this stage if you want her to join later (nothing will happen now).



The extra mechs are taken off of Londo Bell's hands, and Bernie is happy that he could keep his Zaku. Nobody can quite understand why Bernie is so obsessed with the Zaku, though.

Mauer and Jerid are wondering what Scirocco is up to -- the Titans have so few resources left. Mauer thinks that Scirocco must be planning to go into space. Scirocco comes to talk to them, although he doesn't want them to speak very politely, since they're all compatriots who will lead the world together. In any case, they will go to Luna Two, where Scirocco has another force already gathered. Then from the shadows, someone reflects on Scirocco's success, and how he'll get what's coming to him eventually.

Corwen contacts Londo Bell on a private communication line. He was in trouble from the Titans but he got rescued by someone that LB knows quite well -- Treize Khushrenada. He's assumed the role of the leader of the Romefeller Foundation and started to act in the open; thus he has left the military. The Federation and the Parliament are in the midst of purging Jamitov's influence, so that puts them at ease. Corwen asks about Jamitov's attempt to go to space, and Bright reports Jamitov's assassination. They don't know who did it. Even with Jamitov's death, though, the Titans aren't completely eradicated -- there are still seeds in space that could grow. Corwen asks Bright to go into space and deal with the problems there, leaving the Earth situation to the Federation. Amuro thinks this is a good idea; the spectre of the Poseidal-Guest alliance is still there. Bright agrees, and Corwen tells them to head to Beijing.

Makoto wonders if the Earth will be safe after Londo Bell goes into space, and Misato agrees that's a problem. She also says that a group as powerful as Londo Bell needs to watch that they don't use their power unwisely. Londo Bell heads for Beijing.

(Switch to battle map)

All the mecha are being loaded onto the Nel Argama in preparation to go into space. Judau and Masaki are concerned about the weak units guarding them, though. Domon is unsettled; he still thinks there is unfinished business on Earth -- the Devil Gundam and Master Asia.

Just then, a group of DC units arrives with Michelo, Chapman, and the Great General of Darkness. Michelo is happy to see Londo Bell, but GGD warns him not to be too ready to rush into battle. Michelo accuses GGD of being scared, but Chapman agrees that Londo Bell's power is not to be underestimated. They need to take their time to figure out how to best deal with the situation, rather than rushing in. Right now they just need to interfere with Londo Bell.

Seeing the DC units, Amuro prepares to send all the units out, but Kouji heads out in the Mazinger Z and tells everyone to leave it to him. Masaki, not to be outdone, also goes out, followed by Domon. Sheila has an idea -- if they fight here they will just destroy the base and delay Londo Bell's travel to space. How about leaving some people here to fight on Earth and taking the rest into space? Amuro and Bright agree. Misato says that the Eva team will also remain on Earth, since the Evas need repairing, and Ritsuko wants to investigate something. So the Earth team will be the Evas, the Mazingers, Getter Robo, Goshogun, the Aura Battlers, Dancougar, and the G Gundam people. Banjou also wants to stay on Earth. Amuro asks Ring what to do, and you can pick Space (first choice) or Earth (second choice).

Space:

Ring decides to go to Space. Irm decides to follow Ring so that she doesn't

get sad. Ring just thinks that Irm counted the girls in both teams and saw there were more in the space team, which Irm admits. Domon and Kouji wonder why the enemies are just sitting there. Meanwhile, the enemies are ready to fight -- GGD wants them to aim at the ship.

A few turns later, some Black Knights come out -- apparently the Aura Battlers weren't all destroyed.

A few turns after that, the Docougar Syndicate appears. GGD tries to upbraid them for being late and running away all the time, but Bundol just reminds them that the Syndicate is giving DC money. GGD says that they won't need the Syndicate's money forever, and Bundol wonders if this has to do with the research into the Devil Gundam cells. GGD won't answer, though.

After 6 turns, the Nel Argama prepares to take off. The enemies are pissed off; they didn't think anyone would be able to take off during the fight.

Earth:

Ring decides to go to Space. Irm decides to follow Ring so that she doesn't get sad. Ring just thinks that Irm counted the girls in both teams and saw there were more in the space team, which Irm admits. Domon and Kouji wonder why the enemies are just sitting there. Meanwhile, the enemies are ready to fight -- GGD wants them to aim at the ship.

A few turns later, some Black Knights come out -- apparently the Aura Battlers weren't all destroyed.

A few turns after that, the Docougar Syndicate appears. GGD tries to upbraid them for being late and running away all the time, but Bundol just reminds them that the Syndicate is giving DC money. GGD says that they won't need the Syndicate's money forever, and Bundol wonders if this has to do with the research into the Devil Gundam cells. GGD won't answer, though.

After 6 turns, the Nel Argama prepares to take off. The enemies are pissed off; they didn't think anyone would be able to take off during the fight.

On the 8th turn, Allenby appears in the Nobel Gundam, but there's something wrong with her -- she seems crazed and just wants to fight Domon. You can persuade her with Rain, but all she says is that she hates Rain and wants to fight Domon. You can persuade her with Domon also, but she just repeats that she wants to fight Domon.

After the battle, they talk about what to do next. Misato wants to return to NERV so that they can do some maintenance on the EVAs and add new weapons. However, there's no reason for all of them to go, so Ele offers to take the EVAs on the Goraon. At the same time, Ryou wants to go back to the Saotome Lab to have the Getter checked on. They're having problems with the power gauge. Boss also tries to suggest that the Mazinger needs some upgrades, which pisses off Kouji. Shiela offers to take the others to the Saotome Research Institute.

On the way, Garrison informs Banjou about Wong. He was born into the Mafia, but now is the true leader of Hong Kong. His influence also spreads throughout the China area. Banjou wonders why he hasn't been doing anything, but Garrison says the only reason he was able to find these things out is that there's a shadow organization behind the scenes -- indeed, Wong appears to be financing the Divine Crusaders' operations on Earth. Banjou wonders what's so great about DC that both the Docougar Syndicate and Wong would be interested in it.

=====  
SPACE ROUTE  
=====

NOTE: The Space route was a secondary route for me, so I basically tried to finish the maps as quickly as possible. This means that some of the events may be slightly different if you do things like saving Rosamia, not letting Ideon be destroyed in stage 65, etc. But the overall story will not change.

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Stage 62S - The Fleeing Solo Ship  
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Player Units: 2 (Solo Ship, Ideon)

Initial Enemy Formation: Ganga Ruve (Gije)  
                          Gabro Zan (Daram)  
                          Dekka Bau  
                          Gondo Bau

Enemy Reinforcements: None

Events:

Notes:

- Starting on turn 2, you can clear the map either by defeating one of the named characters, or putting the Ideon back in the Solo Ship.

After going into space, all the powerful Newtypes feel a terrible pressure -- the power of a strong will, like nothing they have ever felt before. It doesn't feel necessarily like an enemy presence, though. Mio is pretty impressed with Newtypes, but Amuro tells her that Newtype ability isn't ESP or anything like that. Some say that the Newtypes are the next evolution of humankind, but Amuro thinks that's wrong. In any case, what are they going to do now? Masaki thinks they have to deal with the Divine Crusaders, who they ignored to come down to Earth. But there's also Poseidal-Guest. Judau suggests going to the Cinq Kingdom, but Quattro reminds him that they won't assist military groups like Londo Bell. Judau remembers how headstrong Queen Relena seemed to be. Nina suggests going to Von Braun city on the Moon, where they can get information and supplies. Amuro agrees; about their only other choice would be Londinion, but if they go there, they risk running into the Colony Alliance.

Meanwhile, around Saturn, a lone ship called the Solo Ship appears. Besu, the captain, seems surprised and tells Hatari to figure out where they teleported to. Karara asks Besu what happened -- that telport seemed different from usual. Besu doesn't know either; the Ide Gauge was higher than it had ever been before, though. Cosmo thinks it's Besu's fault for teleporting on a whim, and Kasha agrees with him. Besu thinks something is wrong, and Cosmo wonders if they actually did get to the Solar System. Finally Hatari identifies Saturn, and it seems they did get to the Solar System, just not quite where they expected. Unfortunately, members of the opposing Buff Clan have followed them. Cosmo decides to go out to fight them in the Ideon, and calls for Kasha and Moura -- forgetting the Moura died in the last fight. But the Buff Clan is starting to hit the Solo Ship, so they have to do something.

(Switch to battle map)

Daram, in the Buff Clan ship, considers himself lucky to have landed so close to one of the Rogodau ships (the Solo Ship); he's hoping to capture it. Gije is hoping to have a chance to test the Galbo Jeek, which they got from the

military. Daram doesn't think they were really meant to test pilots, but then he starts to go off on how Haruru is showing her feelings by giving them this unexpected strength. He wonders if they have the strength to show their thanks to her. Gije wants to see Daram's ability -- he was in the military, but is now the head of a private force.

Cosmo and Kasha take off in the Ideon, but it seems the gauge won't rise. He finds that Ruu, a baby, has snuck onto the Ideon. Meanwhile, Gije sees that the Ideon isn't moving, and wonders if it's some kind of plot. The Galbo Jeek takes off. Daram orders the pilot to fire a beam that disrupts brain cells. He reminds Gije that they've managed to prove that human thoughts are what drive the Ideon. So they can reduce the fighting effectiveness of the Ide by messing with the pilots' brains, then they can steal the Ideon. Kasha wants Cosmo to run away, but the beam fires. Cosmo and Kasha's heads begin to hurt. Daram tells Gije that soon the pilots will be dead and they can take the Ideon. However, Ruu begins to cry, and the Ideon gauge fills up. Nobody seems to know what the strange light is, but then the Ideon fires a powerful weapon, destroying the Galbo Jeek. Daram yells at Gije, wondering why Gije didn't tell him about this weapon -- but Gije didn't know about it himself. Is this the true power of Ide? Besu asks Cosmo what's going on, but Cosmo has no idea. Besu tells Cosmo to watch out for reinforcements. Seeing that the Ideon seems to have exhausted its energy, Daram sends out troops while he can. Gije goes out as well. Gije wants to defeat the Ideon so that he can help Daram, who rescued him.

Besu readies a short-range teleport, to be activated as soon as the Ide returns. Hatari thinks that's too dangerous since they're off course. Besu tells him to use Saturn as a base and head for the Moon. It will take two minutes. Besu orders Cosmo to return to the ship. Cosmo wants to stay and fight, but he relents.

The next turn, the teleport is ready, and they teleport out.

Later, Daram is trying to figure out why the Rogodau aliens escaped here, in particular. Is it possible their home planet is in this system? Meanwhile, the bridge crew is having trouble contacting the Buff Clan's home planet, even though the subspace communication systems are working. Daram tells them to keep trying; they need supplies. Daram curses Ideon, but Gije doesn't see much reason to worry -- they have the ability to detect the Ideon no matter where it goes. But Daram reminds Gije that they're not official military; they're being paid a salary to capture the Ideon.

Back to Londo Bell -- they reach the Moon, and the people at Von Braun welcome them in.

Elsewhere on the Moon, Lady Une and Cima are talking. Une explains to Cima that she's just trying to restore peace to space; she has no intention of cooperating with DC. Cima seems to think Une is hiding some agenda, but as long as she doesn't interfere with DC, there won't be a problem. Lady Une reminds Cima that they will not hesitate to use military power to attain peace. Cima tells her that DC is the same way. Cima threatens to drop a colony on the moon if they interfere, and Lady Une says she'll keep that in mind.

A soldier tells Une that Londo Bell has arrived at the moon -- their appearance in space will create a new wave. Une doesn't like that Londo Bell has the power to give the victory to one side. However, they'll have no reason to resist LB if LB does the right thing. It's sad that they seek to start a war in space again, though.

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Stage 63S - Betrayal at the Moon City  
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Player Units: 13 (Solo Ship, Ideon, Nel Argama + 10)

Initial Enemy Formation: Gabro Zan (Daram)  
Ganga Ruve (Gije)  
Gondo Bau x6  
Dekka Bau x8

Neutral Enemy Formation: Neue Ziel (Gato)  
Val Varo (Kerry)  
Draisen (Karius)  
Biklo x2  
R Jaja x2  
Bau x2

Events: EP 4 - NE

Gije reduced below 30% - Buff Clan enemies retreat

Notes:

- Defeating Gije before turn 4 will cause the map to end without the reinforcements appearing. If you want more money, don't do that; if you want to finish the stage faster, go ahead.

Quatre informs Bright that he is going to leave Londo Bell; he wants to see for himself what the colonies are doing. Bright isn't going to hold Quatre there against his will, so he lets him go.

Duo is also trying to leave, although he does so without telling anyone. Maura finds him, though. She doesn't ask his reasons, but promises to tell Bright about his absence.

Amu and Daba notice that Trowa has left as well. Leccee wonders if he's just taking his own mech to Anaheim, but it seems that he's actually leaving for good. He's not a soldier, so there's not much they can do to stop him -- Daba decides to let Bright know. Leccee is bemused by the lack of discipline in Londo Bell.

Mio is teaching her familiars to make better jokes. They see Heero passing by and Mio tries to get Heero to participate, but he passes without saying anything. Mio notices he's heading towards the hangar, probably to leave. The familiars think Heero is cold, but Mio says he's just too kind -- it's because he's felt hurt himself that he stays so reserved, so as not to hurt anyone else.

Amuro thinks that the Wing Boys will be back again to fight some day with Londo Bell (or at least, if you take the Poseidal-Guest route at the end of the game they will be...) Amuro reminds Bright of his 2:00 appointment with the mayor of the city. Kou comes in looking for Nina, and Bright tells him that she's at Anaheim with Quattro.

Nina is showing Quattro a new mech -- the Full Armor Hyaku-Shiki Kai. It was made in connection with the Zeta Project. It hasn't been tested in combat yet, but it's passed all the other tests. Quattro is surprised Nina could get the Federation to let them use it; it seems Corwen used his influence. Quattro is allowed to use it.

The Solo Ship has appeared near the Moon (they appear to recognize Earth). They're trying to communicate with the Moon but the communications won't work. Besu wants to try regular old radio communication rather than their fancy sci-fi stuff. Kasha wonders if they've shaken the Buff Clan, but Cosmo thinks they're too persistent for that. Hatari isn't able to reach the Earth with radio waves either; it's like they're being blocked. He calls Jeriba over, and they both decide it must be Minovsky Particles that are preventing the radio waves from working. Besu has never heard of them -- Jeriba tells him that they were used for communication and other things a long time ago, but they're hardly used nowadays. So there's no choice but to go to the Moon directly.

When they reach the Moon, Besu is surprised to see the city -- it looks so old-fashioned. Hatari has a theory that he's reluctant to say because he thinks he's going to get laughed at, but he finally spits it out -- he thinks that when their coordinates got messed up, they ended up going back in time. Hatari knows it sounds like some bad sci-fi novel, but it does seem like that's what happened. Karara doesn't think it's so impossible, though. Maybe this is Ide's power, although it's hard to know why Ide would want to send them into the past. Hatari thinks that in fact their coordinates were exactly right, but since they went into the past, they seemed to be off-course. He thinks they have gone 200 years into the past -- before the Desu Drive (their teleport system) was even invented. Their talk is cut short, however, by the appearance of the Buff Clan. Cosmo and Kasha launch in the Ideon.

(Switch to battle map)

Daram and Gije are still trying to decide why the Solo Ship came here. Daram wonders if the Earth is a colony of the Rogodau -- or even their home planet. He tells Gije to watch out for reinforcements, and not to disappoint him.

Cosmo wonders how the Buff Clan can follow their movements so exactly -- is there a spy on the ship? Kasha seems to suspect Karara, but Cosmo doesn't think so. Meanwhile, Gije resolves to capture the Ideon today.

From Von Braun, Bright wonders what's going on. Amuro feels the same pressure as before from the giant red robot, and they don't seem like enemies. Nina reports that the Solo Ship is asking for reinforcements -- they're claiming they be the remnants of a colony ship from Earth! Bright has no idea what they're talking about, but Nina is not able to communicate back with them. Bright decides to assist them, but he wants to keep the fight away from Von Braun.

Bright tells the Solo Ship they will assist, and Besu thinks Bright's speech sounds very old-fashioned, so it looks like they actually are in the past. Daram hears Bright's communication and recognizes it as the Rogodau language, and orders his troops to destroy them all.

On Turn 4, a DC force shows up, lead by Gato. They have no idea who the enemy force is that Londo Bell is fighting, but they have to do it for Cima, their commander. Gato orders everyone to attack Londo Bell.

When you do enough damage to Gije, he escapes from his mech. Daram leaves him behind as the Buff Clan force retreats, because of all his failures.

After the battle, Besu thanks Bright for the backup, and apologizes for the malfunction of the communication systems. Amuro asks them about their claim to be a colony ship. Besu says that although the Solo Ship and Ideon were found on the planet of Solo, they are Earthlings. They escaped from the attacking Buff Clan and came here. Bright has not heard of the planet Solo, which surprises Cheryl -- it's in the Andromeda Galaxy. Bright can't believe

his ears. He had never heard anything about extra-galactic colonization. Bright wonders if they really are Earthlings. Besu misunderstands this, and says that just because they went into space, they are still Earthlings. Karara gives Besu information, which details the historical exploits of the 13th Independent Unit Londo Bell and their commander Bright Noah. Bright asks why Besu had to look that up in a database, and Besu says that his history's not so great. At this point Bright is totally confused, so Besu starts at the beginning -- they appear to have come from the future. 200 years, to be exact. He knows it's hard to believe, but the evidence is mounting. He asks them to take time to accept it.

Karara thinks that it must be due to Ide's guidance that they travelled into the past. Is there something that Ideon wants them to do? Besu thinks that if that's the case, Ide is a selfish being.

Meanwhile, Shapiro meets with Lady Une. Une doesn't like to see Shapiro -- she says that if it weren't for Treize's orders, she would shoot him right there. Not only did Shapiro side with the aliens despoiling the Earth that Treize loves, but he does things from afar, not getting his own hands dirty. Shapiro says that another way of thinking about it is that the commanders bear the greatest responsibility; but he doesn't have time to talk philosophy with her. He doesn't want to seek useless fights, especially since Londo Bell is around. Une thinks it's sad to see someone rely completely on power, but Shapiro says that it's power that will fulfill his dreams. In any case, it's Une's responsibility to escort and guard Shapiro.

Cheryl wonders why Londo Bell fought for the Solo Ship when they didn't even know it. Jeriba asks Cheryl to get him some communicator he forgot in the ship hatch.

In the hatch, Cheryl muses on Besu's plans in going to the moon city, when she almost gets crushed by something, but is saved by Gije. He introduces himself to Cheryl, and she knocks him out, and apparently captures him. Cheryl wonders what Gije wants from her, and he says that he wants to know about Ide's power. His failures only keep mounting the more and more he fights Ide, and he wants to find out what it is that Ide wants to teach him, even if it means disgracing his name completely. Gije hopes that Ide will show him the right use of power. Gije wants to know who is in the right -- the Solo Ship, or the Buff Clan. Or maybe both, or maybe neither. Gije leaves his life in Cheryl's hands, now that he is lower than a POW even.

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Stage 64S - The Legend of Unlimited Power Ide  
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Player Units: 18 (Solo Ship, Nel Argama, Ideon + 15)

Initial Enemy Formation: Drowa Zan (Haruru)  
                          Jig Makk (Damid)  
                          Dokk Makk x6  
                          Gondo Bau x8

Enemy Reinforcements: Alexandria (Jamaican)  
                          Hambrabi (Yazan)  
                          Bound Dog (Gates)  
                          Psycho Gundam Mk II (Rosamia)  
                          Bound Dog x3  
                          Gabthley x3  
                          Ashmar x3

Events: Haruru reduced below 40% - Buff Clan retreats  
4 EP, or Buff Clan retreats - ER

Notes:

- If Four died (i.e. you did not get her earlier), then Rosamia will join automatically. Otherwise you have to do the following steps:
    1. Attack Rosamia with Kamille
    2. Destroy Gates' Bound Dog
    3. Convince Rosamia with Kamille (Four must still be on the map)  
(Sorry my summary doesn't reflect this but I messed up and then accidentally saved over the file)
  - Move Bernie to 10,48 to get Char's Zaku.
  - If you destroy Rosamie, Gates will die if he is still alive.
  - Four must survive the map to join your team, otherwise she dies for good.
- If Four and Rosamie both die in this map, you cannot use Kamille for a while.

Bright apparently tried to tell the mayor of Von Braun city about the Solo Ship and the Ide, but he just laughed. Amuro does think the story is a little ridiculous, but if they were going to lie it seems like they could come up with something better. Amuro wonders what they're going to do with them. Bright points out that the Federation really doesn't have the resources to deal with something like this right now, so Londo Bell will take care of it as usual. But they're going to have to do something about the Buff Clan, and soon. Masaki seems hesitant to trust them completely, but Judau doesn't think they're bad people. It's not like Londo Bell doesn't have its fair share of oddballs and aliens. Amuro doesn't like the pressure he felt, but they should at least try meeting face-to-face and talking. At this time, Bright gets a call from the Photon Power Lab.

Professor Yumi wants to consult with Bright about something. Mazinger Z apparently can undergo an upgrade, but there's a problem. One choice is just to upgrade the Mazinger itself. The other thing they can do is use Getter Rays to change the Mazinger Z into something else. It would then become the Mazinkaiser. But then the original Mazinger would be lost, which is of course upsetting to Kouji. Kouji is wrangling with the decision right now, and Yumi thought he would consult Bright on the matter. You can pick Mazinkaiser (the first choice) or Powered Mazinger Z (the second). I chose Mazinkaiser. Masaki points out that Mazinger's spirit will live on in Mazinkaiser...well, not quite like Domon's God Gundam. By the way, where's Kamille? Amuro saw him go out with Four. Masaki doesn't understand, and Mio chides him for his lack of knowledge. Ryuune wants to go out with Masaki too. Masaki doesn't know where they would go.

Meanwhile, Cheryl goes to the mess hall and steals food for Gije. She takes it back to him. Gije seems hesitant to eat it, but Cheryl says it's not poisoned. Not that Gije would care if it were. Gije thinks his obsession with Ide is pathetic.

Kamille and Four are together, when they see someone approaching. Four doesn't know him, but he has the same "smell" as Four. The man also thinks that Four and he have met before. Kamille tries to protect Four from him, and the man tells him that being brave isn't everything. After he leaves, Four declares that she wants to fight too. Like she said before -- she doesn't hate fighting, as long as it can be for Kamille's sake. Kamille promises to talk to Bright.

Besu is trying to explain to Kasha what happened. Ide seems to have a will of its own. Cheryl walks in late, and Kasha tries to get Cheryl on her side.



Isn't it ridiculous that Ide has the power to control destiny? Besu explains to Cheryl about the time travel; she doesn't believe at first but Besu explains all the evidence to her. Cheryl herself studied the Ide, so Cosmo wonders if she can shed any light on what's going on. Cheryl doesn't think that time travel would be beyond Ide's power. Cheryl can't say for sure, but she thinks that Ide's power could be unlimited. She had wanted to test that on the moon, but the equipment to do so doesn't exist if this is 200 years in the past. Cosmo can't believe that unlimited power actually exists, but Cheryl reminds him it's just a theory. It is true, though, that Ide is a collection of spiritual energy. She doesn't know any more than that. Besu thinks there must be some way here to do more research on Ideon. Kasha wonders why the Buff Clan is here too. Cosmo's guess is that Ide has something for them to do, that involves the Buff Clan as well. Kasha doesn't accept that. Besu sees that their only choice is to ask Londo Bell for help. But at that point, the Buff Clan catches up with them. Besu calls for Londo Bell's help and then orders everyone to pull back from the battle.

Amuro and Bright can see from Besu's communication that they're hoping to avoid damage to the Moon by taking the fight elsewhere. Londo Bell heads towards the battle with full speed.

(Switch to battle map)

Haruru wonders why their ship suddenly came out of subspace, but the bridge crew has no idea. However, she sees the Solo Ship and counts herself lucky. Damido Becchi asks for permission to sortie, which Haruru gives.

Cosmo and Kasha head out in the Ideon, despite Besu's protests.

Once you hurt the main ship enough, Haruru orders a retreat. Some Titans remnants then appear. Jamaican says that their mission is to destroy Londo Bell. Rosamia appears in the Psycho Gundam, and Gates tries to get her to attack LB. Yazan doesn't like Enhanced Humans, but Jamaican reminds him that their mission is what's most important. Four appears in a Gabthley to help.

If Gates and Kamille fight, Gates realizes who Kamille is, and by extension, that the previous woman was Four. He promises to defeat Kamille and take Four back -- Enhanced Humans like them are lower than tools.

Kamille is sad over Rosamia's death, but Four tries to convince him that it's not his fault. She tells him that it's all right to cry, but that he shouldn't be too sad because she lives on inside him. Kamille is thankful to have Four there.

Four tells Bright that she's ready to fight, for the sake of Kamille, which seems to give Fa pause.

At the Guest base, Rof is concerned that Shapiro hasn't been around in a while, but Zezernan has sent him on a special mission. Rof doesn't like that Shapiro is on his own, but he doesn't question Zezernan. Instead he asks him what is to be done about the Buff Clan. Zezernan doesn't think it's a good idea to get involved with them, especially since Scirocco has already made contact. Scirocco is very dangerous, or at least as dangerous as monkeys can be. Zezernan then gives Rof some mission.

Bright, Amuro, and Quattro go to meet Besu on the Solo Ship. Besu tells them that the Solo Ship is currently being pursued by the Buff Clan, and they thought that if they could return to Earth, things would work out. Bright wonders if they can get back to their own time, but Besu has no idea -- it may be up to Ide. Bright asks about Ide, and Besu tells him that Ide might have unlimited power. Besu realizes that this sounds like fiction, but it seems

that the Buff Clan is pursuing them for this power. As for what they are going to do, they need to find out how to control Ideon. If they can do that, they can finish off the Buff Clan themselves. Bright pledges any help he can. Besu wonders if there is a huge computer he could use. Bright can offer something like that, but he doubts that a 200-year old device would be of much use. Besu decides that they should talk to Cheryl directly, and has Rotta call her.

Rotta finds that Cheryl is harboring Gije, but she begs Rotta to keep it quiet. Rotta recognizes that Gije is from the Buff Clan, but he asks her to keep his presence secret for now. Rotta doesn't feel like she has the authority to do that.

Cheryl comes to the bridge. Even though they don't have access to something with the power level of the Gloria, they can at least analyze word patterns with something that can act as a network database. If they can just decode the writings of the Sixth Civilization, they may be able to figure Ideon out. Amuro suggests the Anaheim Electronics computers. Quattro doesn't know if Anaheim will let them use the computers, but Amuro thinks they can trade battle data. Besu thanks them, and Bright has one more thing to talk about -- the Buff Clan. Besu says not to worry about that -- the Buff Clan is pursuing the Solo Ship, so they'll take care of that themselves. However, Bright can't just leave them to their own devices, so he pledges Londo Bell's help, which Besu is thankful for.

Later, Rotta wants to talk to Besu about something, but Gije shows up himself. Besu recognizes Gije. Besu wants to arrest Gije, but Gije doesn't want to fight -- he just has a request. He knows that he's not really in a position to beg favors, but he just wants to be allowed to live for a little bit longer. All he wants to do is see Ide's activation with his own eyes -- if he can just do that, he doesn't care if they kill him. Besu brings him to the bridge, unwilling to make that decision on his own.

Kasha doesn't hide her feelings -- she wants Gije dead. Gije has fought them so many times, how can they sit here and consider just forgetting all that? Gije says once again that they can kill him after he sees Ideon's awakening, but this doesn't soothe Kasha's anger at all. Besu realizes that there is the legend of Ide awakening under the forces of good, but how can they ignore their hatred for Gije? Gije tells them tearfully that he has no idea how to make amends for what he has done so far.

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Stage 65S - Light, Becoming a Flame  
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Player Units: ZZ Gundam, GP-03 Dendrobium, Zaku Kai, Re-GZ, Gundam Mk II, G  
Defenser, Zaku Kai, Old  
Zaku

Player Reinforcements(1): Ideon

Player Reinforcements(2): 10 (Ship + 9)

Initial Enemy Formation: Sage Orbus (Giwaza)  
Auge (Nei)  
Ashura Temple (Anton)  
Ashura Temple (Heckler)  
G-Roon x4  
Bat-Shu x6  
A-Taul x2

Enemy Reinforcements: Graf Shuperin (M'Quve)

Lafressia

Val Varo

Elmeth x2

Brau Bro x2

Gerbera Tetra x6

Events: 3 PP - PR(1)

4 EP - ER

6 PP - PR(2)

Ideon destroyed - DC retreats

Sage Orbus reduced to 80% or lower HP - See notes

Notes:

- If you reduce the Sage Orbus below 80%, there will be an event, and then the Sage Orbus will begin to move towards the edge of the screen. When it reaches the edge, the Poseidal army retreats.

- Try not to let the Ideon die since it costs 44,000.

Looks like the Anaheim computers weren't suited for what the Ide people needed. Decoding the writing with their computers would take 63 days. Cheryl thinks it's the computer's fault, but Nina has an idea. She spews some technobabble that she thinks will be able to decode the writing with the computer, but it will require the strongest computer known at the present -- the Magi, which is at NERV headquarters. Cheryl didn't think any sort of powerful AI existed at this time, but they have to try what they can. The problem is that they can't return to Earth now. However, they can connect to NERV's computers from Anaheim. The main problem is that Ikari Gendo probably won't give them the access they need to do it. But they should at least try.

Meanwhile, they've found another weapon for Ideon -- nobody knew it was a weapon because it was too big. It uses Micro Blackhole Engine technology, but to control the power is quite difficult. Cosmo would have to take the entire brunt of keeping control of the weapon, so they would need a third pilot. Their only candidate is Besu.

However, it seems that Besu is sick.

Haruru gets a communication; not from Hannabil Gen at the homeworld, but from Daram Zuba. Daram tells Haruru his idea about Earth being the homeworld of the Rogodau. This shocks her, but of course they can't know for sure. He wants to talk to her in person about the details., and she tells him to remember that she's in charge. Daram also says there's somebody he wants her to meet.

It seems that Besu just has a cold. So it's left to Hatari to deal with Gije -- it seems they want to put him in the Ideon as the third pilot. Kasha can't believe they're going to replace Moera with Gije, but Cheryl reminds her that she doesn't have the authority to reject the decision. Kasha thinks that Gije is deceiving everyone. Hatari is not ready to trust Gije fully yet, which he fully understands. If he makes one move indicating he's going to turn against them, Rotta is to kill Gije.

Surprisingly, Gendou gives Bright permission to use the computer. That's all well and good, but Bright was disturbed by Gendo's reaction when he learned about the Ideon. He actually saw a flash of surprise on Gendo's face. Nobody seems to like him, although Chris thinks that Gendo is surprisingly handsome (which upsets Bernie). Judau thinks it's natural to be surprised -- who's ever heard of unlimited power? In any case, they should start the analysis.

Bright notices that the Junkyard ZZ crew all seems to be up on the bridge. They apparently want to do some training or pass the time. They feel like they're useless the way they are now. Kou will be with them, so there's no problem. Amuro thinks it's a good idea, and both Quattro and Judau decide to go with them. The more they talk, though, the more suspicious they sound. Nina suggests they go to Anaheim's testing area, which seems to delight Elle. Since there are no enemy signatures in the area, Bright allows them to go.

Meanwhile, Nei is creeping towards the Moon with a Poseidal force. Giwaza, who is another one of the 13 high generals, would welcome a fight. He is a warrior, after all. Nei doesn't like the cease fire either. They detect energy readings from above the Moon; it seems like weapons. Giwaza doubts that they have been discovered, but he orders everyone to battle anyway.

(Switch to battle map)

Kou is suspicious because there seems to be too high a concentration of Minovsky Particles in the area, but Keith doesn't think there's anything to worry about. It was actually Roux who did this, and she goes to talk to Beecha. Roux has apparently seen through their plans. Rather than doing training, they hope to surprise the enemies with their little band...actually that's not what they had in mind at all, they're going to sell the mobile suits they took and then escape. Roux demands to be let in on the scheme as well. Giwaza's mech appears, and Beecha thinks it's the person they were hoping to sell the suits to. However, when the rest of the Heavy Metals come out, it's clear that it's not who they were expecting.

A few turns later, the Solo Ship appears. The Ideon launches with Gije as the third pilot -- Rotta reminds him that she'll shoot if he does anything wrong, and Gije says it's OK to shoot him 12 times if he screws up. He is happy just to see Ide activate from the inside. Cosmo tells Hatari to take the Solo Ship away. It seems that the Ideon will not be able to use that really powerful attack, which makes Kasha wonder why Gije is necessary at all. They really should have three pilots, though.

A little bit later, a DC force led by M'Quve shows up. He seems interested mostly just in the Ideon.

When the Ideon is destroyed, M'Quve is disappointed with the lack of data, and the DC units retreat.

When you hurt the Sage Orbus a bit, Nei rushes to its side and begs Giwaza to retreat. He wants to stay and fight, but she convinces him that there is no shame in retreating; that they can repay this insult any time they want. Giwaza trusts Nei enough to begin the retreat.

When Giwaza reaches the side of the map, everyone retreats.

The ZZ team is thankful for being saved, but Bright seems to know what they were up to -- they suspect Roux, but she claims she didn't say anything. What actually happened was that they were using the Nel Argama's communication network, and their buyer contacted them during the battle saying he wasn't going to come close. Bright gives them all a good slapping (Mio is happy to see the famous Bright slap), and sends them to the brig to think things over.

Meanwhile, Haruru has accepted that they are unable to contact the Buff Clan homeworld. Daram comments that they could go back to the homeworld, but that's a bad idea with Ideon right in their face. Daram still has that person that Haruru was supposed to meet -- it turns out to be Scirocco. Haruru can't believe that Daram brought one of the Rogodau into their bridge and pulls a gun on him, but Daram tries to get her to calm down. Scirocco tells Haruru

that he is not one of these Rogodau -- he is their past form. Haruru doesn't care; he's still an enemy. Daram wants Haruru to consider their situation -- they can't get supplies from the homeworld at all. Scirocco promises that he can get both food and weapons for them. Haruru wonders what Scirocco's angle is, but she's sharp -- she guesses correctly that he wants to keep the aliens fighting each other so that they can focus on the civil war. She agrees to the alliance. In any case, since Londo Bell seems to be protecting the Ideon, they have the same enemy. Haruru leaves, and Daram comments that she only puts up a face of being strong.

Kasha is impressed that Gije fought for real -- is it OK to trust him? Cosmo is ready to trust him.

Leena is learning how to use the communication equipment, which Judau doesn't seem to like. What about their schoolwork? Fa and Emma both think this is a kind of schoolwork; she's a quick learner anyway. Leena tells Judau to stop treating her like a kid. At that moment, there's a distress signal from a Federation ship between L3 and L4 space. Judau is forced to reluctantly admit that she's capable of handling the communication. Amuro doesn't think they can ignore the SOS signal. They get a communication from the Solo Ship, and Hatari suggests that the Solo Ship go to the distress call, since they have their teleportation system. Bright allows them to go.

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Stage 66S - The Launch of Gunbuster  
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Player Units: Excelion

Player Reinforcements(1): Gunbuster

Player Reinforcements(2): 16 (Ship + 15)

Initial Enemy Formation: Kadomoa Zan (Hannibal)

Gido Makk x4

Adigo x4

Gondo Bau x8

Enemy Reinforcements: Hamma Hamma (Mashmyre)

Endora (Gotton)

Gelgoog J x3

Gaza C x3

Zaku III x2

Events: Excelion reduced below 40% HP - Gunbuster appears

Hannibal defeated - ER

Notes:

Tashiro, captain of the Excelion, is being chased by some enemies, but they've managed to get away with their fast engine. Tashiro worries about the effect of the technology, since they didn't develop it themselves -- but it seems to be fine, and the same technology resulted in the Gunbuster as well. Tashiro wants to work for peace in the galaxy, which he loves.

Meanwhile, Noriko is late for her training with the Coach. She begins to train with him, but he can't do anything but criticize her performance. The Coach tells her that she is the only one who can protect herself, but she can never sacrifice her friends to do that. She has to protect both herself and her friends. Kazumi comes in to talk about Noriko, so they stop the training

temporarily.

Kazumi wonders if Coach really intends to push Noriko until she can use the Gunbuster -- why can't Kazumi just use it herself? Coach tells her that the machine is for Kazumi and Noriko -- Kazumi should worry about herself, instead of being so egotistical. Kazumi accuses Coach of being egotistical; if he wants to take out his anger and desire for revenge on someone, it should only be Kazumi. Once water has spilled from a cup, you can't put it back in. Coach tells Kazumi that you can get new water, though.

The Excelion comes under attack again, so Tashiro sends out an SOS. He tells everyone to hang on until reinforcements can arrive.

(Switch to battle map)

Hannibal is leading a Buff Clan force against the Excelion (apparently Tashiro was being chased by the Buff Clan before. Even though they're surrounded, Tashiro resolves to fight -- he tells them to fire all weapons, in all directions. All of the surrounding Buff Clan mechs are destroyed. But then Hannibal has more come out, and now it's too late to fire all the weapons like they did before.

After the Excelion takes some damage, Noriko is quite depressed, thinking that she's just going to die in space without doing anything. The lasers on the Excelion are damaged, but then Noriko decides that she's going to be reborn here -- as someone who won't cry, and won't rely on anyone else, but who will see things to the end with her own power. Meanwhile the Excelion's damage is growing. Kazumi catches Noriko heading for the Gunbuster. The Gunbuster is still undergoing checks, so they can't take it out yet. Noriko says she won't die -- the weakling inside her did die, though. She has to fight now to protect her friends and live to another day. Kazumi decides to go with Noriko -- Noriko tries to stop her, but Kazumi reminds her that the Gunbuster is for two people; they live or die together.

Now there's a video of the Gunbuster launch. The captain tries to stop Noriko from using it, but Coach tells Noriko that it's time for her to fight -- so she goes into battle. Hannibal notices that the Gunbuster is even bigger than the Ideon, but that one more mech isn't going to change anything. Kazumi tells Noriko that they only have 10 minutes (turns) for the Gunbuster to last; they have to get the enemy flagship in that time.

Once you defeat the Buff Clan, a DC army shows up, pursuing the Excelion. Gotton tries to get Mashmyre to ask for surrender, but Mashmyre thinks that Gotton is being a weakling. At the same time, the Solo Ship appears. Bright recognizes the Excelion but is surprised that it's finished. Cheryl doesn't think there's any record of that. Tashiro, recognizing Londo Bell, tells Noriko to leave things up to them, but she still wants to fight. Coach urges her to return, and Kazumi convinces Noriko to do it. Tashiro leaves as well. Meanwhile, Besu has recovered from his illness so he's on the bridge again. When Londo Bell appears, Mashmyre wants to go after them -- Gotton reminds him that their goal is the Excelion, but Mashmyre doesn't listen.

Once you defeat Mashmyre, DC retreats.

Bright introduces himself to the Excelion crew. Tashiro wonders who those aliens were that attacked them before Londo Bell showed up. All they know is that they kept calling them Rogodau. Of course those were more Buff Clan members. In any case, Gunbuster needs maintenance so they have to go back to the ship. Bright offers to guard them, but Tashiro doesn't want any help since they are a secret project. However, he promises to come back if they get in trouble.

After they leave, Bright explains what he knows about Excelion, which isn't much. It was built in space and orbits around the Earth. Apparently they had help building it from the Haran Zaibatsu -- it seems like he likes big things.

Corwen contacts Londo Bell, congratulating them on their efforts -- however, it was tough getting in touch with them since they're on the Solo Ship. Corwen has good news for Bright; Banjou's group has defeated both the Devil Gundam and the DC forces on Earth. All that's left now are the Doucgars, so they should be able to deal with things fine. So Banjou's group will soon come to space. Space is still in a lot of trouble, of course, so they have a lot of work to do. Also, Treize was named head of the Parliament yesterday. Bright is surprised since he didn't think Treize was the kind of person to come to the forefront on his own. They may not be able to trust him fully, but they need someone with his ability to lead right now.

Masaki thinks that Treize deceived them, stealing power while they were away. Kuro thinks Masaki is treating Treize the same way as Shuu, but Masaki just doesn't like people who claim to not want something but then take it. It's time to meet up with Banjou, though.

Back on Earth, Une isn't sure it's a good idea to let Londo Bell regroup, but Treize lets it go -- space is still chaotic so their power is needed. In any case, they love the Earth. He's also willing to let the Solo Ship go for now. Meanwhile, the scientists they captured have created some Gundams for a certain two pilots. Treize has business to attend to, so he leaves.

Banjou is naturally surprised when he learns about the Solo Ship, and Ritsuko doesn't think the time jump is even possible -- but they have to face reality. Amuro sees that both Getter and Mazinger have been upgraded, although he's a bit worried about their strength. Bright thinks that they need to use the power now and worry about how to deal with it later.

Bright shows Amuro some data they received from NERV. They got it from a man named Kaji, who is in NERV but also the Federation intelligence division. It seems that NERV has started doing something in the shadows, with Treize assisting them. In addition, it seems that SEELE, who was controlling NERV, has been dismantled, and Gendo Ikari has taken power. Amuro wonders if this has to do with the Ideon, but there's just no way to tell. They may not be able to tell until after this fight is over.

Kycilia reports to Gihren that the Earth DC has been completely destroyed. Gihren doesn't seem to care much; as long as they can complete what they're working on, neither Londo Bell nor the colonies will be any problem. Kycilia seems concerned, though.

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EARTH ROUTE  
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Stage 62E - The Opened Seal  
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Player Units: 17 (Ship + 16)

Player Reinforcements: Shin Getter

Initial Enemy Formation: Flying Fortress Ghoul (Dr. Hell)  
Flying Fortress Ghoul (Count Brocken)

Flying Fortress Ghoul (Baron Ashura)  
Mechazaurus Dai  
Lion X1 x2  
Fighting Beast Gratonius x2  
Fighting Beast Oberius x2  
Mechazaurus Shig x2  
Fighting Beast Jenova M9 x3  
Mechazaurus Zen  
Fighting Beast Abdora U6  
Fighting Beast Spartan K5

Enemy Reinforcements: Fighting Beast Gratonius  
Fighting Beast Oberius  
Mechazaurus Shig x2  
Fighting Beast Spartan K5  
Fighting Beast Abdora U6 x2  
Fighting Beast Jenova M9 x3

Events: Enemies reduced to half - If Dr. Hell is still alive, ER

Notes:

Since so many people are gone, Beauty has to man the radar system on the ship, which seems to unsettle a number of people.

At the lab, the Getter team asks Professor Saotome for permission to use a certain machine. Apparently when Kouji went back to the Photon Lab earlier, there was an accident. But they need to explain this from the beginning.

Meanwhile, Fuyutsuki (at NERV) is talking to SEELE, who apparently are agitated about something. Fuyutsuki wonders what Gendo is up to. Later, SEELE asks Gendo about the mysterious energy signature at Saturn. Gendo refuses to answer; he says that as long as he's holding to the schedule, it doesn't matter. SEELE agrees, but they remind him that their eyes see everything. Later, Gendo wonders if SEELE will stand in his way -- after all, they did give up their own bodies and throw their lot in with aliens.

Back to the lab -- Saotome explains that the old Getter was being experimented on, when there was trouble with the equipment, and the old Getter got bathed in a huge amount of Getter Rays. The Getter itself wasn't damaged, but it suddenly changed shape. The story is cut off by a DC attack. Shinobu wonders why they didn't hear about this earlier -- it seems that Beauty wasn't paying complete attention to the radar. Reika wishes that Banjo had picked her instead. Ryou wants to ride the "new" Getter, but Saotome says that they can never control the power. While they're arguing, everyone else sorties.

(Switch to battle map)

Dr. Hell came here based on information from some third party whom he doesn't entirely trust. Ashura detects a strange output of Getter Rays; Brocken just thinks that the Getter is broken and that this is the perfect time to attack. Ashura isn't so sure, but Brocken accuses him of being a coward.

After turn 1, Ryouma and the rest of them want to go out in the new Getter, but the Professor won't let them -- he doesn't want what happened before to happen again. The Getter team still wants to go out regardless.

After turn 2, the Getter team goes to get the new Getter and are surprised by how it looks. They are ready to get in, but Saotome stops them -- there's a code that needs to be entered before the Getter can be used, and Saotome is the only one who knows it. Saotome wonders why they can't just trust their



friends to deal with the battle. Ryou says that it's exactly because they believe in their friends that they want to help them fight now. Hayato says that if their friends got hurt, they would regret it for their whole life. Benkei says that none of them, even the departed Musashi, would want to just leave everything to other people. Saotome relents, and lets them take the Getter. He thinks they've grown up when he wasn't watching, but the team says that it's due to Saotome that they were able to grow up. He warns them about the power of the Shin Getter, and then orders them to go out and fight.

When you defeat Brocken, he decides to do one last thing before he dies, and tries to destroy the lab. Getter goes to stop him, and Ryou starts to feel a strange energy in their minds. After a while, he unlocks the Stoner Sunshine attack. He promises to destroy Brocken, who acts tough as usual. Stoner Sunshine hits him and he dies, crying "DC Banzai!" Ryou realizes that they could only use the attack once right now but that they'll be able to learn how to use it better in the future.

After the fight the Getter team tries out their new toy. They have some trouble changing into the various forms, and they start squabbling with each other, but Saotome reminds them that they have to work together to use the robot. After that, they successfully transform. However, just as they finish, Master Asia appears. Domon notices his presence, and comes out in the God Gundam. He asks Master Asia what they did with Allenby, but MA claims ignorance. MA tells Domon he's still just as stupid as he was before. Domon promises to kill MA in one hit. Banjou believes that MA is trying to provoke Domon because that's the only way he'll be able to escape. Probably he didn't expect anyone to be at the lab. However, they're just going to have to trust Domon to take care of things.

Master Asia laughs at Domon -- as if the student could beat the master! Domon refuses to call MA "Master" anymore, though. They continue to trade insults as the battle progresses. After a couple of turns, the Devil Gundam shows up. MA blames Wong, and the rest of the Londo Bell members want to help, but Domon waves them off. MA sees he has to change the plan, and Master Asia becomes an ally and protects Domon from the Devil Gundam's attack. Domon is confused, and wants an explanation. MA ignores that and tells Domon to remember a long time ago when he used the hidden attack of their martial arts school - Sekiha Tenkyouken. Master Asia shows it off against the DG. Domon remembers the time when Master Asia used it before, when Domon was surrounded by wolves when he was lost during his training. Ryou (of Dancougar) has even heard of the move. MA says he never taught it to Domon because Domon never changed -- he was always trapped in the past. Master Asia's leg was hurt, though, so now Domon has to step in. A horse appears, and Master Asia gets on it and tells Domon to use the Sekiha Tenkyouken, which he does, and Kyouji retreats. Domon wants to go after Kyouji, but MA stops him. Domon calls him "master" again. Domon wants to talk to MA more, but MA leaves, telling Domon to beware of the sins of the world -- the ego of humans is destroying Earth and space; this is truly the twilight of humanity.

Everyone is left wondering what Master Asia's true intent is, but they can't really do anything to find out.

Meanwhile, Master Asia sees that Wong sent the Devil Gundam out to hasten the awakening of the core. He continues to chase the DG, hoping that Domon will answer his call.

Kouji receives word from Professor Yumi about powering up the Mazinger. That's the reason Saotome was in the Photon Lab before -- he was assisting Yumi with a new model Mazinger. They should go to the Photon Power Lab for details, though. Kouji wants to go immediately, and Banjou thinks it's a good

idea since NERV hasn't contacted them yet.

Meanwhile, Wong is getting the news of what happened. At least the damage to the Devil Gundam was not severe, and they learned that they can't control the thing fully. They'll go ahead and use Allenby for testing on the DG cells; the core is not ready yet. As for Master Asia, the age of old men like him is gone, so they don't really have to bother with him.

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Stage 63E - Deciding Battle in New Tokyo  
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Player Units: EVA 01, EVA 02, EVA 00

Initial Enemy Formation: Great General of Darkness  
                          Fighting Beast Dante (Dante)  
                          Fighting Beast Oberius  
                          Fighting Beast Granios  
                          Fighting Beast Zgarl x2  
                          Lion X1 x2  
                          Fighting Beast Spartan K5  
                          Fighting Beast Jenova M9 x2  
                          Fighting Beast Abdora U6 x2

Events: GGD reduced to 20% HP or below - Scenario end

Notes:

- This mission has two parts, but the second part is basically a story battle.
- For the first part, unless you are really desperate for money and experience, you might as well just kill GGD and end it. Two Spirit Progressive Knives from Shinji (if fully upgraded) can do it.
- For the second part, things can happen in different ways based on several factors. Just use Flash on Rei every turn and you won't lose no matter what. It's impossible to kill the Angel without the story event unless you cheat.

Gendo and Fuyutsuki are off to Brussels, which makes Misato a bit suspicious since they didn't hear anything about the reason. But they don't have time to worry about this because they have to tend to the EVAs. However, they have too little time and resources to make major upgrades to every one, so Misato has to decide which units will get the upgrades. You get to increase the HP, Armor, and Mobility of the EVAs, once each. (Contrary to what other walkthroughs say, you can give all three upgrades to the same EVA if you want.) You pick HP, Armor, and Mobility in that order -- the choices of EVA are in numerical order (i.e. Shinji's is the second choice). Afterwards, Ritsuko notes that the EVA 0 and 2 can use the Positronic Rifles as well. The Children have all been undergoing tests, and it seems that Shinji is the best of the three [this is only true if Shinji's synchro rate is highest].

In Brussels, Gendo has gone to see Treize. They haven't seen each other in 12 years -- Gendo can't believe that Treize has risen to such heights in that time. Treize tries to humble his position and say he didn't really want it, but Gendo realizes his power. They each have parts of their past they don't want to be known.

Kaji comes to Misato, who is looking at the sea. He tries to put the moves on her, but she resists. Kaji wonders why Gendo and Fuyutsuki are gone now -- who could they be meeting? Both Kaji and Misato hate secrets.

Meanwhile, Asuka is looking for Kaji. Shinji doesn't know where he is, and of course it's useless to ask Rei. Asuka really wanted to show off her new

swimsuit, but she's not sure Shinji can handle it. Shinji of course takes this too seriously. Ritsuko comes to talk to them -- she comments that they draw closer to each other unconsciously. She's actually looking for Misato, though. Shinji volunteers to find her.

Treize and Gendo finish their talk. Some person they are talking about is going to come from space soon. Gendo thinks this plan is kind of brazen for Treize, but Treize just says his usual spiel -- he loves the Earth, and the age will judge him accordingly. Treize promises to tell Gendo when the plans are ready.

Afterwards, Fuyutsuki is concerned about Treize's danger. Fuyutsuki thinks they're running out of time, and Gendo says the time to move is soon.

Shinji finds Misato with Kanji. He tells her that Ritsuko is looking for her. Kaji tries to invite him for tea, but Shinji leaves.

Ritsuko wants to talk to Misato about the EVA 03, which is under construction in America -- it's going to be coming to NERV soon. They don't know why yet, but it has something to do with the S2 engine. Misato remembers the S2 engine being intended for the EVA 04, but then their talk is cut off by an attack of about 12 mechs. The EVAs are ready to go, though.

(Switch to battle map)

The Great General of Darkness is leading a DC force. He demands that NERV give up its clone technology. Of course Misato isn't about to do that. So the EVAs appear. Misato tells them to aim only for the GGD. Asuka suggests that Shinji go out to the front, since he had the highest synchro rate, and he's also a brave man. She was joking, but Shinji offers to go out into the front anyway, surprising everyone. After all, fighting is a man's work. Ritsuko comments on Shinji's maturity, but Misato thinks that growth and confidence are two different things.

When you hurt the GGD enough, an Angel shows up; one they've never seen before. The Magi is not telling them what's going on yet. GGD sees the Angel but doesn't worry about it; he can take care of that thing too. The Angel begins to charge up weapons, and fires them at GGD. GGD retreats, as do the rest of the DC units. Ritsuko and Misato are confused about why the Angel attacked GGD. Now it comes for NERV, and Shinji is ready to defeat it. Misato urges him to retreat for now. They seem to have some time to plan since it's not attacking the city.

No attacks seem to work on the Angel. It seems that the Angel is simply destroying everything that's too near its goal. If the EVAs get too close, they would be destroyed. The Angel's AT Field seems to be quite strong. Currently the thing is heading for NERV, destroying the shield around it. The EVAs will take another three hours to fix, but it will be another 6 hours before the Angel reaches the shield. They do have a plan, though.

Meanwhile, at the Photon Lab, Yumi unveils his plan to power up the Mazing Z with Getter rays. This will destroy the old Mazing, though. Although, it won't be so much destroyed as it will be evolved into something called the Mazinkaiser. They do need as much extra power as they can get, however, they can't make this decision for Kouji. If he doesn't want the Mazinkaiser, they can just make upgrades to the old Mazing instead. It won't be as good as the Mazinkaiser, though. You can now pick either Mazinkaiser (the first choice) or powered-up Mazing Z (second choice). I chose Mazinkaiser. Kouji wants to help with the process so that he can see the birth of the new Mazing.

Shapiro has come to see Treize and Gendo in Brussels. This is only the second time Shapiro has met Treize. Gendo introduces himself. Just as they are about to begin, Gendo gets a call. It seems to be about the current situation at NERV; he leaves Misato in charge of the whole operation. Gendo explains to the others that there's some minor trouble at NERV; nothing to worry about. Shapiro asks if it's an Angel; Gendo is surprised that Shapiro knows about them. He says that he (not "we") has gathered a lot of information. They begin their conference.

Back at NERV, Makoto is trying to contact Bright, Banjo, or Corwen, Misato doesn't think that's a good idea; Gendo would scold them later. They do have a plan anyway. It's a Positron Sniper Rifle custom made for the EVAs. They'll fire at the thing from far away and take it out in one hit. The Magi have consented with a 2-1 vote, and the success percentage is 8.7. The worry is whether the rifle can penetrate the thing's AT field. It should be able to according to the calculations, but they can't be sure. However, Ritsuko wonders where they can get the energy to fuel such a big weapon. Ele offers the use of the Goraon's Aura Converter, which makes spiritual energy. It should work, but it will take 4 hours to complete modifications. That only leaves 2 hours to beat the Angel, which is cutting it pretty close. However, this is their only choice.

Misato explains the plan to the Children. Asuka doesn't like sniping from far away, but it really is their only choice. She wants to just try barging in and attacking, but actually it's going to fall to two of the EVAs to act as decoys. Shinji will fire the weapon, and Asuka and Rei will be the decoys. Even though Asuka didn't want to shoot the weapon, she's still upset that Shinji got chosen to do it over her.

(Switch to battle map)

Everything is completed in time. Ritsuko reminds Shinji that he's going to have to aim carefully, but that if he just does everything and presses the switch, it'll be OK. Shinji wonders what happens if he misses, but Ritsuko tells him he can't think about that. Shinji is worried he'll die, but Rei tells him that she'll protect him. Shinji admires Rei's strength, but Rei says she doesn't have anything else. As Rei and Asuka move forward, everyone hurries to complete the preparation for firing.

The preparations continue after the first turn.

Finally on the third turn it's ready to fire. Shinji fires at the Angel, but the Angel is able to deflect the beam. The Angel, meanwhile, is beginning to penetrate NERV's shields. They get ready to fire again, but the Angel shoots at Shinji. Rei protects Shinji from the blast, and then Shinji fires a second shot. This shot kills the Angel. Rei seems to be severely hurt, and Shinji cries for Rei, telling her that she shouldn't say she has nothing. Rei doesn't know what emotion to have, and Shinji tells her to smile. She does.

Everyone is all smiles after the success of the plan. However, Ritsuko wonders what the real intention of building that stupid cannon was -- was she actually going to put it on one of the EVAs? Misato sheepishly admits that she was, despite its weight. Whatever, at least they succeeded.

Treize and the others finish another meeting that we don't get to see the contents of. Everyone seems pleased with the decisions, and Treize reminds them of the historical significance of what they are doing. Shapiro leaves, and Fuyutsuki reflects on how someone who betrayed the human race was able to become a commander of the alien forces. Gendo reminds him that humans are creatures who can easily betray people to protect their own inner peace. Fuyutsuki wonders if it's OK to trust him. He also wonders what to do about

the person that's sniffing around NERV; Gendo says to let him do whatever he wants (perhaps Kaji?) Fuyutsuki is afraid that he'll affect Misato's work, but Gendo is prepared for that.

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Stage 64E - Those Who Weave Fate  
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Player Units: 4 (Goraon, EVA 01, EVA 02, EVA 00)

Player Reinforcements(1): Mazinkaiser or Mazinger Z

Player Reinforcements(2): 11 (Guran Guran + 10)

Initial Enemy Formation: 14th Angel Zeruel

Enemy Reinforcements: Byudorifa (Sety)  
                          Org Baryu (Zeb)  
                          Lestgrunch x4  
                          Grassidow Ryu x3

Events: 1 EP - ER  
          2 PP - PR(1)  
          4 PP - PR(2)  
          Shinji defeated by Zeruel - Mission clear  
          Zeb or Seti reduced below 70% HP - All Guest units retreat  
          Zeruel defeated - Guest units retreat, mission clear

Notes:

- As you can see, there are several ways to finish this stage. The big decision you have to make is whether you want to spend 40,000 (the repair cost of EVA 01) to get the S2 engine. All it does is enable EVA 01 to move freely without being connected via cable. If you do not want to spend the 40,000, you will have to defeat Zeruel -- just launch finishing attacks of Super Robots at him until he dies.
- If you do want the S2 engine, finishing the stage is easy if you don't care about money; just use Awaken on Shinji and then attack the Angel twice.
- If you want extra money, defeat as many of the Guest units as possible. Defeating Zeb or Sety will be quite difficult -- you can do it by using Exhausts, then a 150 morale Spirit Hyper Aura Giri (full upgrade), but you may need a critical.

Kouji is impressed and surprised by the Mazinkaiser. Everything is already set up for Kouji, so he can pilot it immediately. Now you get a video of the Mazinkaiser taking off.

Back at NERV, Kaji is sneaking around -- Misato finds him and draws a gun. She is suspicious of him -- he works at NERV, but he's also a very high level intelligence officer with the Fedearth. Misato informs Kouji that if he continues whatever he's going, she'll kill him -- not on Gendo's orders, but of her own will. Kaji responds that Gendo is just using him. He apologizes for hiding things from Misato, but notes that Gendo and Ritsuko are also hiding things from her. He shows her something which he calls "Adam"; the beginning of everything. This is called the "E plan" -- the Human Complementation Project. Misato recognizes Adam as the First Angel. Does this have something to do with Gendo's conference with Treize? Kaji tells her that it's already started.

Maya wonders if Makoto likes Misato, which flusters him. He tries to push this off on Shigeru, who likes Ritsuko. Maya seems disturbed by this. Misato

comes in and orders them back to work. At that moment, the alarm sounds -- an Angel is approaching. Misato holds the EVAs back, but Gendo mysteriously reappears and orders them to go out and fight.

Rei wonders if Shinji is scared at having to fight again. He's not, but he has a hard time saying his feelings. Asuka breaks up the lover's meeting (Shinji protests they're not lovers), but before they can talk any more, it's time for them to fight.

(Switch to battle map)

The Goraon appears to help the EVAs. Misato is hesitant, but Gendo thanks her for the help. The Angel makes a strange flash of light that messes up the shields of NERV -- if it can attack that fast, they need to take care of it quickly.

Soon, Sety and Zeb show up leading a Guest army. Fuyutsuki wonders if SEELE called them in; Gendo tells him that Guest hopes to take control of NERV directly.

Next turn, Kouji appears in the Mazinkaiser to help out.

A few turns later, the rest of Londo Bell shows up -- Gendo is happy for their help; Misato suspects his motives.

When EVA 01 is defeated by Zeruel, it goes berserk. Something seems different, though -- Shinji's synchro rate is above 400%! Ritsuko wonders if "she" has awoken. The AT Field of the EVA 01 eats the Angel, and the EVA takes the S2 engine on its own.

Gendo and SEELE are now both suspicious of the other's motives. Seele refuses to tell Gendo what's going on Gendo says that what he's doing is a little different from Seele's plan. The Eva series is intended to take humanity into a new world. Seele recognizes that true rebirth is found in destruction, at a time when death and life become one for both humans and God. Gendo tells Seele that death will not give birth to anything Seele threatens to kill Gendo, but Gendo says it's time for the old men to retire peacefully. The age of Seele is over. Gendo kills them.

Meanwhile, there seems to be no problem with Shinji. The EVA also seems to be fine -- it's stopped the rampage and all energy readings are normal. They don't want to touch it, though. Banjo wants to ask Gendo what's going on -- the Guest have started up again. However, at the same time, it seems that Treize Khushrenada has been named the head of the world Parliament. Kouji thinks that sounds good -- Treize always seemed like a good guy. But while that may be true, Banjo is suspicious of this sudden turn of events.

Gendo contacts Banjo. Banjo is a little surprised to be talking to him directly. Gendo wants to talk to Banjo since he's currently leading Londo Bell on Earth. Gendo wants Banjo to meet with him privately, though.

Meanwhile, Sara gets a strange feeling and suddenly spaces out. Everyone asks her what's wrong, but she won't respond. Shinobu tells them to lay off; a woman's heart is like autumn sky, or whatever. Sara is surprised he called her a woman. Sara just says she had the feeling Shapiro was close by. It's not as if she's a newtype or anything like that, so it could just be her imagination. Everyone is somewhat dismayed that Sara is still stuck on Shapiro. They casually notice that there seem to be a lot of shuttles taking off lately.

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Stage 65E - The Gundam Called Devil

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Player Units: 14 (Ship + God Gundam + 12)

Initial Enemy Formation: Gundam Heaven's Sword (Michelo)  
Grand Gundam (Chapman)  
Nobel Gundam B (Allenby)

Enemy Reinforcements(1): Flying Fortress Ghoul (Dr. Hell)  
Flying Fortress Ghoul (Baron Ashura)  
Pikdrone  
Mechasaurus Shig x2  
Fighting Beast Oberius  
Fighting Beast Gratoniuss x2  
Lion X1  
Fighting Beast Jenova M9 x2  
Mechazaurus Zen II

Enemy Reinforcements(2): Fighting Beast Gratoniuss x2  
Mechazaurus Shig x2

Enemy Reinforcements(3): Fighting Beast Oberius  
Machine Beast Jenova M9 x2

Enemy Reinforcements(4): Fighting Beast Gratoniuss  
Fighting Beast Oberius  
Mechazaurus Shig

Enemy Reinforcements(5): Devil Gundam (Kyouji)

Enemy Reinforcements(6): Master Gundam (Master Asia)

Neutral Reinforcements: Bundol Ship (Bundol)  
Kuttner Ship (Kuttner)  
Kernagle Ship (Kernagle)  
God Neros

Events: 2 EP - ER(1)  
3 EP - NR  
3 EP, Dr. Hell alive & enemies reduced to half - ER(2)  
4 EP, Dr. Hell alive & enemies reduced to half - ER(3)  
5 EP, Dr. Hell alive & enemies reduced to half - ER(4)  
5 EP - ER(5)  
Kyouji defeated - ER(6)

Notes:

- This is a somewhat complicated stage with a lot of reinforcements and things to do; you can reduce the length somewhat by Taunting Dr. Hell and getting rid of him before any of the reinforcements can show up.

- In order to convince Allenby, do the following:

- 1) Put Rain in the battle
- 2) Convince Allenby (in the Nobel Gundam) with Rain
- 3) Defeat Allenby with Rain
- 4) Attack Allenby (in the Walter Gundam) with Rain
- 5) Defeat Allenby (in the Walter Gundam) with Rain

- If you attack DG with Domon and both survive, there will be some events that will result in DG being defeated, and the Docougar enemies retreating.

- In order to get Master Asia later, do the following:

- 1) Attack the Devil Gundam with Domon, and have both survive

2) Domon's level must be 49 or higher

(You will not get Master Asia until much later in the game)

Banjo was not able to find anything out about the Guest appearance, or the Angel. However, he did find out where the Devil Gundam is; one of the few pieces of information Gendo actually gave. The Devil Gundam is currently with Wong on Rantao island, next to Hong Kong. Ryou is suspicious of Gendo's knowledge, but Banjo doesn't think he's involved with the DG at all. Domon is ready to leave Londo Bell to go after it. He doesn't want to involve Londo Bell any more in his personal quest. Kouji and Banjo tell him that they all have a grudge with the DG, so they'll all go. In any case, leaving Wong and the DG alone isn't a good thing. Besides, they're all friends now. Banjo has one other thing to report -- the NERV people and the EVAs have gotten permission to stay with Londo Bell for good. This is probably due to Treize -- there must be some meaning in this, but they don't know what it is right now. Banjo was also unable to figure out what happened when the Eva went berserk, but it's not going to do that again. Shinobu wonders if they can trust that, but Banjo says that Gendo doesn't lie -- he just doesn't always tell them everything. Kouji is happy to have them all along again, except for Asuka -- she of course overhears this and goes off on him; they're about to start fighting but Misato breaks them up.

Fuyutsuki and ZGendo are talking. The A project and the E project are in their final stages -- only one thing remains. Thanks to Seele they have to change things a bit, so they'll need a little more time. Fuyutsuki wonders if they can let the incident on the Moon just go, but Gendo says that's not their area of expertise -- leave that to the others.

Banjo asks Misato how Shinji is. His body and mind are fine, but it seems he has no memory of what happened. They don't know exactly what happened; Shinji appears to have become one with the Eva, but other than that...Misato doesn't know the true nature of the EVAs either.

Schwartz prepares to leave the party -- he says he can't participate in the upcoming battle. There's something he has to see with his own eyes. He reminds Domon to continue on his own path no matter what happens. He cannot let himself be misled.

(Switch to battle map)

Wong is surprised to see Londo Bell shows up; he has the usual people go out to fight them. Including Allenby -- if things go well she may awaken here. Rain hugs Domon and tells him to promise to return from the battle or she won't let him go. He tells her that he will definitely win. Rain also comes out to help Domon in the battle, and he powers up. Chapman and Michelo appear, promising to kill Domon. Allenby also appears. She seems to be moral -- she yells at Domon to run away. If he doesn't, then the Berserker system will activate and Allenby won't be herself anymore. This happens, and she turns into the mad person she was before. Wong yells to Domon that he's unnecessary -- Allenby's core won't hold out for long, then she'll die. He also tells Domon that Master Asia might be here -- if he's still alive.

The second turn, Dr. Hell appears with some DC units -- Wong mocks his ability, but Dr. Hell resolves to defeat Londo Bell.

After that, the Docougar ships show up as neutrals. Kuttner and Kernagle seem uncertain of what they're doing, but Bundol reminds them that a world with nobody to control is not worth having. Dr. Hell wonders what they think they're doing, but Bundol won't say.

Another turn or two later, the preparations are complete, and Wong sends out



the Devil Gundam. At this point, the Docougar have identified their target, and Kernagle sends out his God Neros mech -- the other two don't think it's much to look at, but at least it will do the job. Bundol tells Banjo that they're going to help Londo Bell deal with the Devil Gundam. Banjo isn't sure they can't trust the Docougar, but Bundol says they don't have to trust, just let them do what they want. The Goshogun team is a little suspicious too, but they agree to not attack the Docougar Syndicate...at least for now.

You can convince Allenby with Rain -- Rain tries to convince her that she's being controlled, but Allenby can't focus on anything but finding Domon. She spent so long idolizing him and searching for him, and she doesn't want to be left all by herself.

When Allenby is defeated, she returns in the Walter Gundam. When Rain attacks her, she tries once again to convince Allenby to stop fighting. Wong gets pissed off and turns up the Berserker Mode to full power. After the attack, Rain wonders where the person controlling Allenby is. She notices the place on the Walter Gundam where Allenby is being controlled, and decides to aim for it, even though it's risky since it's so close to the cockpit. She knows she can never equal Allenby in fighting power, but with the power of her spirit she can save Allenby. She fires her Rising Arrow at Allenby's mech and manages to get the controller, but Allenby still seems to be berserked. If you defeat Allenby with Rain, Rain apologizes for not being able to save her.

When Domon attacks the Devil Gundam, he promises to destroy Kyouji for what he did to his mother. Wong tells Domon that Master Asia was wrong -- he is totally unsuitable to become the core of the Devil Gundam. The current core (Kyouji) is at its limit and because of that, the Devil Gundam will fight to the end. Schwartz appears and tells Wong that he won't hurt his little brother. Domon suspected that Schwartz was his older brother, but then who's in the Devil Gundam? Schwartz is Koyuji, but then not Kyouji -- he's like a shadow. He was split into two and became a shadow, because of the power of the DG cells. When Kyouji's soul was drawn into the Devil Gundam, the mech that he had piloted gave birth to Schwartz. Schwartz didn't tell Domon right from the beginning because he thought the truth would have been too much for him. Schwartz also planned to settle everything himself, but things were much more serious than he had ever expected. Domon realizes that Schwartz really is his brother and cries. Schwartz goes to attack the Devil Gundam, wanting Domon to help him. If that happens, Schwartz will die, but they have to do it. If Domon is really the King of Hearts, he won't ignore his mission. This way, Kyouji's tragedy won't repeat itself. Free Schwartz from the curse! Wong tries to dissuade him from killing his own brother, but Domon uses the Sekiha Tenkyouken. Kyouji thanks Domon before being destroyed along with the Devil Gundam. The Docougar ships retreat.

Master Asia appears. He's yelling at Wong, but then notices that Kouji destroyed the Devil Gundam. Domon and Master Asia exchange insults like usual.

When Domon attacks Master Asia, Master Asia tells him he's not fit to be the King of Hearts. When he attacks again, Master Asia reveals his intent -- when he realized that the Earth was on the verge of destruction and that humans were the ones destroying it, he resolved to destroy humanity and return the Earth to its natural primal state. Domon thinks that MA is mistaken -- humans are born from nature and thus are part of the Earth, so the idea of killing humans to return Earth to a primal state is ridiculous. But they'll have to decide through a fight who is right and who is wrong.

After the attack, Domon is able to tell that Master Asia's attacks are bound up with a profound sadness, which Domon recognizes as MA's true feeling. He

asks MA why he's fighting, and isn't satisfied with MA's usual answer. If he's really just fighting to kill Domon, why is his fist so sad? Why does MA try to shoulder everything himself; wasn't Domon his pupil? At this, Master Asia becomes calmer -- Domon has read him perfectly, and MA is impressed with Domon's growth. The Earth is crying, and humanity is still a part of Earth. He can't believe that it was Domon to taught him this, though. Master Asia sees that Domon is the true successor to the King of Hearts -- no, the actual King of Hearts. He tells Domon to defeat him, and create the new world that he wants. Domon accuses Master Asia of running away, and doing nothing to make up for his sins. If MA really loves the Earth, he will remain and try to make up for what he did. MA says he might try to kill humanity again -- Domon tells him that if that ever happens, he'll have to face the true King of Hearts.

Later, Master Asia and Domon are looking at the night scenery. MA had stopped noticing how beautiful the scenery was. This makes Domon nostalgic for the old days, when he was still training with MA. MA tells Domon that Domon has surpassed him, and that there's nothing more to teach.

The nezxt day, Master Asia leaves. He wants to make up for all that he has done himself. He will return, though, once he has finished. Misato comforts Domon.

Later, Rain and Banjo are talkin about Allenby's end. Rain is just sorry he couldn't save her. Banjo seems to know who she is -- this surprises Rain, but Banjo says he just met her. It seems that Rain succeeded, and that Allenby was saved from the Walter Gundam. Banjo wonders if it's OK to hae her as a rival for Domon, though.

Meanwhile, Wong rages by himself, plotting revenge.

Londo Bell is unable to find Wong in the base, which means that DC is almost completely destroyed on Earth. All that's left now is Docougar, but they don't know where the Syndicate is. Banjo thinks that the Federation can deal with Docougar themselves. So it's time for Londo Bell to return to space and regroup -- they're going to have to go to Gibraltar to do so. Before that, though, they have to deide what to do with the Devil Gundam. Kouji remembers Urube talking about using it as proof to clear Domon's father's name, so they collect it before they go to Gibraltar.

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Stage 66E - Towards Brightly Shining Space  
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Player Units: 13 (Ship + 1)

Initial Enemy Formation: Great General of Darkness  
                          Gilgilgan  
                          Pikdrone  
                          Fighting Beast Gratoniuss x4  
                          Fighting Beast Zgarl x3  
                          Fighting Beast Oberius x3  
                          Mechazaurus Dai x2  
                          Lion X1  
                          Fighting Beast Jenova M9  
                          Mechazaurus Shig x4  
                          Mechazaurus Zen II

Enemy Reinforcements(1): Fighting Beast Oberius

Fighting Beast Gratonius  
Mechazaurus Shig

Enemy Reinforcements (2): Walter Gundam (Wong)

Events: 3 EP, and GGD alive - ER(1)

Less than 5 enemies remain - ER(2)

Gilgilgan killed - Mecha Gilgilgan appears

Walter Gundam killed - Walter Gundam B appears

Notes:

Londo Bell goes to Gibraltar. Beuty is ready to quit being the operator of the ship, and Reika scolds her for jinxing everything. Banjo is pretty sure that they will be attacked as they try to go up into space, like they always are. They haven't been able to get in contact with Bright at all. However, Corwen is trying to make contact with Bright so they should be fine once they get into space.

Back on Earth, Une isn't sure it's a good idea to let Londo Bell regroup, but Treize lets it go -- space is still chaotic so their power is needed. In any case, they love the Earth. He's also willing to let the Solo Ship go for now. Meanwhile, the scientists they captured have created some Gundams for a certain two pilots. Treize has business to attend to, so he leaves.

Allenby finally wakes up. Rain is by her side. Allenby suddenly remembers about the berserker system, but Rain tells her to calm down -- it wasn't her fault, and it's all over now. Time to rest.

The preparations to go into space are finished, and they have the permission to go. Banjo gets ready for it -- and then the alarm sounds; enemy attack.

(Switch to battle map)

The leader of the enemies is actually the Great General of Darkness. They need to make sure that they protect the base so that they can take off. If even one enemy gets in, it's curtains.

When you beat enough of the enemies, Wong shows up in his Walter Gundam, furious that Londo Bell ruined his plans to take over the world.

After the battle, Londo Bell is happy to have saced the base. Now it's time to blast off into space.

Kaji tries to flirt with Maya, but Misato catches themn. Misato asks Kaji if he knows about Adam, the thing that's under NERV. Kaji tries to dodge the question at first, but then he tells her about SEELE -- the secret society that controls NERV from th esahdows. Gendo was following their scenario. The ultimate plan is to revive Adam, the first Angel. They want to create with human hands something that is like God -- or maybe God himself. The EVAs, as well, are things borne from Adam. Kaji also mentiones that SEELE is now past history and that Gendo holds all the cards. But all they can do is wait.

As they prepare to take off, there's another alarm -- Wong is back in his Walter Gundam. Domon offers to go out and fight Wong -- even if he's separated from Londo Bell, he will definitely return, because they're friends. Rain makes him promise to survive, and come back. He leaves, and Londo Bell blast into space as Domon fights the Walter Gundam.

(Switch to battle map)

Domon faces down Wong, who is pretty sure he can beat Domon. Wong tells him

that the day for the rebirth of the Devil Gundam is close.

When Domon beats Wong, Wong tells him that the key to Devil Gundam's rebirth is going into space, but to find out more he'll have to be the person that's important to him. Domon wonders what they want to do with Rain. Wong confirms that Rain is the key, but that Domon will die here. Wong is about to attack Domon again but the horse shows up. Domon wonders where MA is, but there's no time for that -- he gets on the horse. Wong is still pretty confident, but Domon God Fingers him. As Wong dies, he declares that the Devil Gundam will wipe out all of humanity. Domon wonders if Rain is really the key to the Devil Gundam's rebirth.

In space, Banjo makes contact with Bright. Bright tells them about the Solo Ship, some Earthlings who appeared in a colony ship from Andromeda. Banjo is naturally surprised when he learns about the Solo Ship, and Ritsuko doesn't think the time jump is even possible -- but they have to face reality. At that moment something comes towards the ship at breakneck speed -- not an enemy, but the God Gundam. They see that Domon is riding a horse, although they can't quite believe it.

Kycilia reports to Gihren that the Earth DC has been completely destroyed. Gihren doesn't seem to care much; as long as they can complete what they're working on, neither Londo Bell nor the colonies will be any problem. Kycilia seems concerned, though.

=====  
COMBINED ROUTE  
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Stage 67 - Settling the Past, and...  
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Player Units:

Initial Enemy Formation: Original Auge (Poseidal)  
                          Gairam (Flat)  
                          G-Roon (Chai)  
                          G-Roon (Wazan)  
                          Callyzed x4  
                          Lestrail x5  
                          A-Taul x5  
                          G-Roon x5  
                          Bat-Shu x7

Enemy Reinforcements: Ashura Temple (Gablac)  
                          G-Roon (Hassha)  
                          Calvary Temple x5

Events: 4 EP - ER  
          Poseidal reduced to 70% - All enemies retreat  
          Less than 16 enemies remaining - All enemies retreat  
          Daba and Poseidal fight - All enemies retreat on the next EP

Notes:

- If you want to turn Flat into an NPC later, attack her with Daba or Amu. (You can't get her on your team.)
- You might think it's a good idea to kill Poseidal for money, but it's impossible. The best way to max the money from this mission is to Taunt and kill Flat, then kill as many grunts as possible.

Kyao and Maura discuss the horse Domon rode in on, but they can't believe it actually happened.

Besu introduces himself to Banjo, and Bright explains that they're from 200 years in the future. They were chased by the Buff Clan to Earth and accidentally ended up in the past. It had to be because of Ide. Bright explains that Nina and Cheryl are using the Magi computers now to analyze the mech. He goes on to tell them that they fought a bit with the Titans but it wasn't clear what they were doing -- same with DC. The Buff Clan is actually a bigger threat at the moment; they attacked the Excelion and it didn't seem to just be a random coincidence. Banjo explains how he used his money to fund the Excelion and Gunbuster. He hoped it would have a shukutaiho on it -- Ritsuko seems to know exactly what that is and how powerful it is. It's an unlimited energy source (shouldn't they know this from Neo Granzon?) After some joking around by Mios's amiliars, they head off for the Moon.

Nina welcomes Londo Bell to the moon station, and she and Cheryl explain what they have found. Ide is energy itself -- apparently an unlimited source. If the Ideon and the Solo Ship were to release all their energy at the same time, it would have the potential to destroy the entire Earth two or three times over, or maybe even more. The Ide's destructive power comes from the many wills that were bound up in the mech from the 6th Culture.; There's a barrier called Ideonite that encases the mech, but lately the power has been coming out because the ide is trying to defend itself. Perhaps it was the crying of the baby that awakened Ide's desire to protect itself. So it may be only that baby's presence that led Ide to do anything at all. Karara says that Ide will kill anyone rather than let that person invade its will -- it has no sense of love, only ego. And they're already involved with it. Cosmo wonders about that Buff Clan legend that says Ideon will awaken under righteous power. Karara thinks that the Sixth Culture must have been destroyed because they couldn't control Ideon. Ritsuko says that the Ide is like a baby who has some power it can't control. Masaki doesn't think it's a good idea to rely on that kind of power, The Magi was unable to predict the likelihood of Ideon going berserk. Bright wonders if they can raise the Ide to use its power correctly, if it really is like a baby. Cheryl agrees that's the best way to proceed, even though it's dangerous. By observing Londo Bell, it can learn righteous behavior.

Asuka is looking for Quatre, and is informed that the Gundam Wing boys all left. Elle thinks that Asuka likes Quatre, but Asuka says she just wants to make fun of him. Of course, this is what kids do when they like someone.

Allenby wonders why Domon didn't follow her after the letter she sent. Domon reminds her that they can't read Swedish, but Allenby isn't convinced by that. Domon apologizes. Allenby sees that she can't come between Rain and Domon, and tells Domon she'll never forgive him if he makes Rain cry.

What should Londo Bell do next? The problem is that they have no good information about either DC or the Guest-Poseidal alliance, so they might want to go to Londonion first. However, there's the danger that DC will attack Londonion if they think the colony is cooperating with LB. Domon suggests that they go to Side 7, the Neo Japan colony. Domon wants to give Urube the Devil Gundam to prove his father's innocence. That colony is far enough away from DC that it shouldn't be a problem. They set off.

Later, Domon tells Rain what Wong said. He wonders if Rain has any idea why she would be the key to the Devil Gundam's rebirth. She doesn't, then she tries to move the conversation into romantic matters, but an enemy attacks before she can get him to admit his feelings.

(Switch to battle map)

It's a Poseidal-Guest army. Daba and Leccee notice the Auge used by Ordon Poseidal herself. Masaki wants to finish everything here, but Daba warns him to be careful -- there has to be some reason why Poseidal came out herself. Full Flat tries to convince Poseidal to retreat, but she says she wants to see Londo Bell with her own eyes. Flat tries to protest more, but Poseidal won't listen.

When Daba fights Flat, he seems to recognize her mech (and her), and asks why she's fighting for Poseidal, but she doesn't give any satisfactory answers.

When Daba fights Poseidal, he yells at Poseidal for extending her reach even to Earth. Poseidal says that true leaders must create war to generate the trust of their people; peace only weakens them. Daba declares that his true name is Kamon Myroad, last of the nobility of the Yamaan people, which were destroyed by Pentagona's assaults. To Poseidal, however, the responsibility for the Yamaan clan's death does not lie with her -- it was the natural law. Earth too is currently undergoing a divine test -- judgment to strengthen its populace. Only the true people who live through this test will be worthy to shoulder the burden of the future. Poseidal wonders if Daba will choose the correct path -- he only has one chance. Of course he refuses.

When you knock Poseidal around for a bit, she retreats, but only after pointing out how she could have destroyed you all if she wanted to. After the retreat of the army, Gablae shows up a bit late with his own reinforcements. He can't believe that Poseidal was routed already. Hassha is trying to talk to him, but Gablae is just wondering how he can face Giwaza. Hassha finally is able to tell Gablae that a communication came in from someone named Quasan Olibee. Quasan says that Poseidal has already reached the destination point safely. Gable and the others retreat.

Daba explains to the rest of them how the Yamaan clan resisted Poseidal's assault and was completely destroyed as a result. He is all that is left -- Kamon Myroad. He tells them to continue to call him Daba.

They reach Side 3. Domon is looking for Rain, but can't find her. Allenby thinks she went to see her father. She thinks Domon seems a bit underwhelmed at the prospect of saving his father, though. Meanwhile, Rain knows that Domon is searching for her but decides to make him worry a bit.

Meanwhile, Professor Mikamura wonders exactly what Urube intends to do with the Devil Gundam. He reminds Mikamura that they're going to use it for military research -- both of them. Mikamura tries to protest, but Urube tells him it's too late to get moralistic now. He's the one who said he wanted the DG for himself, and framed Doctor Kasshu to do it.

Rain comes to meet Mikamura after this, but she overheard what they were talking about. Her father doesn't respond, though.

Urube gets the Devil Gundam from Londo Bell, and asks Bright about their fight with Poseidal. Bright reminds him that the cease fire was negotiated by Jamitov, and now that Jamitov's dead, it's not good anymore. Bright is worried about having the Devil Gundam still around, though -- what if it awakens again? Urube doesn't think they need to worry, since the great Professor Mikamura will be working on it. And now, Domon's father can be released after a short time. Domon thanks Urube; Domon himself intends to stay on with Londo Bell.

Gilliam contacts Bright from Londonion. He left Noin and Zechs at the Cinq

Kingdom and came to Londonion. For now, Cinq Kingdom is fine -- no DC attacks. He does have some concerns, but he would like to talk with Bright directly.

Domon is once again looking for Rain. Allenby tells him that Rain decided to stay on at Side 3, to help her dad with his research. This alarms and upsets Domon, who begins to run after her -- but is stopped by Shinji. Shinji asks Domon if he's running away -- this is what they call desertion. Even though Domon is always acting like a big man, he's actually pretty weak underneath. Can't he believe in Rain a little more? If they trust each other, they can be apart for a while. Allenby agrees -- Rain probably didn't tell Domon because she wanted him to stay on with Londo Bell and fight. She'd be upset if he left now. In any case, Rain can handle herself. Domon is convinced, and is determined to stay on with LB and fight.

Meanwhile, Professor Mikamura tells Rain that he intends to completely destroy the Devil Gundam. He wonders if she's OK leaving Domon, but she says that she has to help make amends for what her family has done.

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Stage 68 - Quatre's Sorrow  
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Player Units: 17 (Ship + 16)

Initial Enemy Formation: Zeidram (Rof)  
                          Zeranio  
                          Callyzed x4  
                          Lestrail x4

Enemy Reinforcements: Sarge Orbus (Giwaza)  
                          Org Baryu (Zeb)  
                          Byudorifa (Seti)  
                          Auge (Nei)  
                          Ashura Temple (Gablae)  
                          Ashura Temple (Rockley)  
                          Ashura Temple (Anton)  
                          Ashura Temple (Heckler)  
                          Callyzed x3  
                          Lestrail x3

Neutral Reinforcements: Wing Zero Gundam (Quatre)

Events: 3 EP - ER  
          5 PP - NR  
          Rof below 80% - Rof, Seti, initial enemies retreat  
          Seti below 70% - Rof, Seti, initial enemies retreat  
          Zeb below 60% - Zeb retreats  
          Giwaza attacked - Gablae uses Hot Blood, Vigor, Sure Hit, Speed  
          Giwaza below 40% - Poseidal enemies and Zeb retreat

Notes:

- The enemies are quite tough in this stage; it's unlikely that you'll be able to defeat any of the Guest bosses. Taunting them will render them less annoying, then you can take them out with one (or two in Zeb's case) shots. Unless you try to prevent it, Quatre will take out Giwaza himself, thus causing the Poseidal enemies to retreat. But Nei and Gablae will reach your troops before that happens, so be careful.
- After this mission, you can finally upgrade to 10 slots.
- Also after this mission, you pick between the DC route and the Poseidal-

Guest route. This route determines the remaining 13-15 stages of the game. This walkthrough currently will only follow the DC route.

- Nothing can be done with Quatre in this mission, so just take him out. (Same with Olibee.)

Cima is preparing to move when an unidentified mech comes at her ship. Her ship comes under attack by Quatre, who seems maddened -- he wants to make sure to remember the events of that day. He then laughs maniacally as he chops Cima's ship in half. He then hears someone calling him, and leaves.

Meanwhile, Bright goes to meet Gilliam. Gilliam gives him the update on things in space -- DC and Poseidal-Guest are starting to operate again, and the remnants of the Titans seem to be working in the shadows. As for the Buff Clan, they no longer seem to be in the Earth Sphere -- AEUG has searched for them, but they've totally disappeared. They may be at Mars, Jupiter, or some place even further away than that. Besu mentions that they first encountered the buff Clan at Saturn, so they may be there. Besu also tells Gilliam about the Desu Drive that lets them teleport; since the Buff Clan has that also, it's not surprising they were able to disappear. Quattro suggests forgetting about them and focusing on their more immediate problems. DC recently attacked the colony at Side 2 and killed one of the AEUG members. That member was associated with the Cinq Kingdom, and Cima Garahau seems to be the DC commander who carried out the operation. It sounds like they should go for DC first -- but as they say that, the alarm sounds and Guest attacks.

(Switch to battle map)

Rof doesn't see what meaning there is in this battle, but he's ready to fight and win any battle, even a pointless one.

A few turns later, a Poseidal-Guest army shows up; Giwaza is surprised to see Rof's unit already there. When Seti sees the Zeidram, she goes over to Rof and asks why he disappeared without saying anything to her. Zeb interrupts their lover's meeting and reminds them they're in battle. Meanwhile, Gablae pledges to protect Olibee, and Olibee thanks him.

Quatre soon shows up. He sees that Londo Bell is starting more fights, and wonders why they can't understand the tears of kind people. Everyone is surprised that Quatre is attacking them. He tells them that if they're scared of dying, they can stop fighting. Quatre fires a MAP attack at a colony and destroys it. He then wonders why he's crying, when he doesn't feel sad at all.

When you damage Seti a bit, Rof shows concern for her safety. This pleases Seti greatly, and she urges Rof to retreat with her -- he doesn't seem to want to fight this battle much anyway. Rof agrees; he doesn't see any point to fighting these people.

After the fight, everyone is surprised at Quatre's actions, and the power of his Gundam. The Newtypes in the group felt something strange from Quatre, but it was definitely him. However, they don't have time to worry about the Gundam right now -- they need to decide whether to go after DC or Guest-Poseidal first. Poseidal is at Side 5, preparing to invade Earth. DC is everywhere, but rather than fighting them piece by piece they should go for Solomon and then Side 3 to get them all at once. Now you choose between Guest-Poseidal (first choice) or DC (second choice). (No matter which choice you pick, the rest of the dialogue for this mission is the same)

Gilliam gives them supplies, new mechs, and some new people (Astionage and Keila). The Combattler also gets some new weapons.



Maura is glad to have Astionage along; they need more mechanics. Now that Astionage is here, with his superior skills, you can upgrade 10 blocks instead of just 5.

Last of all is the Ra Calium to replace the Nel Argama. Gilliam found it at Shangri-La, where the Titans were building up strength. Bright thanks Gilliam for all of this help. Gilliam wishes he could help Londo Bell out more, but he has other business to attend to. He does feel like he's filling in for Quattro, though.

The mechanics decide what to do with the Mass Produced Nu Gundam -- they can give it funnels or an Incom system. The Funnels can only be used by a Newtype, so choose carefully. (Incom is the first choice, Funnel the second).

Misato goes to Allenby and wants to ride her Nobel Gundam because it has a sailor suit design (this is another seiyuu in joke, since Misato's VA played Sailor Moon). Misato calls it the Sailor Gundam. Allenby tells her that older women can't ride mobile suits, causing Misato to protest that she's only 29.

=====  
DC ROUTE  
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Stage 69D - Entangled Thoughts  
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Player Units: 17 (Ship + 16)

Initial Enemy Formation: Val Varo (Kerry)  
Graf Sperin  
Zanjirub  
Elmeth  
Brau Bro x2  
Biglo x3  
Kempfer x2  
Dom II  
Zaku Kai

Neutral Reinforcements: Gabro Zan  
Gabro Jeek x4  
Adigo x3  
Deeka Bau x3  
Gondo Bau x3

Events: 4 EP - NR

Notes:

- You must defeat the enemies on the colony by Turn 6 or you lose.
- Defeating the Gabro Zan causes an event where Ideon can use the Ideon Gun; it does not end the scenario, though.

Jeriba notifies Besu that their Desu Drive is having trouble -- they can move normally but no teleporting. It will take 2 or 3 days to fix. Kasha comes up to the bridge, and Besu wonders if Ideon is having trouble -- he guessed right. Ide and the Solo Ship are perhaps having some effect on each other.

Meanwhile, Cosmo finds Kaji snooping around. He claims that he's trying to grow watermelon -- the Solo Ship has a perfect environment for it. Cosmo

thinks he's pretty calm in the middle of a war, but Kaji thinks that in war you need something to fight for -- you can't just fight and do nothing else. Cosmo still can't see it as anything but running away from the truth.

Bright explains that they have to attack Solomon in order to defeat DC. Quattro points out that Solomon is well defended, and that if they just attack from the front they have little chance of success. A normal decoy won't work either. Gilliam reported that Dozle Zabi was in command of Solomon, and it seems that Haman is there as well. Quattro thinks that he will have to settle the score with Haman, but Amuro reminds him not to ruin himself with vengeance. Their conference is cut short by a report that DC has invaded Side 4. They got the information from intercepting enemy signals, which is a little suspicious, but they can't ignore the information. They set off for Side 4.

(Switch to battle map)

Karius doesn't like the plan that they're doing; if Gato were here it wouldn't be happening. Kerry reminds him that they're soldiers; they can't question orders. It's not like anyone is happy with this plan. Kerry mentions that "they" will soon show up. Londo Bell does show up, and they see that DC is trying to gas the colony with G-3. Karius realizes that Kerry knew Londo Bell were coming. Kerry gives Karius an order -- go to Gato and tell him that this plan failed because of Londo Bell's interference. He leaves.

Some Buff Clan troops show up in a little while, led by Daram. He was apparently following information from somebody specific, but he's disappointed not to see the Ideon.

After you beat the main ship, Daram brings out more troops. Gije recognizes Daram's ship, and the Ideon Gauge rises. The Ideon goes out and the gauge fills up all the way. Cosmo tries the Ideon Gun, even though there's some danger. The Gun destroys most of the Buff Clan units, leaving only Daram behind. Daram is completely stunned by the power of the Ideon, and declares that the robot should not exist in the world. He tries to take out the Ideon before he dies, but they fire the Gun again, killing Daram.

Afterwards, everyone is surprised as the destructiveness of the Ideon Gun. Gije then says that he has fulfilled his reason for living; to see what power the Ideon was capable of. Cheryl seems sad by this -- has she fallen in love with him?

On the other hand, everyone is pissed off at what DC is doing. Gihren Zabi is trying to set up his usual elite society. However, Quattro thinks the plan was too easy to stop -- perhaps it was a decoy, but it's hard to see what plan they may have in mind.

Haruru gets the report that Daram has died in battle. She puts on a brave face for the soldier who brings her the news, but she seems upset by it.

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Stage 70D - Ideals and Reality  
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Player Units: Choice of 5 from Cybuster, Z Gundam, GP-03, Methuss, Bilbine, ZZ Gundam, Re-GZ, and L-Gaim Mk II

NPC Units: Taures (Noin) + 2 Taures

Player Reinforcements(1): Banjo + the other three you didn't select above

Player Reinforcements (2): 9 (Ship + 8)

NPC Reinforcements: Gundam Epyon (Milliardo)

Initial Enemy Formation: Doros (Kycilia)  
R Jaja (M'Quve)  
Draisen (Gaia)  
Draisen (Mash)  
Draisen (Ortega)  
Brau Bro (Sharia)  
Graf Shpelin  
Zanjiruba  
Elmeth  
Brau Bro x4  
Biglo  
Kempfer x2  
Dom II  
Zaku Kai

Enemy Reinforcements: None

Events: 3 PP - PR(1)  
4 PP - NR  
6 PP - PR(2)  
Doros reduced to 40% - All enemies retreat

Notes:

Karius informs Gato of Kerry's death, and asks why they were used as bait. Londo Bell showed up exactly as they were beginning the operation -- far too perfect timing. Gato wonders if there could be a traitor within DC.

Gilliam contacts Londo Bell to tell them that DC has attacked the Cinq Kingdom. They won't be able to hold out for long. If the Cinq Kingdom falls, all those hoping for peace will lose their center and become scattered. However, Side 6 is pretty far away. Misato suggests sending some of the faster units ahead, and then the others will bring up the rear.

(Switch to battle map)

Noin is out fighting; she vows to protect Relena. Kycilia thinks it's ironic that a nation of complete pacifism has mobile suits. Relena admits that they have some power, but as long as other colonies do not accept the pacifist viewpoint, they have to look ahead. Kycilia thinks the proper thing for them to do is surrender unconditionally. Relena says she'll be happy to accept their surrender, if they're willing. Kycilia vows to show the world what the fate of pacifism is. M'Quve informs Kycilia that Londo Bell is coming soon; she thinks that by the time they get here, the Cinq Kingdom will have already fallen. Meanwhile, Dorothy wonders what Zechs -- no, Milliardo Peacecraft will do in this situation.

A few turns later, Zechs shows up in his Gundam Epyon -- however, he's not wearing his mask, and he calls himself Milliardo. He claims that Zechs is dead and that he has returned to his old self. Relena recognizes him as Milliardo Peacecraft, her older brother.

After the fight, Relena thanks Londo Bell for their help.

Relena asks Milliardo why he hid his true self from her for so long. Milliardo thought that his hands were so stained with blood that he would not be worthy of the Cinq Kingdom. He apologizes for the mask, but it was the

only way he felt he could live. But when he knew that she was in danger, he discarded his mask and came to her help. He is leaving, though, and Relena asks him why. Milliardo can't tell her right now, but when he stands before her again he promises that they will truly be brother and sister. She asks him to remember that the gate to Cinq Kingdom will always be open to him.

Relena tells Londo Bell about the true identity of Zechs. Kouji comments on how many princes and princesses there are around Londo Bell -- perhaps even Quattro and Sayla. Londo Bell won't do anything about him right now; he's still officially dead. Relena has no idea what he's doing, but she will continue to work for absolute pacifism in the Cinq Kingdom -- to turn that ideal into reality. Londo Bell won't stay there much longer, but where should they go next? Pagan comes in at that moment and reports that DC is gathering their forces between Side 6 and the Moon, but it's not clear what they're doing. Many colony-size items are being brought there. Banjo wonders if it has to do with that moving of colonists they had heard about. Quattro has an idea, though -- they may be trying to extinguish the Cinq Kingdom in one blast with a Solar Ray System, a device that turns a colony into a laser. There would be nothing they could do to prevent the blast from destroying the colony. The problem is finding out exactly where this thing is. Garrison and the others search as usual for the information.

Dozle is still trying to come to terms with Mineva, who doesn't seem to want to spend any time with him. Haman doesn't say why, but Dozle tells her to speak without reserve. He suspects that Haman doesn't think he's really Dozle Zabi. Dozle himself is suspicious about what is going on, since he doesn't remember anything about what happened. Given that, he understands why Minerva is so reluctant to accept him as father. Haman doesn't see any deception in Dozle's eyes, but she's still suspicious. A soldier comes into report that Gihren's main force has entered the area, and that Londo Bell is currently in the Cinq Kingdom. Haman reminds Dozle not to appear so weak in front of the others, although she's secretly fuming at having to bow her head to the Zabis.

Noin tells Relena that she had expected Zechs' true identity but wasn't sure, so she never told Relena anything. Relena doesn't hold a grudge, she just wants to know why Milliardo didn't tell her before now. Noin tells her that Zechs pledged revenge after the assassination of their father and the fall of the Cinq Kingdom, and because it would be too hard to gather together strength under his true name, he became Zechs. But when the Titans took over the Earth, he lost his reason for fighting and had to rediscover it on the battlefield. That's why he is ready to give his life as someone who cares deeply for the Cinq Kingdom. She still believes in Zechs -- in fact, she loves him. Relena tells her to continue to watch over her brother.

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Stage 71D - Light, a Cutting Sword  
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Player Units: 11 (Ship + 10)

Initial Enemy Formation: Doros (Gihren)  
                          Neue Ziel (Gato)  
                          R Jaja (M'Quve)  
                          Draisen (Karius)  
                          Hamma Hamma x2  
                          Elmeth x2  
                          Brau Bro x4  
                          Gelgoog J x4

Enemy Reinforcements: None

Events: None

Notes:

- You have several options to do this mission; the best and fastest way is just to pick the second choice, and then the third choice. You miss two maps by doing this but the maps have very little money and no items, and if you run low on turns you may have a tough time. If you do what I suggest, then you have 15 turns to either kill everything or reach the Solar Ray System. If you want to hurry on, you can probably win instantly by using Move Again on a fast unit, but killing Gihren's Doros is worth 80,000 gold with Luck.

They confirm Quattro's suspicion about the colony laser. Since this is such a huge operation, there's a good chance the enemy leaders will come out themselves. In fact, Pagan was able to get confirmation that Gihren Zabi himself will apparently be commanding this operation. However, they're not quite sure where the thing is, since the DC have set up dummies to confuse Londo Bell. Garrison explains the three points. Point A is the closest to Side 3, and so could be the correct one. Point B would appear to be the most ideal spot for the laser, which may also make it the ideal spot for a trap. Point C has the lowest chance of being correct. However, Bright points out that Point C is in an asteroid area, making it easy to hide.

So any of the points could be the real laser. One possibility is to split up Londo Bell into three teams to go after each one. Another possibility is just to attack one with full force, but they could run out of time if they do that. You can pick either split up (the first choice) or keep together (second).

Relena apologizes for not being able to help more, but Bright thinks she's done enough just by getting them all this information.

Now you have to decide which point to go to. Londo Bell heads to C point.

(Switch to battle map)

M'Quve sends out some additional troops just as Londo Bell arrives. This is indeed the right point; Gihren is pretty pissed off they found the Solar Ray.

Eventually Londo Bell destroys the Solar Ray and deals a big hit to DC. Now they have to go to Solomon, but first they should stop at Londenion to plan their assault.

Meanwhile, Rof and Seti are talking. Rof wonders if it's OK for Sety to be there, since her mission is to watch over Poseidal. She wonders why Rof just suddenly left the house without saying anything -- did he dislike their engagement that much? He tries to protest, but she tells him about how much she waited for him to return. He apologizes to her. All he wanted to do is try to test his strength -- he didn't want to just be travelling along a rail already laid out for him. So he left the house and became a mercenary. He didn't tell Sety because he was afraid she would want to come with him. He was worried for her safety if she came with him. Sety says she just wants to be by Rof's side no matter what. She asks him never to leave her side again -- even if their marriage was arranged, to her it's like a dream. He promises never to leave her again. Sety starts crying, and they call out for each other.

Meanwhile, Hannibal and Haruru are speaking. Haruru is determined to defeat the Rogodau and steal the Ideon, but Hannibal thinks to himself that her anger has clouded her judgment.

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Stage 72D - Hands Stained With Blood

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Player Units: 17 (EVA 01 + Ship + 15), Rei optional

Initial Enemy Formation: Hamma Hamma (Mashmyre)  
Endora (Gotton)  
Zaku III x7  
Hamma Hamma x2  
Doven Wolf x2  
Geymark x2

Enemy Reinforcements: Big Zam (Dozle)  
Dovern Wolf x3

Events: 3 dummy balloons explode on Solomon - ER  
All dummy balloons destroyed - ER  
EVA 00 attacked -- Shinji uses Concentrate, Vigor, and Iron Wall

Notes:

Mio would have rather used the Solar Ray than destroying it, but Masaki reminds her that some other evil person would just misuse it in the future. Amuro says that it's not something that should ever be used as a weapon. Absolute power destroys yourself. Anyway, now that they're done with the Solar Ray, it's time to go against Solomon. Quattro comments that Dozle Zabi has a sense of fair play in battle; perhaps they can use that against him. Misato has already made a plan with Gilliam to deal with Solomon. There will be a reinforcement group of 5 units that will support in an Argama.

Shinji goes to see Rei. Asuka doesn't think he should bother, but then the door opens by itself. Rei doesn't seem to be in there. They notice the room is extremely dirty, and smells bad. Shinji wants to try cleaning up, but they have to go to the briefing room. Rei walks in, but just thanks Shinji for cleaning up her room. They go to the briefing room.

Misato explains her plan to Londo Bell. They're going to use balloon dummies with explosives on them; then they can get the entire force of Solomon outside where they can be destroyed. If some dummies are able to reach Solomon, it will do some damage. Thanks to the Minovsky Particle density, they shouldn't be able to find out that the things are dummies. Shinji has been picked to lead the dummy brigade. He's supposed to deploy the dummies and then retreat. Rei volunteers to help Shinji; she's willing to use up her energy quickly and then leave. Misato agrees. The rest of the troops will come at Solomon from the front. If Haman is there, she may try the same tactic as she did before at Axis, and not come out herself. This is the key to taking Solomon, which would strike a blow to the heart of DC.

(Switch to battle map)

When Dozle sees Londo Bell he wants to go out and crush them, but Haman wonders whether that's a good plan. She suspects they might be planning something because of the frontal assault. Dozle agrees, although eh doesn't think that even Londo Bell can take out Solomon easily.

Shinji gets the signal and deploys the dummies. Dozle wonders where they came from, while Haman thinks that something is strange since she doesn't feel the usual feeling. Mashmyre then appears, and sees a perfect chance to show off to Haman. Haman herself decides to go out -- it would be a good idea to defeat the main force before they can get off whatever plan they have in wait. Dozle tries to stop her because she's the only one Mineva feels safe around.

Haman agrees, and some other units appear. Bright wonders what's going on, but it's too late to change the plan now.

Soon, all the dummies are defeated. However, at that moment, Tytti and Yang Long appear, apparently working off of information from Safine Grace (the cohort of Shuu). Masaki and Mio notice them. Yang Long was wondering where Masaki had suddenly disappeared to. Ranshio (his familiar) tries to get him to stop talking to Masaki and attack the fortress instead. Bright asks for their help. Tytti's familiars determine where they can aim to do a lot of damage to Solomon, and Yang Long shoots Megiddo Flame at the base -- twice. Haman notices the major damage and tells Dozle that it's time to retreat. Some things fall down from above, but Dozle protects Minerva from getting hurt. He then tells Haman to take Minerva and go. There's no need to bow down to him anymore -- as she's noticed, he's not the same Dozle Zabi as before. He may have the memories of Dozle, but ever since he reunited with Minerva he realized the truth -- he was just too scared to face the reality. Minerva finally calls him father; when Dozle protected her, it made Minerva realize that he really is her father. They share a loving embrace and Dozle calls her his beloved daughter. He declares that he will go out in the Big Zam, and tells Haman to get away. She tries to stop him, but Dozle once again repeats that he is not really Dozle. Now that he has felt Mineva's embrace, he has nothing more to do. Mineva tries to stay behind with Dozle, but Haman escapes with her. The Big Zam then appears. Dozle tries to get his followers to leave, but they don't want to go without Dozle.

The next turn, Haman's Doros appears. She orders a general retreat, and most of the enemies follow her.

After the battle, Gihren gets the report of Dozle's death from Haman. Kycilia wonders what Gihren intends to do, since Londo Bell is surely coming for them next. Gihren wants to have the deciding battle at A Baoa Qu. Kycilia wonders to herself what this means -- Londo Bell was only supposed to be the first step in their conquests, so why is this the "deciding battle"? Has Gihren already decided to lose? Gihren suspects Kycilia of something, but she goes to rest.

Londo Bell searches Solomon and finds it empty except for some prisoners. No DC members remain, though. Quattro says that this is because of Dozle's personal command ability -- even to the extent of becoming a shield himself to cover their escape. Masaki sees Yang Long and Tytti, and prepares himself for a scolding. Masaki wonders what happened to them, but Yang Long would like to know why Masaki just suddenly disappeared without permission. Ranshio joins in the attack on Masaki. Since the Masou Kishin are supposed to protect Langran, he shouldn't take the Cybuster away from that land. Masaki has little to say in response. Tytti stops Yang Long at that point -- after all, they left Langran also. Yang Long and Ranshio both think Tytti is too kind. However, she is unsuccessful and the attack continues. Meanwhile, Amuro introduces Tytti to Bright (who wasn't in La Gias). So now all 4 Masou Kishin are gathered together. If anything happens in Langran, they'll hear about it -- for now, it sounds like things are a lot worse here.

Gato comes to see Kycilia about the plan in Side 4; the attack on the Cinq Kingdom. Kycilia confirms that it was a decoy operation to draw Londo Bell away. But since the decoy was such a poor one, the Solar Ray operation failed as well. Gato sees that all the people in that operation were just throwaway pawns. Kycilia reminds him that a commander has to throw away his feelings to achieve victory. Gato leaves, but once he's gone he can't believe that anyone would do that -- what kind of victory can it be when you use such underhanded tricks on your own men?

Tytti and Yang Long are brought up to speed. Kouji wonders what Safine's up to -- she seems to be directing everyone to Londo Bell. In other words, Shuu has planned the meeting of the four Masou Kishin. But there's nothing they can do about Shuu right now, they have to deal with the enemies in front of them. The location is A Baoa Qu. Londo Bell lets Gilliam take care of the prisoners and goes to meet the DC force.

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Stage 73D - Fictional Idol  
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Player Units: 18 (Ra Kalium + 17)

Initial Enemy Formation: Doros (Gihren)  
Doros (Kycilia)  
Zeidram (Rof)  
Byudorifa (Seti)  
Qubeley (Haman)  
Neue Ziel (Gato)  
Zaku III Kai (Mashmyre)  
Geymark (Iria)  
Doven Wolf (Lacan)  
Brau Bro (Sharia)  
MP Gau (Arius)  
Draisen (Karius)  
Endora (Gotton)  
Gerbera Tetra (Cima)  
Geios Guld x2  
Zaku III x4  
Geymark x3  
Elmeth x2  
Doven Wolf x3  
Hamma Hamma x3

Enemy Reinforcements: None

Events: Mashmyre HP reduced to 50% - uses Hot Blood, Motivate  
Mashmyre defeated - Gotton uses Spirit, Iron Wall, Lock On every turn  
Gihren's HP reduced below 10% (but survives) - Gihren destroyed, Guest retreats  
Seti or Zeb reduced below 30% - Guest retreats

Notes:

- If you've done all the convinces up to now, you can recruit Haman by convincing her with Quattro. Neither Quattro nor Haman can attack each other. (Haman will not actually become a pilot for a few more missions.)
- If Gato is still alive when you activate the Gihren event above, Gato will become an NPC and be usable after the mission. (You can kill him once he becomes an NPC.)
- To fulfill both of the above conditions, a good strategy is to wait until you have enough turns and strength to finish both Doroses in one turn. Then Taunt Gihren. Once he's off A Baoa Qu, take him down below 6000 HP (without killing him). Kycilia will move off of ABQ next to him and the event will occur. Now Convince Haman with Quattro, then \*in the same turn\*, kill Kycilia.

In A Baoa Qu, Haman feels a strong pressure; it turns out to be Rof and Sety. Rof is impressed at the ability of these "newtypes". Haman wonders how they got here. Rof and Sety of course were already there, it was DC who came in unannounced. Rof tells Haman that Guest will fight with DC in the upcoming



battle against Londo Bell. Haman wonders if Rof even knows the original purpose of the Divine Crusaders. Sety has heard it -- to defend against the coming aliens. But are they really going to reject assistance at this time based on that old ideal? They have no major goal; it's just that it would be bad for Guest if DC loses. Haman understands, but she's not the commander. Sety says that they already have Gihren Zabi's permission. This shocks Haman -- she understands the desire for help, but how could he enlist the aliens' help so freely?

Meanwhile, Londo Bell gears up for the final fight against DC. Gilliam has news for Domon -- his father's name has been cleared. Domon seems a little underwhelmed, though, since he's still worried about Rain. Gilliam offers to take him to Neo Japan, but Domon wants to stay and continue the fight.

Gihren himself seems uncertain of why he accepted Guest's request so quickly, and why they're here. Haman comes to him to ask why he enlisted their help. Gihren refuses to answer, instead just scolding Haman for insolence. She hesitates, and then apologizes. He tells her that he won't forgive her so easily a second time. After she leaves, Gihren agonizes over his lost memories.

Everyone is a little worried about the coming battle -- it promises to be much worse than anything they've experienced up to now. To add to that, it's an extremely important battle. They have no plan; just rush in and fight the enemy commander. The junkyard ZZ gundam people tease Bright about Emalie again,; Misato thinks people like them are important so that the soldiers don't lose their spirit. Londo Bell heads to A Baoa Qu.

(Switch to battle map)

Gihren is still conflicted -- it seems that when it comes to Guest, he loses his power of rational thought. Kycilia notices him spacing out and reminds him that it's time to attack Londo Bell. Gihren gives a rousing speech to the troops as he sends them out.

Haman is suspicious of the Zabis as well, and wonders if Guest is involved somehow. Guest shows up, making the Londo Bell members waver a bit, but Bright steels their courage. All they have to do is defeat the Doroses, and the commanders will fall, leaving DC leaderless. Meanwhile, Sety asks Rof what he wants to do after the battle, since they've never talked of their future. Rof tries to deflect the question, telling Sety that there will just be another fight after this one. Kycilia wonders to herself what the use of Guest is, although she is prepared to kill her brother if necessary (she doesn't like this thought, though.) She also notices Char on the battlefield, and calls him a spineless traitor who became an underling. Quattro says that he's nobody's underling, and he'll prove it to her by killing her with his own hands.

When Gihren's Doros gets severely damaged, he decides it's time to retreat. Rof sees this and declares their plan a failure. Rof had thought Gihren might not be the most suitable person -- his ego is too big. Sety realizes that means it's time to eliminate him. Rof will use Kycilia to do this; he doesn't really like that method but it's an order from the top. Time for Guest to retreat.

Kycilia notices Guest's retreat, but then feels a strange feeling in her head. She goes to Gihren's Doros and tells him to die. Gihren thinks she's joking, but she attacks and destroys him. Gato sees this, and can't believe that Kycilia wanted power so much that she was willing to kill her own brother. He turns on DC, along with Karius.

You can persuade Haman with Quattro, and he asks her again why she's so obsessed that she would follow the Zabi family. Haman doesn't want to hear that from a traitor who left her behind. Quattro just doesn't want to sit by while the world turns down the wrong path. Haman claims that's what's happening -- humans are destroying Earth, and the pollution is only spreading. Quattro agrees, which is why this is no time for Earthlings to be fighting amongst each other. Isn't that why Haman wanted to start the Colony Alliance? Even so, humanity continues to fight humanity. Quattro calls Haman selfish for believing that she is the one to lead humanity, but Haman retorts that Char is the selfish one -- he always try to put himself above everyone else. He doesn't allow himself to feel anything for other people, because he fears hurting them. Haman says that no, he just is scared of getting hurt himself. Haman says that she saw Char as a man, but that he never once looked at her as a woman. She was always alone.

When you kill Kycilia, as she dies she wonders why she remembers dying once before. Haman sees the imminent loss, and hears Mineva's voice in her head. She and Quattro both go to A Baoa Qu.

Once all the enemies are gone, the Excelion shows up. Even though they were too late, they stick around anyway. Meanwhile, Quattro has chased Haman's Qubeley into A Baoa Qu. Bright wonders if they should send a search party, but then Quattro reappears. He apologizes for taking so long, but it took a little longer than he thought. He'll explain later.

Tashio comes to see Bright. It seems the Excelion and the GUnbuster are all ready, so it's time for them to join up with Londo Bell. Tashiro says that he is under Bright's command. Bright is hesitant, but he is the head of Londo Bell. Quattro then reappears, with Haman! Haman says she is ready to surrender to Londo Bell, as long as they promise to safeguard Mineva Zabi. She knows it's a selfish request, but she's ready to detonate a bomb that will kill everyone within 20 meters if they don't agree. Bright reassures her that they're not going to do anything to someone who surrendered. Kamille and Fa show Haman to her room. Quattro vouches for her so that they don't search her for weapons. Also at that point, they find some DC person floating in space.

Maura recovers the DC body and carries him to the sick room with Keith's help. As they carry him, they notice it's Gato.

Later, Nina and Kou come to see Gato. Nina seems especially worried about him. Gato wakes up, and is surprised to find himself in the Ra Kalliam. Gato praises Kou for looking like a soldier now, and tells Nina to take good care of him. He then goes back to sleep.

Beecha then goes to A Baoa Qu on his own to search. Daba and Elle are with him. In fact, the whole Junkyard crew is with him. They say they might find good suits there. Misasto and Tashiro think it's OK to let them go. But you get to pick "allow" or "not allow". The second choice is better because you get a better mobile suit later. Bright yells at them, and they reluctantly come back.

After that, Besu contacts Bright, telling him that they got a strange gravity distortion reading -- it may be that someone is trying to use a Desu Drive to teleport. Bright gets the same reading. But it's not a Buff Clan mech -- it's the Granzon.

Player Units: 18 (Ship + L-Gaim Mk II + 16)

Initial Enemy Formation: Auge (Nei)  
Ashura Temple S (Gablae)  
Ashura Temple S (Heckler)  
G-Roon S (Chai)  
G-Roon S (Wazan)  
G-Roon S (Hassha)  
A-Taul (Asfi)  
Ashura Temple x2  
Nobel D-Sserd x4  
G-Roon x2  
Calvary Temple x6  
Bat-Shu x4

Enemy Reinforcements: Drowa Zan (Haruru)  
Jig Makk (Damid)  
Adigo x4  
Galbo Jeek x4  
Gondo Bau x4  
Dogu Makk x3

Neutral Reinforcements: Altron Gundam (Wufei)

Events: 3 PP - NR

Wazan and Chai defeated - All Poseidal units retreat, ER, NR retreats  
Drowa Zan reduced below 40% (but survives) - All Buff Clan enemies  
retreat

Notes:

- You can convince Asfi with Daba to get her on your team. Convincing her  
also causes her Bat-Shu's to leave the map.

The Granzon (and thus Shuu) has shown up. Masaki yells at him as usual;  
Safine tries to calm him down. Ryuune and Tytti manage to shut him up  
eventually. Safine praises his maturity. Masaki says it's not his fault he's  
young (unlike Safine). Shuu cuts in -- as he said before, he's not interested  
in fighting Londo Bell. Don't they want to know about the Zabi family? He  
offers to come over to the Ra Kailum

Meanwhile, the Junkyard people are preparing to go to A Baoa Qu, despite  
Bright's protests. They all want the treasure inside. Judau gets to decide  
if he will go (first choice) or not go (second choice). Of course he decides  
to go, and they set off.

The Granzon and Wizoll Kai dock with the Ra Kailum. Tashiro is surprised to  
see Shuu again. Bright wonders how Tashiro knows Shuu. Tashiro explains that  
the technology from Shuu's Granzon was used to make both the Excelion and the  
Gunbuster. Tashiro wants to come down and see Shuu, but as an observer.

Shuu congratulates Tashiro for finishing the Excelion. Masaki doesn't like  
seeing people be so friendly with Shuu, and tells him to get on with it.  
Shuu, despite his loss of memories, does remember Masaki, at least. Shuu is  
pleased that all the Masou Kishin were able to come together. In any case,  
Shuu explains that the Zabis were clones! Like Shuu, they all died in the  
previous war. They were resurrected by Guest -- more properly, but Guest's  
commander, Zezenan. (Shuu, of course, was resurrected by Volkruss.) Bright  
guesses that they want to do this in order to weaken the Earth so that they  
can take over. Shuu says that's half right, but Zezenan believes he can  
easily destroy Earth at any time. He resurrected the Zabis in order to sow

chaos in the Earth Sphere. Someone had to give him this idea -- perhaps it was Shapiro, the defector. Misato wonders how they could clone the Zabis -- how did Shapiro get his hands on the necessary data? Shuu reminds them that DC had already been doing cloning themselves -- remember Puru and Puru II? Probably the Zabis left their own information behind. NERV, by the way, also has such cloning technology. Ritsuko confirms it -- they regrew Hyouma's arm before. Shuu knows they use it for other things, but he doesn't take that any further. The reason he's here is for revenge. But now he's said too much -- time for him to go and finish what needs to be finished.

Tytti wonders if they should let Shuu go like this, but Masaki claims not to feel the same evil Prana from Shuu that he did before. They have more important things to do now than chase Shuu. Bright asks Ritsuko about the cloning facilities at NERV. Ritsuko says they can theoretically create a whole person, but the quality of life for that person is the problem -- there's no way to duplicate the spirit within a person, at least not now. Misato doesn't think it's the job of humanity to venture into the creation of spirits. Tashiro wants to say something off the record -- he said before the Granzon's technology was used for the Excelion and the Gunbuster. In fact, the ultimate source of that technology is Guest. He has to say this now because things are moving at a faster pace than expected -- more than they can handle themselves. Three years ago, they made contact with Guest and received technology from them, including the cloning technology. Another thing was the Black Hole device, which they used to make the Shukutaiho. Masaki has heard of this treaty at the South Pole. Bright had known that contact with Guest occurred, but he didn't know the details. Masaki only knows about it because when he chased Shuu to the upper world, he found the Guest and Federation ships reduced to rubble, with the Granzon in the middle. Tashiro doesn't believe that Shuu was responsible, though. He claims the Federation caused the accident because they wanted the Guest technology for themselves. Tashiro just managed to escape. He doesn't know what happened after that, except that the Guest technology remained on the Earth, and Guest disappeared. The one who knows the truth about what happened is the Guest commander, Tiniquette Zezenan. Amuro wonders -- if that's the case, why didn't he go public about it, instead of secretly making an alliance with Poseidal and resurrecting the Zabis? Tashiro assumes it has something to do with the revenge Shuu was talking about. Masaki remembers what Shuu said about destroying anyone who tried to use him.

Misato makes a connection -- if the clone technology came from Guest, then that means that NERV's clone technology was from Guest as well. Ritsuko confirms this -- and what does it matter? It's because of that technology that they were able to complete the EVAs. Misato asks her who these Angels are, that it would be so important to create the EVAs? Ritsuko doesn't know, though -- only Gendo does. Everyone besides Gendo is just pawns; Gendo moves everything for his own desires. Banjo cuts in, reminding them that they can't do anything about all this right now -- their job is to protect the Earth.

At that point, there's an explosion in A Baoa Qu. They quickly find that the Junkyard crew is there, but they've managed to escape.

Bright meets the junkyard crew in the docking bay. Everyone tries to show Bright the mecha they brought from inside, but Bright punches and slaps them all. He forces them to apologize for making everyone worry.

Sally Poe contacts Bright. She congratulates Bright for defeating DC. She informs Bright that the GUEst-Poseidal alliance has decided that things are so bad on Earth now that they can start their attack again, by invading the Moon. Daba thinks they must have some reason for attacking the Moon. Regardless, they need to protect the Moon from PG's attack.

Cosmo asks Besu why they're in this time -- is it to fight? Besu thinks there's too much fighting in this age, but that it seems like Guest is behind it all. Perhaps if they defeat Guest they can end all the conflict; that may be the reason why they came to this time. Kasha wonders why Ideon needs anyone else if it has unlimited power. Karara reminds her that if the Earthlings of this time period don't fight, they won't learn anything. Kasha doesn't like following Londo Bell's orders, but Besu doesn't think they have any other choice. But no time to argue about this; they have to go to the Moon.

Later, Karara feels sick when she's helping Rotta. She suspects something, but things it's too soon.

As Londo Bell approaches the Moon, they encounter Poseidal.

(Switch to battle map)

The Poseidal units are surprised to see Londo Bell show up. Gablae is worried about Miyama Asfi -- can she really control 4 Heavy Metals at once, while piloting? Asfi takes off out in front, and calls out to Daba. Daba appears in his L Gaim, and Asfi declares that he killed her mother. Daba doesn't remember killing any women or children. Asfi says her mother's name was Miyama Leelen, surely he remembers her? Daba remembers a bandit leader named Leelen, but he didn't kill her. Asfi knows that Daba made her mother beg for her life, and then killed her anyway. Daba repeats that he did not kill her mother. Some Bat-shu's come out, which Kyao sees that she's controlling.

Nei commands Wazan and Chai to get to the Moon while the rest of them holds off Londo Bell. Wazan and Chai seem to know they're going to die, but Nei is the commander. Bright reminds everyone that they can't be allowed to reach the Moon.

You can convince Asfi with Daba. He tries to convince her that he didn't kill her mother. He refuses to tell her who actually did kill her, because he doesn't want her to start a cycle of revenge. She accuses him of being a hypocrite -- after all, he's looking for revenge on Poseidal for killing his parents. She doesn't really listen to him. Finally, he tells her that she can kill him, as long as she realizes that she'll regret it later. Everyone thinks Daba is stupid, but of course Asfi can't pull the trigger. Hassha is worried -- if this goes on much longer, Asfi may find out that he actually killed her mom. When Asfi sees that Hassha is going to attack her, she defects, and her Bat-Shu's disappear.

Soon, Wufei shows up to fight. He vows to destroy all evil.

When Chai and Wazan are defeated, Nei calls for a retreat. The Poseidal units all leave. However, a group of Buff Clan mechs soon appears. Seeing them, Wufei decides to leave them to Londo Bell.

When you defeat all the enemies, Daba is happy that Asfi saw the truth. He doesn't want her to fight anymore, but she wants to help. Astionage thinks she could be a good mechanic, based on how she controlled those Bat-Shus. Of course, this would replace Kyao, but he's no good with electronics like she is. In any case, he pilots as well. Bright gets to choose who is the mechanic -- Kyao (first choice) or Asfi (second).

Amu gets to talking a bit with Asfi about her mother, causing Lecee to try to take snjipes at her.

The mechanics are looking at the junk they brought back from A Baoa Qu. One

of the things is actually the Neue Ziel that Gato was piloting.

Bright visits Gato, who is fully recovered now. He wonders what punishment he will get. Banjo says that even though he fought with them before, they can't ignore that he went back to DC. Treize is the one who would have to make the decision. For now, they decide that Gato can help them as a member of Londo Bell. He agrees.

After that, they contact Sally Poe, who promises to tell them everything about what's going on after they land at Von Braun.

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Stage 75D - The Waving Flag of Rebellion  
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Player Units: 18 (Ship + L Gaim Mk II + 16)

NPC Units: Taurus (Lady Une), Valet (Trowa), Mercurius (Heero), Taurus x4

Initial Enemy Formation: Original Auge (Poseidal)  
Gairam (Flat)  
Ashura Temple S (Gablæ)  
Ashura Temple S (Rocklay)  
G-Roon S (Hassha)  
Bat-Shu x2  
Ashura Temple x4  
Calleyzed x3  
G-Roon x3  
Lestrail

Initial Neutral Formation: Sarge Orbus (Giwaza)  
Auge (Nei)  
Ashura Temple S (Anton)  
Ashura Temple S (Heckler)  
A-Taul V (McTimon)  
A-Taul  
Ashura Temple x6

Enemy Reinforcements(1): Wing Gundam Zero (Quatre)

Enemy Reinforcements(2): Alexandria (Jamaican)  
Bound Dog Custom (Jerid)  
Bound Dog (Mauer)  
Hambrabi S (Yazan)  
Hambrabi S (Dangel)  
Hambrabi S (Ramsus)  
Ashmar x2  
Gabthley x2  
Bau x2

Events: Original Auge reduced below 70% - Initial enemies retreat  
4 EP, if Poseidal is still alive - Initial enemies retreat  
5 EP - ER(1)  
Heero and Trowa still alive at 5 EP - Heero, Trowa, Quatre retreat  
7 EP - ER(2), Quatre retreats  
Giwaza defeated - Next EP Nei uses Sure Hit and Spirit  
Heckler defeated - Next EP Anton uses Sure Hit and Hot Blood  
Anton defeated - Next EP Heckler uses Concentrate and Hot Blood

Notes:

- You can convince Flat with Amu; this can make her become an NPC in a few missions (she will never join you).
- You can attack the Sarge Orbus twice with Daba to have him know that Olibee is in there. If you then destroy the Sarge Orbus, you save Olibee after the mission.
- If you want to defeat every enemy on this mission you would have to kill Poseidal from over 70% health in one hit before the 4th EP; my impression is that this is impossible (without cheating) unless you can somehow use the Ideon Gun or Sword, but I doubt you could get the gauge up and get the Ideon into position that quickly.
- If Quatre shows up and Heero and Trowa have already been defeated, you can be in big trouble. Quatre can destroy a large part of your force with his MAP weapons before you have a chance to act. Quatre appears in the upper center part of the map; the best thing to do is to move a high-evade low HP unit (i.e. Bilbine) up to where he starts to act as a decoy for Quatre.

Londo Bell meets Sally Poe in Von Braun city. She says that she has no place left on Earth, because of Treize. Sure he has stopped the Poseidal-Guest invasion, but his expanding greed will surpass the Earth and cover space as well. Maybe Sally is just overthinking things, but he is not against war. What will he do when this is all over? She came to space on the fear that Treize might try to unify the Earth through force -- perhaps with Relena Peacecraft's help, this can be prevented. For now, though, they need Treize's power to resist the aliens. Sally recognizes Tashiro as someone who knows about the incident from three years ago. She offers to explain what she knows.

The Guest here now seem to be remnants of the group that came here years ago; the Guest withdrew at that time but have now used the Poseidal armies to help them attack Earth. Everyone is impressed that Sally knows this, but she had help from Duo in figuring it all out, as well as Wufei. Wufei is there; he introduces himself and explains that he seeks to fight against strong opponents to figure himself out. Banjo reminds him that the strong don't always have justice, but Wufei they are just because they are strong. Since he is strong, justice is within him. The philosophical discussion is cut short by a report that Guest-Poseidal is doing something -- it seems like a huge force, perhaps most of their remaining strength, is involved. Bright readies Londo Bell to help. Sally thinks this sudden movement has to have some plan behind it.

After they leave, Wufei wonders why he can't bring himself to fight against Londo Bell.

(switch to battle map)

Lady Une has a small force with her to fight Poseidal. She wonders what's going on -- it looks like the Poseidal armies are fighting each other.

Londo Bell arrives and sees the situation. Daba wonders if Giwaza has betrayed Poseidal. Lecsee apparently knew about this before; she was offered by Giwaza to join him, but she refused. Amu wished she hadn't refused; Daba is hers, after all. Lilith notices that Poseidal herself is there. On the Sarge Orbus, Olibee notices Daba's mech, and Daba sees that Quasan Olibee is on the ship.

You can persuade Full Flat with Amu. She asks why Flat is fighting for Poseidal. Flat dodges the question, instead asking if Amu likes Daba. Flat thinks men are just animals who will throw away women at a moment's notice. There was a time when Flat had more faith in men, when she believed that if a man and a woman loved each other, they could be together. She asks Amu not to become like her.

Quatre shows up in a few turns, vowing to destroy Londo Bell.

When you attack the Sarge Orbus with Daba, he shouts out to Olibee that he is her brother. Giwaza tells him to shut up and stop interfering. When you attack it again, Daba hears Olibee's voice and knows she's there, but doesn't know how to save her.

The Titans show up a few turns later. Jerid seems a little annoyed that first they join with the Buff Clan, then Poseidal. Mauer thinks that Scirocco is becoming frustrated because the Cinq Kingdom is allying the colonies, and that it's causing him to make mistakes. Jerid seems a little jealous that she understands Scirocco so well.

Ladu Une thanks Bright for his help. Bright reminds her that they're both in the Federation. In that case, Lady asks them a favor, as Federation comrades. She wants them to invade Luna Two, where the Titans that fled the Earth are hiding. Poseidal is there as well. Misato can't believe that the Titans allied themselves with the aliens, even in their desperate situation. Lady reminds them that Scirocco is willing to do anything to have all of space in his hands. Kamille and Amuro are both shocked to hear that name -- how could he have survived the last war? (I swear they mentioned him before...) Bright doesn't relish the prospect of fighting Scirocco and Poseidal, but Lady promises some help in invading the base. On the other hand, if they come out of the base and start fighting, then they can have the final battle outside. Bright asks Lady if they can plan the operation themselves. Lady agrees to that.

Afterwards, Daba is upset that he couldn't save Olibee, but then Kyao comes up to tell him they actually did save her. She's in the infirmary.

Hasan tells Daba that Olibee's body is fine, but her mind has undergone severe brainwashing. He removed something from her head that was controlling her. Amu has to force herself to be happy that they saved Olibee.

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Stage 76D - Double Fake  
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This stage has three parts.

PART 1:

Player Units: Excelion and Ra Kairam + 6 from: Gunbuster, Ideon, Daitarn 3, Dancougar, GP-03, Combattler V, Goshogun, Shin Getter, EVA 00-02, and Super main character

Initial Enemy Formation: Alexandria (Jamaican)  
                          Alexandria (Gady)  
                          Hambrabi S (Yazan)  
                          Hambrabi S (Ramsus)  
                          Hambrabi S (Dangel)  
                          Gaza C x6  
                          Bau x3  
                          Gabthley x2  
                          Ashmar x2

Enemy Reinforcements: Gaplan x3

Events: Ra Kairam gets within 10 spaces of Luna Two - ER



Notes:

- The goal is to get the Ra Kairam to Luna Two.

Wong's former assistant brings Urube the information he left behind. Looking through, he is impressed with the depth of Wong's research. In particular, he sees that they need a person with a strong life force to control the Devil Gundam.

Lady reports to Treize that Londo Bell is going to invade Luna Two. She wonders whether it's OK to let Londo Bell handle this. Treize doesn't think it's likely they'll fail, She worries that if they get too powerful, they may be hard to control. Treize tells her that the future is being tied up in Londo Bell's hands.

The Ideon crew sneaks up on Besu and sees him trying to woo Karara.

Mikamura tries to plead with Urube not to make things any worse; Urube just thinks he's scared of Kasshu blabbing the truth. But since Kasshu will soon die in a tragic accident, they don't have to worry about that. Mikamura says that he will expose the truth. Urube thinks he's sick, but Mikamura says that his daughter opened his eyes. What further plan can they do anyway? The Devil Gundam is destroyed. Urube tells Mikamura about the new designs he found in Wong's notes. A mech that has the power to give birth to a new age.

Scirocco welcomes Poseidal to Luna Two. She has agreed to his conditions; that he will be allowed to manage the Earth Sphere when the who galaxy has been conquered. Flat asks Scirocco what his plan is -- it seems like holing themselves up in Luna Two just cuts off their retreat. Scirocco makes fun of her for considering losing before they even start. She asks again what the purpose of this is. Scirocco dodges the question and says he hopes to learn more about Flat in the coming days. Poseidal takes a liking to Scirocco and agrees to his plan.

Flat goes to Poseidal later. Poseidal tells her that she will use Scirocco's ego against him. Flat is suspicious, but Poseidal doesn't think anyone can defeat her.

Meanwhile, the Solo Ship is on line again. They couldn't use any help from the Earthlings of the present; the technology is too far ahead. Ritsuko has already had her hand in there trying to figure it out. Misato is once again suspicious of Gendo, but Bright reminds her that all they can do now is fight the enemy before them. Banjo thinks this crisis is galaxy-wide -- the more these "coincidences" (Guest, Poseidal, and Buff Clan) stack up, the less random they seem. Misato explains the plan for Luna Two. Their mission is to clear out the interior and capture it. It seems that Scirocco and Poseidal are together within, so their opponents will be the Titans and Poseidal. However, there is a major problem. The interior of Luna Two is fairly small, so the ships and large mechs won't fit. Noriko is sad that Gunbuster won't do any good, but the Coach reminds her that they'll have to help out in guarding the smaller units' approach to Luna Two. She promises Coach to do her best. So the large units will fight outside, and the smaller units will go inside on the Ra Kairam. They head for Luna Two.

(Switch to battle map)

Lady doesn't see Scirocco in the units. Misato doesn't think the resistance is very big, so they must be holing up inside.

When you reach the base, go to Part 2.

PART 2:

Player Units: Ra Kairum + 16 (any that were not available in part 1)

Initial Enemy Formation: Original Auge (Poseidal)  
Gairam (Flat)  
The O (Scirocco)  
Bound Dog Custom (Jerid)  
Gabthley (Mauer)  
Nobel D-Sserd (Hassha)  
Ashura Temple S (Gablæ)  
Ashura Temple x3  
Bat-Shu x3  
Grassidow Lu x2  
Calleyzed x4  
Lestrail x5

Enemy Reinforcements: None

Events: Jerid reduced below 30% HP - Mauer uses Migawari  
Mauer's Migawari activates, Mauer died - Jerid recovers all HP, uses  
Sure Hit, Spirit, and Rouse  
Mauer's Migawari activates, Mauer lives - Jerid and Mauer recover all  
HP, and both use Sure Hit and Rouse  
Jerid dies - Mauer uses Sure Hit, Spirit  
Mauer dies - Jerid uses Sure Hit, Spirit

Notes:

- If you did the previous Flat events, Full Flat will become an NPC on the third enemy phase. When you defeat Poseidal, she will turn back into an enemy.  
- Either defeat Mauer before Jerid, or take Jerid from over 30% to dead in one hit. The best result is to defeat them both with a MAP attack.

Jerid is disturbed that Scirocco has taken command himself; things must be really bad. Mauer wonders if he intends to die here, but that seems unlikely -- he must have some plan. Londo Bell then shows up, cutting off their talk. Mauer reminds Jerid that she'll always have his back.

Daba challenges Poseidal, but Poseidal thinks he is foolish to challenge her. He wants her to understand that there will always be those opposing her, but she tells him that he will understand who the true ruler is.

After a few turns, Flat asks Poseidal to stop all of this, and remember long ago, when they were both just Temple Knights -- she refers to Poseidal as Miang Kuu Hau Assha. Poseidal doesn't really respond, and Flat tells her that she still has time to go back; to stop playing this game of pretending she's Poseidal. After all, Miang is the one who stole him and won over him, so why does Miang have to be the one to become a doll? Poseidal starts to remember that she really is Miang, but she says she can't stop being Poseidal now. Flat offers to disable the Bio Relation -- this will mean that they'll both age 60 years in one second. Flat begs Poseidal to stop being trapped by the past, but Poseidal won't listen. Flat says that she'll show Poseidal the truth, and turns on her. When Flat attacks her, Miang declares that she is Ordonä Poseidal, the one who holds all the power.

When Flat gets defeated, she tells Miang that they were happier before. Miang reasserts that she is Poseidal, and Flat wonders which one of them is happier now. After Flat's mech explodes, Miang says that her name is Poseidal, and wonders what this water is on her cheek.

When Miang dies, she questions who she really is as she blows up.

PART 3:

Player Units: Excelion + 10 (part 1)

Player Reinforcements: 7 (the ones from part 2)

NPC Reinforcements: Granzon (Shuu), Wizoll Kai (Saphine)

Initial Enemy Formation: Original Auge (Amandara)

Geios Guld x4

Ashura Temple x8

Enemy Reinforcements: None

Events: 3 PP - NR

5 PP - PR

Notes:

- You can get Super Guts (just for this mission) for Noriko by having Gunbuster go below 20%.

Outside, Tashiro can tell that they've finished up inside. Just then, Amandara Kamandara appears in his own Original Auge. He can't believe he had to come to the forefront himself. Amandara declares that his name is Ordon Poseidal; he is the leader of Pentagona and the one who will control the whole galaxy. He will now destroy them for the sin of opposing him. Mechs come out of nowhere, and some sort of field comes up around the Auge. Tashiro sees they have no choice -- try to do the best they can until the other group comes back.

A few turns later, Shuu and Saphine appear and offer to help. Tashiro is surprised to see Shuu volunteering. This causes Chika (Shuu's familiar) to get really angry and suggest that Shuu kill all the Londo Bell members as well. Shuu says that it would be bad for them if Londo Bell were to lose here, and says that he will cooperate whether they want him to or not. Chika pouts because nobody's listening to him, but Shuu says he has an important duty for Chika.

A few more turns later, the rest of your group comes out of Luna Two. They see the Original Auge and wonder what's going on; didn't they destroy it? Amandara says that what they destroyed was merely a decoy; he is the true leader of Poseidal. Daba recognizes the voice of Amandara Kamandara. Leccee remembers hearing about the Bio Relation System, something that can extend the life and youth of a person. Amandara says that it also can allow someone to exert control over another person -- for instance, that other Poseidal they just fought. Daba asks Amandara what people are to him; Amandara replies that people are meant to be led by the strong, which is why he pronounces judgment on everyone. He had to get into the thick of things to see how normal people behave, which is why he became the weapons trader. People are fools -- in times of peace they crave war, and in times of war they crave peace. Peace has to be forced upon people by a ruler like him. Daba and the others can do nothing before his might.

After you beat Amandara, Maser Asia shows up. He is surprised that Londo Bell didn't need his help, but he's here to repay his debt.

Daba is happy that the war is finally over and that Pentagona is now free. He

thanks Londo Bell for their help, and says that from here on out it's his turn to help them. Bright is surprised he's staying on, but Daba says that he won't leave until their job is done on Earth.

Shuu comments that only Guest is left. Bright asks what Shuu's motive is; Shuu tries to say that he just loves the Earth like everyone else, but Yang Long sees through him. Shuu says that to get straight to the point, he wants them to go to Mars. That's where the Guest have their base. Since they have the Excelion and the Solo Ship, they can get to Mars easily. Masaki wonders if Shuu is going to take over Earth during their absence, but Shuu says he doesn't want power that badly. In any case, he's going to accompany them to Mars. He wants to see Guest defeated as well. Shuu hopes this isn't a short alliance; he doesn't want to try fighting them again. Tytti wonders if Shuu's memories are back -- Shuu says that he does remember now. He was controlled by Vorkruss before. To Masaki, that doesn't change the fact that Shuu betrayed them. Shuu repeats again that he has no desire to fight them. Bright still can't trust Shuu fully, but they'll let him come along to help. Masaki agrees, though he says if Shuu makes one wrong move, he'll shoot him down.

Quattro goes to talk to Haman. He tells her that their next fight will be against Guest. Haman doesn't think this has anything to do with her, but Quattro tells her that he's releasing her. Haman thinks that Char is the same as before -- forcing her to choose herself what she'll do, and running away from his own responsibility. Quattro says he has no right to determine her future. Haman yells at Quattro -- he always understands her heart, but pretends he doesn't. Does he understand how much that hurts? Quattro wonders what Haman wants him to do. Haman says that women want to hear certain words from men, but that she doesn't hope for that. After a moment of silence, Quattro tells Haman that he has been hurtling towards his own duty up to now, and ignoring everything else. He thought that heroism was just doing what you had to do, when it was necessary to do it. But that time is over. If you run away from reality, nothing good will happen. He asks Haman to come with him, and walk into the same future with him. Haman says that she waited a long time to hear those words. She will go with him, and walk the same path.

Quattro later tells Bright that Haman will become a pilot for Londo Bell. Bright seems suspicious, but Amuro says that having her help would be really important. Bright agrees -- this is no time for humans to be fighting amongst themselves.

The Solo Ship contacts Bright. Besu wants permission to stay at Earth. He is hesitant to say the reason, even with the rest of the crew urging him on. He says that he and Karara have a happy thing. The idiots like Kouji and Masaki don't understand, but Sayaka clues him in -- Karara has had Besu's baby. Besu stammers out agreement, and says that with the Excelion they don't need the Solo Ship. Bright is sorry, but offers to contact Treize. Gije points out that the Ideon doesn't have to remain here. Kasha doesn't like the idea, but Cosmo thinks they should go. Besu leaves the decision to Bright. You can let them come (first option) or have them remain at Earth (second option).

Domon welcomes Master Asia. He asks MA what he was doing up to now; Master Asia was cleaning up after the Devil Gundam. He asks Domon where Rain is. Domon tells him that Rain stayed back at Neo Japan. MA tells him that a man who cannot protect a woman is not a real man. Domon intends to finish this fight and then go to collect Rain in the end. Master Asia laughs, and invites Domon to practice.

Kaji comes to Misato and Ritsuko, who are working. Kaji seems quite nonchalant. Misato reminds him that they may not come back from this fight; Guest is a tough opponent. Kaji believes in them, though, and especially

waits for Misato. Kaji himself will stay at Earth and do something. He says that he ran from the truth up until now, but he won't anymore. He's already talked to Bright about it. Finally he tells Misato that he wants to get closer to the truth inside himself, no matter what the results. Misato seems sad at his leaving, but Kaji says he has something important to tell Misato when he gets back -- something he couldn't say 8 years ago. Then he leaves.

Back at Neo Japan, Doctor Mikamura is trying to get Rain to escape. She doesn't know what's goin gon Urube comes in after them, spouting some nonsense about how the person ready to become a new life form is one who has lived to the potential of their current form. Mikamura tries to stop him, but Urube shoots Mikamura, and tells Rain that she will become the new life form. Awaken, Devil Gundam!

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Stage 77D - In the Space Between Fear and Panic  
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Player Units: 19 (18 + Excelion)

Initial Enemy Formation: Zeidram (Rof)  
                          Org Baryu (Zeb)  
                          Byudorifa (Sety)  
                          Gheios Grud x3  
                          Zeranio x2  
                          Calleyzed x6  
                          Lestrail x8

Neutral Reinforcements: Grey Turkin II (Mekibos)

Events:

Notes:

Bright explains the plan to Treize. He thinks the time to strike is now; who knows why they retreated to Mars, but it shows their weakness. Treize promises to take care of the Solo Ship while they're away.

Later, Treize tells Lady Une about the transmission. He asks her to go with Londo Bell. They both think that Londo Bell is unwilling to do anything with their power after they win. Lady still thinks their power is dangerous, but Treize says they can cross that bridge when everything's over. Meanwhile, it seems that the Colony Alliance and the Cinq Kingdom have entered into an alliance. Treize sees the value of pacifims now, when everyone is tired of war. But the human will seeks to fight. As long as humans are in the world, war will never go away. Rejecting war is not the way to peace. Until humanity grows and evolves, they can't do anything else. Treize doesn't intend to attack the Cinq Kingdom, though. He warns Lady that if he dies, she shouldn't abandon her ideals and turn to crying. She agrees not to do that, and leaves.

A flood of technobabble commences as the Excelion goes to Mars.

(Switch to battle map)

A Guest army is waiting for them at Mars. The Guest people are surprised to see Londo Bell there. Sety wonders what they should do, and Rof answers that they are soldiers and must follow thier commander.

A few turns later, Mekibos shows up in his Grey Turkin II. Shuu comments that things are about to get interesting. Mekibos tells everyone to stop fighting.

(Zeb calls him Meki-chan). Of course the people in Londo Bell can't believe Mekibos is still alive. Why is one of the INspectors showing up here? Mekibos will explain later -- for now, they need to stop fighting. This is an order from the High Council. Mekibos says that he is a special messenger from the High Council, sent to stop this pointless war. He asks Rof how long he's going to listen to Zezenan. That's Rof's duty as a mercenary. Mekibos wonders why Rof left the General position he had. Rof replies that if he doesn't take something with his own hands, it's not worth it. He only got his previous position due to his lineage. In that society, where everything was fixed for him, he could not find himself. Only on the battlefield can he do that. Mekibos wonders why he's following Zezenan, who only has his own power because of his lineage. He should have realized in this fight -- who is more like the humans? Mekibos next speaks to Zeb. Doesn't Zeb dislike fighting? Zeb agrees, but this is his job. Sety pleads with Rof to stop fighting. Rof said himself that it was pointless. Rof should have noticed too that this fight was only for Zezenan's greed. Mekibos asks Rof if this is all he hoped to do with his life -- become a tool for someone else. Rof agrees that this fight is meaningless, but he can't just quit. He wants a little time to determine things for himself. Mekibos promises to handle things here while they check. After the Guest units leave, Mekibos asks Londo Bell to wait a little while as well. Bright wonders what happens if they don't listen to him. Mekibos says that in that case, he'll fight them. Amuro doesn't think it's a good idea to fight Mekibos if he really is some kind of special messenger. On the other hand, Misato thinks it could be dangerous to give Guest time. You can pick wait (first option) or defeat Mekibos (second option). I'm picking first.

Bright says that their true aim is not to fight, but to end the war, so they have no reason to fight. Mekibos offers to explain everything now; he'll come over to their ship.

Of course, the first thing they want to know is how Mekibos survived. Apparently Mekibos was very close to death, and now his legs, right arm, and left eye are cybernetic. Hyouma wonders why they didn't just use cloning technology, but Mekibos is surprised that the Earthlings were able to do such things with that technology. Of course Mekibos knows about the treaty from before, since the Earth is part of his mission. In any case, when he was repaired, he became a special messenger to the High Council, and was put in charge of surveillance of Zuvork. Zuvork is the name given to Zezenan and Zeb and the others. Banjo tells him that they called them Guest, and Mekibos and his cronies were Inspectors. Mekibos wonders if his translator is broken -- no, they just come up with terrible names. In fact, Guest and Inspector are involved with the same government. They are in different star systems, and they don't have much contact, but they were originally from the same planet. Banjo can understand that, since the Guest and INspector's methods seem similar. They took a lot of data on the military capabilities and weapons of the Earthlings, and saw that they had developed into strange beings. Amuro remembers Wendolo saying that Earthlings had weapons that were too powerful for them. Mekibos tells them that their planet has superior technology, but the application to weapons is not as good. For instance, the ancestors of humans developed weapons to hunt animals, and then used them against each other for war. However, their ancestors never thought of doing that. They didn't understand the idea of attacking others of the same race. Of course, not all of them are perfect -- Zezenan and Wendolo are perfect examples. However, there aren't many. This is both a blessing and a curse. Why? Because the Earthlings managed to do in a few thousand years what it took them many tens of thousands to do. The reason Mekibos has come here is to stop the war -- the High Council, which controls both Guest and Inspector, does not want it to occur. The original plan was to trade technology with Earth. But both Wendolo and Zezenan went against that. In both cases they were trying to

strengthen their own position in the government by going off on their own lust for power. Tashiro concurs; that was what they did at first, trading technology. Mekibos wonders if Tashiro saw what happened himself. Tashiro says that he does, and in the midst of it all was Shuu Shirakawa. Mekibos is happy to meet Shuu; but he has to be told that Shuu didn't cause the problem -- it was the Earth's own government. Shuu isn't surprised; Zezenan is the only one on the Guest side who survived that. Perhaps Zezenan used the explosion for his own ends as well. Shuu intends to ask Zezenan about that later. Masaki is pissed off that Shuu was still keeping things back from them, but Shuu retorts that Masaki never asked him. In any case, what actually happened was that both Guest and the Federation were planning to cheat each other, and the end result was the destruction they saw. Zezenan's plan was to use the supreme skill of weapons development that the Earthlings had, accelerate it as much as possible, and use it to solidify his own power. But the messengers sent from the High Council would not seek weapons beyond what were being offered in the trade. Therefore Zezenan caused an accident and assassinated all the messengers, but he miscalculated. The explosion that Zezenan caused made the Black Hole Engine in Shuu's Granzon go berserk, but at that time something sleeping in the South Pole resonated with it. This thing was the First Angel, that NERV calls Adam.

Meanwhile, someone is telling Gendo that Londo Bell is at Mars. Gendo thinks it's fine if Zezenan is defeated by Londo Bell. Because of what happened before, he was able to get his hands on Adam. The unidentified person doesn't really see what use that big monster has, but Gendo tells him that it is the door to the beginning and end of everything. He is preparing the key right now. The voice asks Gendo if he hopes to destroy the world, but Gendo says he will remake the world instead. The voice says that it must get to its own work before that happens. Gendo warns it just not to lay a finger on Earth. If it does, it will die, by something far greater than the "key" Gendo mentioned earlier. Something that is almost unimaginably powerful.

After the call, Fuyutsuki wonders if Shapiro is with Guest as insurance -- Gendo just says that Shapiro is nothing more than a doll, and is walking a path to his own destruction. Fuyutsuki seems uneasy about the way things are going, but Gendo thinks they can do everything themselves. As Fuyutsuki leaves, Gendo says that the time is soon right. Wait just a little longer, Yui...

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Stage 78D - An Earthquake in the Red Earth  
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Player Units: 19 (Excelion + Dancougar + 17)

Initial Enemy Formation: Baran Schneil (Zezenan)  
Leige Gheios (Shapiro)  
Leige Gheios x4  
Zeranio x2  
Gheios Grud x5  
Grassidow Ryu x7  
Lestgrunch x4  
\*Org Baryu (Zeb)  
\*Zeidram (Rof)  
\*Byudorifa (Sety)

Enemy Reinforcements: Grassidow Ryu x2  
Lestgrunch x2

Events: 3 EP - ER

7 PP - Zeb, Sety, Rof appear as PCs (if you did not fight them in the last mission)

Zezenan defeated - All enemies except for Shapiro retreat

Notes:

- This stage is quite difficult; the grunts are very strong and you have to defeat both Zezenan and Shapiro. However, it can be beaten on the first turn if you have the right setup. If you have two characters capable of casting Saidou (move again), a fully upgraded Dankuukogaken (Dancougar's final attack), and 5 Exhausts, you can do it.

Zezenan is somewhat upset that Rof and the others left the battlefield based on Mekibos' statements. When they try to protest, he yells at them. Rof asks Zezenan what his true intention is. Zezenan thinks that information is useless; they should just follow orders. Zeb points out that Mekibos is a messenger from the High Council -- if they want to stop the war, there's nothing that can be done. Zezenan laughs -- what can the High Council do? They're not here; only Zezenan is. If Zezenan can get the technology of Earth, he can solidify a place of power in their homeworld. How can they ignore this training ground? Sety realizes that Zezenan has been planning this for 3 years. Zezenan tells Shapiro to deal with Sety and the others, since they know about that incident. Shapiro aims a gun at them. Zeb just tells Zezenan one thing -- Londo Bell is no ordinary military group. Zezenan isn't afraid; Zeb should be more afraid of his own position.

After they leave, Zezenan consults with Shapiro on what they should do.

Meanwhile, Ritsuko is explaining the Angels. Adam was the First Angel, meaning the first one to be discovered by humans. Kouji wonders what these Angels are, and Bright asks if it has anything to do with the Adam Plan. Misato is surprised they know about it, but Ritsuko sees there's no point in hiding it anymore. Shuu butts in, saying that the Angels represent another possibility for humans. Rather than ancestors, the Angels sprang from the same source as humans. In the incident three years ago, when the humans made contact with Adam, it turned back into an egg, and it exists like that at NERV right now. Shuu knows about this because Gendo was also at the South Pole when the treaty with Guest was signed. Bright wants to know what Gendo's purpose is. Ritsuko says that nobody knows Gendo's mind except for himself. He runs away from love so that he doesn't have to be loved by anyone. Even Shuu couldn't find anything out, except that it would be dangerous to make Gendo your enemy. Ritsuko was told some of this information, but she didn't know about Adam's true nature. Misato had to hide this from the Londo Bell crew because of her position, and to avoid sucking Londo Bell into NERV's problems. Ritsuko takes full responsibility for drawing Londo Bell into the problems with the Angels. Bright understands, but he's not about to ignore their friendship, even given this. Mekibos is again impressed by the friendship of humans, and he comments that the incident at the South Pole was known as "Granzon's Rebellion" to their home country. Shuu doesn't care what they called it, but he can never forgive them for using him. He wants to repay Zezenan with his own hands. Mekibos tells Shuu that he needs to try to stop the fighting first, before Shuu does anything. Shuu knows that Zezenan isn't going to go quietly. In the end, they may have to kill Zezenan. Bright agrees -- first Mekibos will try to talk, then they'll fight.

(Switch to battle map)

Zezenan is ready to give the monkeys a death befitting monkeys. He comes out in his Baran Schnail mech. Mekibos declares that Zezenan is in direct opposition to the wishes of the High Council, and that he is hereby ordered to withdraw his troops. Zezenan isn't about to admit defeat here. He'll even take on the High Council if necessary. When Zezenan was first given the



assignment to Earth, he studied their entire history, and was shocked that such a stupid race of people could exist in the galaxy. They are responsible for the extinction of many life forms, and for the deaths of many of their own race. For that alone they deserve death. Such a race has no right to live. Mekibos tells him that in fact, Earthlings are just immature -- and they're not all like he says. Zezenan doesn't want to listen to Mekibos, of course. SO it's time to fight. Shuu appears in his Granzon, and Zezenan is ready to finish him off. Shuu isn't scared o Zezenan, despite the mech he's in.

Bright orders everyone to go for Zezenan and ignore the rest of the enemies. However, Shapiro is there as well -- he taunts them. The Dancougar team is pissed off, of course. Sara asks him why he would betray Earth, and betray her. Shapiro says that th Earth is too small scale -- he hopes to become something bigger than that, which is why he discarded the Earth. He wants to not only control the Earth, but some day all of the galaxy. Sara thinks that's a degradation, not an ideal. Does he intend to die embracing an impossible dream? Shapiro is sad; he thought that Sara could understand him. Sara wonders why he would expect her to understand him, when he doesn't understand the first thing about her. Shapiro is sad again, but he'll kill her with his own hands. Shinobu, of course, won't let that happen. Shapiro declares that he will become a god with the power he has. Shinobu calls him nothing more than an idiot who sacrifices other people to attain a useless dream. Shapiro tells Shinobu he's the same as always. When is he going to realize he can rise above being a common soldier? To Shinobu, that's stupid -- he doesn't want to rise above his current station if it means becoming like Shapiro. He doesn't want to become someone who only thinks of himself. Shapiro sees the time for talk is over.

Zezenan is, of course, stunned that Londo Bell beat him -- but he blows up anyway. After Shapiro dies, he's still ranting and raving about being a god as he blows up. Sara cries for his death. Sety, Zeb, and Rof then show up. They can't beleive Londo Bell took care of Zezenan that quickly. Zeb wonders what they should do. Rof doesn't want to fight anymore. Rof instead plans to make up for Zezenan's sin the only way he knows how. Rof aplogizes to Zeb, but Zeb says they're friends.

[If you take longer than 7 turns to clear the map, Sety, Rof and Zeb show up during the fight. Rof accuses Zezenan of grabbing power for his own needs and attacking his own people, and Earth. Zezenan replies that the supreme technology of Earth belongs only to those who have the right to use it -- which of course means him. Zeb and Sety join in the accusation; Sety thinks that Zezenan is the cause of all the problems. Zezenan can't believe that Sety is turning against him -- he's the one who gave her her new eye. Sety doesn't feel any obligation to follow him because of that. Rof asks Londo Bell for permission to help. You can pick to allow them to help (first choice) or to finish things yourself (second choice).]

Londo Bell thinks everything is over. Mekibos is unhappy that they couldn't convince Zezenan to give up, but at least the crisis was averted. Now they just have to play diplomacy. Apparently the High Council has already drawn up a treaty with the Earth, saying they won't intervene anymore. They shouldn't be anywhere near the Earth Sphere for the foreseeable future. Rof doesn't think things are over yet, though -- there's still the matter of responsibility. Since Zezenan is dead, Rof and Zeb are responsible. As long as Londo Bell promises that no others will be harmed, he will happily give his life. Bright thinks that what Rof says is correct, that someboyd has to pay for the sin. But since in the end they didn't attack Londo Bell, they too desire peace -- Londo Bell won't take action against someone who doesn't want to fight. Anyway, if they do anything to Rof, Sety will be sad. Rof is unsure, but Mekibos reminds himj that he still has work to do -- he has to

collect to Zovorg and work to prevent something like this from happening again. Mekibos isn't ready to do that himself. Rof asks Sety and Zeb to come with him, and they both agree. Mekibos gives them one last thing -- a disc with all the information on it that they can use as proof to clear up the incident with the Earth Federation. Rof thanks Londo Bell and counts himself lucky for having met them. Sety says they can live as allies now. Rof gives them one last piece of information -- apparently Shapiro created another clone without notifying Guest.

Shuu knows that the clone must be Paptimus Scirocco. It seems that he died in Luna Two, but who knows? In any case, it's time to return to Earth -- there's still the Buff Clan to deal with.

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Stage 79D - Final Operation  
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Player Units: Solo Ship

Player Reinforcements(1): 18 (Excelion + God Gundam + 16)

Player Reinforcements(2): Gundam Deathscythe Hell, Gundam Altron

Initial Enemy Formation: The O (Scirocco)  
Hambrabi S (Yazan)  
Hambrabi S (Dangel)  
Hambrabi S (Ramsus)  
Alexandria (Jamaican)  
Alexandria (Gady)  
Psycho Gundam Mk II x4  
Psycho Gundam x3

Enemy Reinforcements: Gaza D x4  
Gaplan x4

Neutral Reinforcements: Devil Gundam (DG Rain)  
Grand Master Gundam (Urube)

Events: 2 PP - PR(1), NR, initial players retreat  
3 PP - PR(2)  
Axis stopped - ER

Notes:

- You need to stop Axis and destroy all the enemies (although Scirocco will retreat when you stop Axis). In order to stop Axis, you have to move units onto it. Once you move a unit onto Axis, it will not be able to move or act again until Axis is stopped. Basically you can think of it like this -- Axis has 20 HP. At the beginning of each player phase, each unit that is on Axis subtracts 1 HP.

- The enemies are really, really strong. Even the grunts are boss-class. Don't move too many units on Axis or you might find yourself in trouble. The enemies' AI does not appear to be oriented towards attacking units on Axis, so you can move your middling units like Duo and Wufei on there with no problem.

Back at Earth, the Solo Ship crew is concerned with Karara, when they detect someone teleporting in. It's a huge object -- something as big as a fortress.

On the moon, Wufei spots the object -- it's Axis, hurtling towards Earth.

On Axis, Scirocco apparently has used technology from the Buff Clan to move Axis quickly. Yazan is impressed that Scirocco got his hands on it. Scirocco got it from the ruins of Daram's ship after he was defeated by the Ideon. Since Ideon is at Mars with Londo Bel, they can drop Axis onto the Earth in the meantime, and win. Yazan wonders why he wants to render Earth inhospitable. Scirocco doesn't care about the masses on Earth; only the geniuses are fit to lead the world. Yazan wonders if that's Scirocco, but Scirocco says that the ones to lead the next age will be women. However, it looks like some units are coming to try to stop Axis, so it's time for Yazan to go out and fight.

Yazan asks Jamaican if that's really Scirocco. After all, there's something strange about him. He seemed to have died in Luna Two -- even the people outside the base barely got away. But if that's not Scirocco, who is it? Gady reminds him that they can't really do anything else now.

The Parliament is pissed off at Treize for unilaterally sending out the military, but Lady tells them that was necessary given the crisis. Treize explains that Buff Clan technology is being used to send Axis at Earth. But even beyond that, there's something hiding in the wings that may make things even more terrifying. Treize is going to take command himself, and stop Axis. He doesn't want to sit back and let others solve problems for him. He and Lady leave.

At NERV, Fuyutsuki comments that things have started. Gendo says that humanity's future is now decided. Fuyutsuki is worried that things could go wrong, but Gendo doesn't think there's any chance Scirocco's plan will succeed. Axis won't fall. Fuyutsuki wonders if there's any way they can control Ideon's power, while Gendo goes below to wait. Fuyutsuki wonders what he's doing; Gendo tells him he's going to meet a guest. Meanwhile, Fuyutsuki looks to the Magi computer to see who the victor will be. He is completely shocked by the results.

(Switch to battle map)

Scirocco tells Treize that he can never in. The Titans, including Scirocco, come out. Treize wonders which Scirocco was the true one. Scirocco says that the truth and lies aren't important -- the only important thing is that he's here. All they can do is wait for the ruin of Earth. Treize doesn't think either of them have the power to decide the future, but Treize will try to protect Earth as best he can. The Solo Ship shows up, and Besu is determined to protect Earth. After all, it is their planet. What they need to do is hold out until Londo Bell shows up.

Londo Bell shows up the next turn, and everyone is shocked to see Scirocco still alive, and Axis going towards Earth. With the speed it's going, they don't have long to stop it. Stopping the engines won't do any good; the momentum is already there. They can't destroy it because that will cause the fragments to rain over Earth and do huge damage. Ritsuko suggests using Ice Second -- the fuel for the Sukutaiho. Ritsuko technobabble for why that will stop Axis. Shuu offers to help, since his Granzon uses the same engine. All they need to do is place it on Axis, since she already prepared it. Each unit will be given a little bit of the stuff. It will take 20 minutes to stop it, although each unit that places a thing can reduce it by 1 minute. So if 5 units are on Axis, it will stop in 4 minutes. But the pilots that go into Axis have to focus only on controlling the Ice Second. They can't fight. They have to balance fighting forces and those who go to Axis. If Axis enters the red area, it's curtains for the Earth. Meanwhile, Besu retreats from the front lines. Treize and his men also leave.

However, at the same moment, the Devil Gundam shows up! Who is controlling

it? Mater Asia reminds him that they beat it once, they can beat it again. Urube comes out in the Grand Master Gundam and taunts them. Mater Asia barely remembers him, even though they fought at a Gundma Fight -- MA beat him in one hit. Urube odoesn't mind; he has the true power now. Master Asia doesn't think so -- absolute power corrupts absolutely, after all. His Gundam is just a cheap copy of MA's. Urube is ready to control space, though. Shuu comments that the Devil Gundam is useful, but that weak-minded people can only use it for destruction.

After your troops come out, Urube tells Domon that he can never win. Everything is going according to his plan. By drawing out the fighting poential of Domon, he was able to get something very important. His only mistake was letting Domon go with Londo Bell, but that mistake is a small one. Domon of course is pissed off at being used, and vows to destroy Urube. However, Urube laughs again -- can he really beat the Devil Gundam? Domon sees that Rain is inside! Urube tells him that Wong's research was very useful -- it allowed him to revive the Devil Gundam with Rain's spirit. When Rain and Domon parted, that gave him the opportunity to complete his plan. Urube invites Domon to stop the Devil Gundam if he can -- all that means is that Rain will die, though. Domon calls out to Rain, but she doesn't respond. But even so, the God Gundam can never win over the revived Devil Gundam.

If you attack Scirocco with Haman, she tells him that it's not like him to appear on the battlefield himself. Scirocco asks why Haman is working with Londo Bell -- is it because of Char? If that's the case, then Haman is no enemy to him -- not with her fangs pulled. Haman invites Scirocco to try and fight her.

A few turns later, Wufei and Duo show up. Wufei finally acknowledges that Londo Bell is fighting for justice, and joins them. They go to the ship to get Ice Second things.

When Domon attacks Urube, he accuses Urube of taking away everyone that Domon loves; Domon won't forgive him, ever.

Once the enemies are defeated, Treize reappears and thanks Londo Bell for their help. However, things aren't over yet -- Scirocco has fled into Axis, and he's surely planning something. Time to send in a small party to deal with him. However, at that moment, a large Buff Clan force shows up. Hannibal questions Haruru -- why is she assisting Scirocco? Haruru refuses to answer, and instead tells her units to attack all of the Rogodau and kill them, so she can get her hands on Ideon. The Solo Ship reappears at the south, and Karara recognizes her sister (Haruru)'s ship. Her belly begins to glow; the crew suspects Ide's power is awakening because of the baby in her womb. Karara disappears.

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Stage 80D - Final Operation - Completion  
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Player Units:

Initial Enemy Formation: Devil Gundam (DG Rain)  
Grand Master Gundam (Urube)

Enemy Reinforcements: Valsion (Scirocco)  
The O x3

Neutral Enemies: Kadomoa Zan (Hannibal)  
Zanza Buru x3

Zanga Buru x3  
Gido Makk x4  
Jig Makk

Events: 4 EP, or all enemies defeated - ER

Notes:

- You have to protect the Drowa Zan and beat all the enemies. When the fragment of Axis is going towards Earth, you just have to wait until it gets there.

Bright decides that they have to deal with the Buff Clan first, then Scirocco.

Meanwhile, Karara has somehow teleported over to the Drowa Zan. Haruru is understandably shocked to see her there. Haruru understands this as Ide's will. Karara says that she isn't sure what Ide wants her to do, but there has to be some meaning to this. She claims to be here as Ide's messenger. Haruru just insults Karara for taking up with the Rogodau aliens. Karara tells her that Buff Clan and Rogodau are the same. They can talk to each other. The proof of this is the baby that is now growing inside her. Haruru is once again shocked -- how can someone from the glorious family of Ajiba have a baby with an alien? Karara says that her baby with Besu is proof that the Rogodau and Buff Clan can work together. Haruru is still resistant -- isn't it said that Ide will not awake unless the two clans meet, and hate each other? Haruru accuses Karara of being the cause of everything. She doesn't deserve to be called sister anymore. Haruru pulls out a gun. Karara wonders how long Haruru will continue to deceive herself. She heard from Gije that they killed the man Haruru loved. Karara understands Haruru's feeling. Haruru wonders how Karara can ever understand -- she got to make a baby with her lover, while Haruru never got to spend a night with Daram. She hates Karara; not only for this, but for forcing her to bear the burden of the family. Her father always wished that Haruru was male. Karara says that if Besu died she would feel the same way, and tells Haruru to kill her if it will make her feel any better. Haruru puts the gun down, and asks if Besu is really that strong. Haruru relents, and tells Karara to show her how the aliens and Buff Clan can work together. Karara thanks her, but Haruru says that this is just temporary -- until the Rogodau show her that they can be trusted. At that moment, Hannibal fires a shot at Haruru's ship. Hannibal tells her that he's not going to follow the orders of some little girl forever. It seems that everyone is ignoring Haruru's orders. Karara starts to tell her sister something, but she gets teleported back to the Solo Ship. She tells Besu what happened, and tells Besu to protect the Drowa Zan. Bright and Besu agree. Besu wants to fight too, but Bright convinces him to retreat and take care of Karara.

After Besu leaves, the Devil Gundam and Urube show up. Urube declares that he is the lord of the Earth, with his unlimited power. Urube orders the Devil Gundam to descend to Earth, and slaughter all the lesser people. Domon of course won't allow that to happen, and goes out in the God Gundam. Urube says that all he did was watch before -- when his Ultimate Gundam was captured, he just watched. But now Wong has given him the key to the future. But he had fun watching Domon fall into their trap, fighting his former teacher, and killing his brother. Rain groans, and Domon tries to call out to her. She tells Domon not to come near. Urube tells Rain this is all her father's fault -- who would let their daughter's loved one suffer? That's why Rain can't face Domon; she will only continue to reject him. Urube loves this irony -- using his father's research and his lover's body to defeat him. Without Rain, he can never win.

Treize and Lady also show up, and Treize warns Bright not to divide their

power too much, since Scirocco is still in Axis.

When you defeat the Devil Gundam, it comes back in a stronger form. When you reduce that to 50% HP, Domon moves next to Rain and calls out to her again, begging her to open her eyes. She still pushes him away. Domon feels like he failed at saving Rain. At this, Master Asia calls him stupid, and asks if he's really ready to give up that easily.; If you can't even protect the woman you love, how can you be the King of Hearts? The person following Master Asia should be better than that. Domon realizes that all his victories up to now have been due to Rain;s support, and he vows not to lose again. He calls out to Rain again. Rain doesn't answer, and Domon tells her just to listen. Even though everything is Urube and her father's fault, that doesn't matter. Domon doesn't blame her. Aren't the days they spent together worth anything? In the past, he was following a false truth; fighting without purpose. But he won anyway, because rain was always at his side. If Rain isn't there, everything loses its meaning. He may have been a coward -- even though he know how Rain felt, he never acknowledged her feelings. All he did was fight. But now, he's willing to say that he loves Rain! He wants her! He calls out to her one more time, and this time Rain answers. She apologizes , and says she won't run away. They'll be together forever. Master Asia moves near him, and they execute the Sekiha Kyuukyoku Tenkyouken. The Devil Gundam is destroyed. Rain is able to somehow get into Domon's mech and is saved. (If you do not have Master Asia, the event is the Sekiha Love Love Tenkyouken with Rain instead.)

After the enemies are defeated, Scirocco appears in a Valsion. Kamille says he died in Luna two, and Scirocco replies that he must be a ghost, then. Kamille wonders if the other Scirocco was a fake, but Scirocco replies that the other one was a clone that he created himself -- a failure, though. He is pissed that Shapiro told them about the clones, though. But what he's about to do will live on in people's memories forever. They may have thought they stopped Axis, but what will happen if he blows it up right now? In that case, the fragments of Axis will fall on Earth and do large amounts of damage. Seeing this, Treize and Milliardo head for Axis. Treize tells Lady to take care of everything for him. Treize declares that he and Milliardo are true friends. Milliardo says that he chose one future out of all of those that Epyon showed him. It's time to leave the construction of th neext age up to Londo Bell. Scirocco can't believe they're actually going to do this. He escapes Axis as they blow it up, somehow stopping it from raining on Earth (didn't they just say in the last mission this wouldn't work?) They leave a fragment behind, though, and even that will be enough to destroy Earth. Scirocco still feels like he has won. Haruru can't believe that Scirocco is willing to hurt his own homeworld. She vows to help stop him, even though she may die. She doesn't even understand why she's doing this herself. Meanwhile, they need to stop Axis again, with the same Ice Second stuff as before. On the Solo Ship, Cheryl wonders if they can use Ide's power. Hattori thinks that since Ideon reacted in its own self defense, that it may react to simple, pure emotions. If they merely pray for the salvation of Earth, perhaps that will active the power of Ide. They only have to believe!

When you try to stop the fragment with a unit, the Ice Second is activated, but it doesn't work. Apparently something is moving the fragment even faster than they can handle. Ritsuko doesn't believe it.

When you defeat Scirocco, he claims that this is good -- he is a fake being, and now finally...

Londo Bell can only watch helplessly as the fragment of Axis heads towards Earth. As it reaches the Earth's atmosphere, Hattari realizes thaat they couldn't stop it. Cheryl thinks that Ide has rejected them, but Karara says

that it's merely confused. She doesn't know why, but the baby inside her can feel the emotions of Ide. Perhaps the baby inside her is the legendary Messiah, who will protect them. If that's the case, then they can stop the fragment. The Solo Ship comes back into the battlefield, right in front of it. Haruru joins them. Bright tries to stop them, but it's too late. There's a massive energy field forming around the Axis fragment. Karara and Besu hold each other tightly, and pledge their love to each other. Haruru, evidently thinking she's going to die, wishes she had seen the truth earlier. Maybe Daram wouldn't have had to die. Besu calls out to Ideon to save Earth. They believe in its power, and the power of people to live together. As the energy grows bigger, Karara can feel Ide's will. They are about to return to their own time. The gauge fills up, and there's a great flash of light as the Solo Ship, Haruru, and the Axis fragment all disappear. Everything is back to normal, and they are gone. Lady Une tells Treize that Earth was saved.

(For some reason you get the old Masou Kishin map theme for the rest of the game) Everyone discusses the clones that Shapiro had Guest make -- they had their own will and emotion, rather than just being puppets. Shuu says that humans don't like others questioning their existence, so they seek to embrace other people. When that emotion gets too great, then conflict occurs. That's the reason for Earth's history. Amuro hopes that they can put that history in the past, but Shuu reminds him that there are still those who hold the power to change the future. Misato cites Gendo Ikari as an example. By the way, what are they going to do about him? Shuu doesn't think it's necessary to do anything, someone is already taking care of Gendo. Ritsuko knows that he's talking about Kaji.

Kaji finds Gendo in NERV and asks him what he plans to do. Of course he already knows -- the Instrumentality Project, designed to take all of the imperfect forms of humans and merge them into one simple entity. In one sense, an ideal world -- but it requires people to discard their own individuality. Gendo seems to be the only one that wants that. Gendo says that humans are just masses of ego, that only think of themselves. Kaji thinks that's the reason humans got to where they are. But Gendo retorts that the sad state of the world is just the result of that. Humans constantly try to run away from reality, and Gendo will free them from that bond. Gendo does not consider himself a god, just someone who will open the path to the future. Kaji tells Gendo that he has no right to decide the future. Kaji tells Gendo that he will first decide his own future, and blows up a bomb, killing them both.

Londo Bell apparently watched this conversation on a video, and now it seems that a 5 kilometer radius around NERV is completely blasted, with no survivors.

Later, Misato seems to be doing OK but she's probably sad on the inside. Ritsuko also seems to be hiding her own sadness, and leaves the bridge. She silently thanks her mother, and tells her goodbye.

At Neo Japan, Master Asia tells Domon again that he has nothing left to learn. Master Asia needs to go on a journey to find himself. He tells Domon to never make Rain sad, and to walk in step with her. This is his final test.

Rain asks Domon what they're going to do next. Domon says that since the fight is over, he wants to stop and think. And he wants Rain by his side. Meanwhile, Allenby is somewhat sad that she has no chance with Domon. Time for her to find a good man herself!

Olibee has recovered, so Daba feels like he's completed all his goals. Time for them to return to Pentagona. Asfi wonders if they're going to try to

rebuild Pentagona. Daba doesn't plan to become king, but he will help with the rebuilding. Asfi offers to help, which sets off the usual fight between Amu, Leccee, and Asfi over Daba.

Tashiro is ready to set out on an exploration into Deep space; he'll even visit Pentagona on the way. It may be 10 or 20 years before they come back, but they hope that Earth will be peaceful then. The Gunbuster pilots will be staying behind, though. Meanwhile, two people have snuck on the Excelion as castaways (I'm not sure if this is supposed to be Noriko and Kasumi or not).

On Earth, the Byston Wellians are preparing to go back to Byston Well. Shou has decided to go back to Byston Well; he doesn't feel like he belongs on Earth. He doesn't think Marvel will go back, since she has parents in America. Marvel wants Shou to tell her something more romantic. Doesn't Shou love her? Shou admits that he does. In that case, Marvel's not going to stay on Earth. Shou invites her to come back to Byston Well.

Everyone else has gone back to their homeworld. Kouji wonders if they might have to save the other worlds some day. Bright doesn't think so -- he feels like this is Londo Bell's last operation. Earth is moving towards dismantling all weapons; it seems like peopel are tired of fighting. Shuu thinks that drastic reforms like that sometimes backfire. But Amuro is more hopeful -- Relena has already shown people an example of what they can do. Everyone agrees that people like Relena should lead humanity into a new age. Shuu can see their point, although to him Relena was an unlikely leader. However, Milliardo Peacecraft's death may have strengthened her will. He had given up on the ideal of true peace, but when Relena fully understands his death, she will strengthen her resolve, and some people will flock to her, but that may galvanize opposition as well. This is only Shuu's guess, though. Amuro agrees that some will want to oppose her ideals, but that doesn't change the fact that she has opened the door to true peace. In any case, Shuu is ready to go back to Langran. Masaki says he's going with Shuu; he can't let Shuu bum around Langran on his own. Safine points out that Shuu isn't interested in guys. Masaki yells that Safine is always thinking about that. Safine wants Masaki to spell out what "that" is more clearly, but it seems that Shuu has already disappeared. Masaki gets pissed and charges after him; of course Ryuune and the others will follow. The familiars of Mio do more comedy stuff (sorry, this stuff is hard to even translate into English, much less summarize).

That leaves the Earthlings alone; Bright, Amuro, and Banjo realize there's still work left to do to get everything back to normal. But they have to do it, for the sake of all the people who died along the way. Amuro thinks that they will conenct their own aget to that of the Solo Ship's. Kouji reminds them that even the Buff Clan and Solo Ship people were fighting. Kamille tells him that humans fight by their nature, and that that won't change overnight. Human history is full of mistakes, but through those mistakes they can grow and evolve. He wonders if Ide found that possibility in humans -- had humans even forogtten it, 200 years from now? Bright says that Ide found the humans in order to lead them into a future where they could understand each other. But for now, all they can do is take it day by day.

The fight is over. Through force, they've opened a path to understanding. Londo Bell is disbanded. Their mechs enter a long sleep. Relena creates a new colony alliance, declaring a mission of peace. Earth is now unified, and the war-weary people are walking the path towards peace. But, they will never forget that this peace is on the backs of sacrifices. And they won't forget the friendship of the people they worked with.

THE END



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