

and more in 1993.

This guide will be the compendium of all Londo Bell pilots, both full & temp recruits, that began back in 2007, years after Aeon Genesis released their complete fan-translation of this game. It will list Spirit Techniques, pilot ratings, and notable level-ups so you can pick and choose your sortie team better. (Thankfully there are no randomness of stats for each character's level. I'd rather not include the spreadsheet of each pilot's stats for their first sixty-four levels here.)

Thank-yous go out to all parties involved in the SRW series:

- Toei, Dynamic Kikaki, Tohoku, Sunrise, et al. for the source materials
- Nintendo for the console this appeared on
- Banpresto/Bandai for bringing us the series of games
- Aeon Genesis for translating this title
- Ace Whatever's Secret's FAQ
- FZoli for their Enemy Unit FAQ (and Translation differences)
- Konokoni (Justin Carrasco)'s Mecha FAQ (which this FAQ is structured after)
- Carlos Satoshi Mori's excellent game guide (and Scenario flowchart
Any Scenario or Stage numbers refer to the the numbers on Mori's flowchart
- CJayC and SBAllen for starting and maintaining GameFAQs
- Leo Chan for patiently waiting until I finalized this guide for NeoSeeker.com
- Other FAQ writers like Brian Sulpher and the late Kao Megura for inspiration
- The GameFAQs boards -- not ALL of it is a hive of scum and villainy!
- And to my family and friends who still put up with me on a daily basis

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So far, GameFAQs is the only website hosting the current version of this guide:

- v0.00 2006/11/24 - Began tabulating data
- v0.10 2012/12/10 - Removed excess level-up information
- v1.00 2013/03/14 - Published on GameFAQs. Happy Pi Day!
- v1.01 2013/03/14 - (Minor formatting changes)
- v1.02F 2013/05/10 - Vastly expanded section VI, uploaded to NeoSeeker.com

Kaz Fact: The author of this FAQ can be found @ www.GameFAQs.com on various game boards, such as Super Robot Taisen 3 (this game), the SNES board, or wherever else you see "Hasukawa Kazuya(a)" (or "_Kaz"). A Bonus-kun if you recognize the pseudonym!

- <http://www.gamefaqs.com/boards/581822-dai-3-ji-super-robot-taisen>
- <http://www.gamefaqs.com/boards/916396-snes>
- <http://www.gamefaqs.com/boards/585710-final-fantasy-legend-ii>
- https://www.neoseeker.com/Games/Products/SNES/super_robot_taisen_3/

If you can't visit, free to contact me via e-mail with the Subject "GameFAQs".

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Simply use the Search Function of your Web Browser or Text Editor and search by header, such as "(0)" (without the quotation marks) to reach each section listed in the Table of Contents above.

Under the Complete Chart of Pilots (IV) will be a sub-index for each pilot that you can jump to, such as "(4b)" to see details for Amuro Ray.

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(I) Glossary of Terms	
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+	+
Pilot: First Name / Last Name (Robot Series they can pilot)	
Skill(Lv) List of skills (and the earliest level obtained)	
+	+
LEVEL SP Power Hit% Pilot Respons Intuit. Adapt	
+	+
## Starting level and statistics	SKY/GND/SEA/SPC
## Level at which Response stat reaches 130	
+	+

Pilot: Pilot's First Name/Last Name (Robots Series they can pilot)
Skill(Lv) Skills gained (at which Levels gained)
(Cur)LEVEL Level pilot reaches (lowest is the level they join you at)
SpiritPoints Points available to use Spirit techniques
Power Affects damage pilot can inflict
Hit% Affects accuracy of pilot's attacks
Pilot Affects damage potential and critical-chance of attacks
Response Affects dodge-chance; at 130+ pilot gains a 2nd action
Morale In-battle combat rating; required to use some attacks
Intiution Pilot's overall bonus applied to all stats (static value)
Adaptability Pilot's expertise in Sky/Ground/Sea/Space (static values)
The higher the value, the more effective the pilot is when their robot is in that terrain.

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(II) List of Spirit Powers	
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*Hayato Kobayashi of Gundam will be listed as "Hayato (G)" to avoid confusion with Hayato Kami of Getter Robo.

- Accel (10) Acceleration. Gain +5 movement this move.
Akira, Amuro, Apolly, Beacher, Benkei, Bright, Cara, Cecily,
Four, Gato, Hyouma, Isao, Judou, Jun, Juuzo, Kai, Kamiyu,
Keara/Kyara, Koke, Kou, Kouji, Masaki, Musashi, Puru 2, Quatro,
Rei, Robert, Ryuu, Seabuck, Shuu, Slugger, Taisaku, Tetsuya
- Guts (30) Will-power. Recover 33% of your mecha's mHP.
Everyone EXCEPT Banjou, Hikaru, Maria and Recoa
- XGuts (70) Great will-power. Recover 100% of your mHP.
Akira, Amuro, Apolly, Banjou, Beacher, Benkei, Bernie, Bright,
Cara, Cecily, Elle, Fa, Gato, Hayato, Hayato (G), Hyouma, Iino,
Isao, Judou, Jun, Juuzo, Kamiyu, Katsu, Keara/Kyara, Keith,
Koun, Kouji, Lou/Roux, Mari, Maria, Masaki, Mond, Musashi,
Quatro, Ques, Rei, Robert, Ryouma, Ryune, Ryuu, Sayaka,
Seabuck, Shuu, Slugger, Taisaku, Tetsuya
- Friend (90) Friendship. All friendly units on map repair 50% of their mHP.
Amuro, Banjou, Beacher, Benkei, Bernie, Chris, Chizuru, Duke,
Emma, Fa, Four, Hayato (G), Hikaru, Iino, Judou, Kochou Oni,
Lou/Roux, Ryouma, Ryuu, Sayaka, Sayla, Taisaku, Tetsuya
- Love (120) Love. Stronger than friendship, all allies HP are restored 100%.
Bernie, Cecily, Chizuru, Chris, Duke, Emma, Fa, Four, Hikaru,
Iino, Kochou Oni, Mari, Maria, Puru, Puru 2, Ques, Rei, Sayla
- Supply (80) Re-supply. Target recovers all EN and Ammo, but Morale drops by 5.
Chizuru, Hayato (G), Hikaru, Katsu, Kochou Oni, Koke, Mari,
Maria, Ryuu
- Luck (20) Good Fortune. Next attack will yield 2x EXP and CASH.
Bernie, Bright, Chizuru, Fa, Hayato, Hikaru, Jun, Kai, Kamiyu,
Katsu, Keith, Kochou Oni, Koke, Lou/Roux, Mari, Maria, Mond,
Puru, Recoa, Ryuu, Sayaka, Sayla
- Flash (30) Mirage. The next attack the unit receives from an enemy will miss.
Apolly, Banjou, Cara, Cecily, Chris, Elle, Fa, Four, Gato, Jun,
Juuzo, Katsu, Koke, Kou, Kouji, Masaki, Puru 2, Ques, Recoa,
Rei, Ryouma, Ryune, Sayaka, Seabuck
- Fervor (50) Hot Blood. Next attack will be critical (100% extra damage).
Amuro, Banjou, Beacher, Bernie, Cara, Chris, Elle, Emma, Four,
Gato, Hayato, Hayato (G), Hikaru, Hyouma, Iino, Isao, Judou,
Juuzo, Kai, Kamiyu, Katsu, Keara/Kyara, Keith, Kou, Kouji,
Lou/Roux, Maria, Musashi, Puru, Puru 2, Quatro, Ques, Recoa,
Robert, Sayla, Seabuck, Shuu, Slugger, Tetsuya
- LockOn (40) Certain-hit. All your attacks this entire turn will not miss.
Akira, Apolly, Banjou, Bright, Cecily, Chizuru, Duke, Four,
Hyouma, Koke, Kouji, Mari, Maria, Mond, Musashi, Recoa, Ryouma,
Sayaka, Slugger, Tetsuya
- Focus (50) Concentration. Intuition +50 (just once) this entire turn.
Akira, Benkei, Bright, Duke, Elle, Emma, Hayato, Isao, Juuzo,
Kai, Keith, Keara/Kyara, Masaki, Mond, Quatro, Rei, Robert,
Ryouma, Ryune, Shuu, Taisaku
- Yell (80) Shout. Morale +15. Lasts until the end of scenario.
Akira, Amuro, Apolly, Banjou, Beacher, Benkei Cara, Chris,

Duke, Elle, Emma, Gato, Hayato, Hayato (G), Hikaru, Hyouma, Isao, Judou, Jun, Kai, Kamiyu, Keara/Kyara, Keith, Kou Masaki, Mond, Musashi, Puru, Puru 2, Quatro, Ques, Recoa, Robert, Ryune, Sayla, Seabuck, Shuu, Slugger, Taisaku

Rage (200) Rage. Inflicts random damage (10~1000) on all enemies. Crappy.
Iino, Kochou Oni, Lou/Roux, Puru, Ryune

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+-----+
| (III) List of Spirit Powers by Pilot |
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| Pilot (ABC..) Skills (LV learned) |
+-----+
| Akira      Guts 15, LockOn 15, Focus 15, XGuts 15, Yell 22, Accel 31 |
| Amuro      Accel 8, Guts 8, Fervor 8, XGuts 8, Yell 8, Friend 20 |
| Apolly     Accel 24, Guts 24, Flash 24, LockOn 24, XGuts 24, Yell 24 |
| Banjou     LockOn 20, XGuts 20, Yell 22, Flash 36, Fervor 49, Friend 50 |
| Beacher    Accel 23, Guts 23, XGuts 23, Yell 23, Fervor 25, Friend 58 |
| Benkei     Accel 40, Guts 40, Focus 40, XGuts 40, Yell 40, Friend 40 |
| Bernie     Luck 18, Guts 18, XGuts 18, Friend 35, Love 40, Fervor 48 |
| Bright     Accel 6, Guts 6, LockOn 10, Luck 17, Focus 22, XGuts 39 |
| Cara       Accel 54, Guts 54, Flash 54, Fervor 54, XGuts 54, Yell 54 |
| Cecily     Accel 42, Guts 42, Flash 42, LockOn 42, XGuts 42, Love 42 |
| Chizuru    Guts 10, LockOn 10, Supply 10, Luck 12, Friend 20, Love 35 |
| Chris      Guts 6, Yell 7, Friend 18, Flash 23, Love 29, Fervor 31 |
| Duke       Guts 36, LockOn36, Focus 36, Yell 36, Friend 36, Love 36 |
| Elle       Guts 22, Flash 22, Fervor 22, XGuts 22, Yell 22, Focus 24 |
| Emma       Guts 11, Focus 11, Yell 16, Fervor 24, Love 30, Friend 55 |
| Fa         Guts 4, Flash 5, Luck 10, XGuts 18, Friend 33, Love 41 |
| Four       Accel 20, Guts 20, Flash 20, LockOn 20, Fervor 20, Love 20 |
| Gato       Accel 20, Guts 20, Flash 20, Fervor 20, XGuts 20, Yell 20 |
| Hayato     Luck 6, Guts 6, Focus 6, XGuts 6, Fervor 20, Yell 28 |
| Hayato (G) Guts 2, XGuts 2, Yell 7, Fervor 29, Friend 36, Supply 40 |
| Hikaru     Luck 31, Friend 31, Love 31, Fervor 40, Yell 44, Supply 50 |
| Hyouma    Accel 10, Guts 10, XGuts 10, LockOn 15, Fervor 25, Yell 27 |
| Iino       Guts 10, XGuts 22, Friend 34, Love 48, Fervor 50, Rage 53 |
| Isao       Accel 15, Guts 15, Fervor 15, XGuts 15, Yell 15, Focus 20 |
| Judou      Accel 27, Guts 27, Fervor 27, XGuts 27, Yell 27, Friend 30 |
| Jun        Accel 33, Luck 33, Guts 33, Flash 33, XGuts 33, Yell 33 |
| Juuzo      Accel 10, Guts 10, XGuts 10, Fervor 15, Flash 18, Focus 20 |
| Kai        Guts 2, Luck 4, Yell 6, Accel 12, Fervor 20, Focus 28 |
| Kamiyu     Accel 7, Luck 7, Guts 7, Fervor 7, XGuts 7, Yell 7 |
| Katsu      Luck 20, Guts 20, XGuts 20, Fervor 28, Flash 33, Supply 42 |
| Keara      Accel 24, Guts 24, Focus 24, XGuts 24, Yell 24, Fervor 34 |
| Keith      Luck 4, Guts 6, XGuts 30, Yell 33, Focus 35, Fervor 38 |
| Kochou Oni Luck 34, Guts 34, Friend 35, Love 38, Supply 40, Rage 42 |
| Koke       Guts 10, Supply 10, LockOn 12, Flash 18, Luck 20, Accel 25 |
| Kou        Guts 4, Accel 10, Yell 22, XGuts 29, Flash 33, Fervor 35 |
| Kouji      Guts 6, Flash 6, LockOn 6, XGuts 6, Accel 30, Fervor 45 |
| Lou        Luck 24, Guts 24, XGuts 24, Friend 24, Fervor 33, Rage 48 |
| Mari       Guts 1, Luck 10, XGuts 18, Supply 24, LockOn 28, Love 30 |
| Maria      Luck 42, LockOn 42, Fervor 42, XGuts 42, Love 42, Supply 51 |
| Masaki     Accel 32, Guts 32, Flash 32, Focus 32, XGuts 32, Yell 32 |
| Mond       Luck 13, Guts 13, XGuts 13, Focus 18, Yell 24, LockOn 37 |
| Musashi    Guts 6, Fervor 6, XGuts 6, Yell 6, LockOn 10, Accel 15 |
| Puru       Luck 43, Guts 43, Fervor 43, Yell 43, Love 43, Rage 60 |
| Puru 2     Accel 47, Guts 47, Flash 47, Fervor 47, Yell 47, Love 60 |

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Quess	Guts 13, Flash 13, Yell 13, XGuts 16, Love 31, Fervor 40	
Quatro	Accel 29, Guts 29, Fervor 29, Focus 29, XGuts 29, Yell 29	
Recoa	XGuts 6, Yell 6, Fervor 10, LockOn 13, Luck 18, Flash 20	
Rei	Accel 12, Guts 12, Flash 12, XGuts 12, Focus 22, Love 42	
Robert	Accel 24, Guts 24, Fervor 24, XGuts 24, Yell 24, Focus 29	
Ryouma	Guts 6, XGuts 6, Focus 10, LockOn 12, Flash 15, Friend 25	
Ryune	Guts 38, Flash 38, Focus 38, XGuts 38, Yell 38, Rage 41	
Ryu	Guts 2, XGuts 8, Accel 14, Luck 20, Supply 30, Friend 42	
Sayaka	Guts 3, XGuts 3, Flash 6, LockOn 8, Luck 10, Friend 33	
Sayla	Guts 1, Yell 7, Fervor 14, Luck 21, Friend 38, Love 45	
Seabuck	Accel 26, Guts 26, Flash 26, Fervor 26, XGuts 26, Yell 26	
Shuu	Accel 50, Guts 50, Focus 50, XGuts 50, Yell 50, Fervor 55	
Slugger	Accel 14, Guts 14, XGuts 14, Yell 14, Fervor 23, LockOn 30	
Taisaku	Guts 10, Focus 10, XGuts 10, Friend 10, Yell 15, Accel 21	
Tetsuya	Accel 35, Guts 35, LockOn 35, XGuts 35, Friend 42, Fervor 50	

Boss	Guts 12, Fervor 12, Focus 12, XGuts 12, Yell 12, Rage 12	
Jack	Accel 10, Guts 10, Yell 10, Luck 13, Fervor 30, --	
Matilda	Guts 41, XGuts 41, Supply 41, Friend 41, Love 41, --	
Micheru	Guts 8, XGuts 8, Love 8, LockOn 11, Flash 13, Focus 15	
Monsha	Guts 13, Focus 13, XGuts 13, Yell 13, Accel 18, Fervor 26	
Nina	Guts 2, Flash 5, Luck 10, XGuts 18, Friend 33, Love 41	

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 | (IV) Complete Chart of Pilots (A-Ke) |

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|-----------|------------------------------------|-------|
|(4a) | AKIRA Hibiki (Raideen) | |
|(4b) | AMURO Ray (Gundam) | |
|(4c) | APOLLY (Gundam) | |
|(4d) | BANJOU Haran (Daitarn) | |
|(4e) | BEACHER Arleg (Gundam) | |
|(4f) | BERNIE Wiseman (Gundam) | |
|(4g) | BOSS Borot (Mazinger) | |
|(4h) | BRIGHT Noah (Gundam) | |
|(4i) | CARA Soon (Gundam) | |
|(4j) | CECILY Fairchild (Gundam) | |
|(4k) | CHRISTina McKenzie (Gundam) | |
|(4l) | DUKE Flead (Grendizer) | |
|(4m) | ELLE Viano (Gundam) | |
|(4n) | EMMA Sheen (Gundam) | |
|(4o) | FA Yuri (Gundam) | |
|(4p) | FOUR Murasame (Gundam) | |
|(4q) | Anavel GATO (Gundam) | |
|(4r) | HAYATO Kobayashi (Gundam) | |
|(4s) | HIKARU Makiba (Mazinger/Grendizer) | .. |
|(4t) | HYOUMA Ki (Combattler) | |
| | JUJZO Naniwa (Combattler) | |
| | CHIZURU Minamihara (Combattler) | |
| | TAISAKU Nishikawa (Combattler) | |
| | KOKE Sueki (Combattler) | |
|(4u) | IINO Abbarg (Gundam) | |
|(4v) | Isao JINGUUJI (Raideen) | |
|(4x) | JUDOU Ashita (Gundam) | |
|(4w) | JACK King (Getter Robo) | |
|(4y) | JUN Honoo (Mazinger/Grendizer) | |
|(4z) | KAI Shiden (Gundam) | |
|(4+) | KAMIYU Vidan (Gundam) | |
|(4-) | KATSU Kobayashi (Gundam) | |

|.....(4*) KEARA Suu (Gundam)|
|.....(4/) Chuck KEITH (Gundam)|
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+-----+
| Pilot: (4a) Akira Hibiki (Raideen) |
| Skill(Lv) Guts 15, LockOn 15, Focus 15, XGuts 15, Yell 22, Accel 31 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 15 159 720 96 52 78 172 7/6/5/6 |
| 51 255 1730 193 99 130 |
+-----+

+-----+
| Pilot: (4b) Amuro Ray (Gundam) |
| Skill(Lv) Accel 8, Guts 8, Fervor 8, XGuts 8, Yell 8, Friend 20 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 8 86 340 77 47 73 200 6/6/5/7 |
| 36 142 990 194 86 131 |
+-----+

+-----+
| Pilot: (4c) Apolly (Gundam) |
| Skill(Lv) Accel 24, Guts 24, Flash 24, LockOn 24, XGuts 24, Yell 24 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 24 108 690 125 63 83 162 5/6/4/7 |
| 58 176 1470 231 107 130 |
+-----+

+-----+
| Pilot: (4d) Banjou Haran (Daitarn) |
| Skill(Lv) LockOn 20, XGuts 20, Yell 22, Flash 36, Fervor 49, Friend 50 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 20 185 940 120 64 86 170 7/7/5/7 |
| 51 255 1810 219 108 131 |
+-----+

+-----+
| Pilot: (4e) Beacher Arleg (Gundam) |
| Skill(Lv) Accel 23, Guts 23, XGuts 23, Yell 23, Fervor 25, Friend 58 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 23 116 720 117 51 90 172 5/6/3/7 |
| 48 166 1350 198 124 131 |
+-----+

+-----+
| Pilot: (4f) Bernie Wiseman (Gundam) |
| Skill(Lv) Luck 18, Guts 18, XGuts 18, Friend 35, Love 40, Fervor 48 |

+-----+
| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |
+-----+
| 18 116 530 81 56 67 166 3/6/3/6 |
| 44 168 1120 157 93 130 |
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| Pilot: (4g) Boss Borot (Mazinger) |
| Skill(Lv) Guts 12, Fervor 12, Focus 12, XGuts 12, Yell 12, Rage 12 |

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
12	149	730	78	44	54	150	2/7/4/0
Pilot: (4h) Bright Noah (Gundam)							
Skill(Lv) Accel 6, Guts 6, LockOn 10, Luck 17, Focus 22, XGuts 39							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
6	72	280	69	44	61	171	6/6/4/7
57	174	1450	224	116	130		
Pilot: (4i) Cara Soon (Gundam)							
Skill(Lv) Accel 54, Guts 54, Flash 54, Fervor 54, XGuts 54, Yell 54							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
54	188	1510	220	116	145	178	5/6/4/7
Pilot: (4j) Cecily Fairchild (Gundam)							
Skill(Lv) Accel 42, Guts 42, Flash 42, LockOn 42, XGuts 42, Love 42							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
42	154	1210	179	94	136	189	6/6/4/7
Pilot: (4k) Christina McKenzie (Gundam)							
Skill(Lv) Guts 6, Yell 7, Friend 18, Flash 23, Love 29, Fervor 31							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
6	72	260	70	42	65	182	4/6/3/7
47	154	1200	196	100	130		
Pilot: (4l) Duke Flead (Grendizer)							
Skill(Lv) Guts 36, LockOn36, Focus 36, Yell 36, Friend 36, Love 36							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
36	208	1410	162	86	99	168	6/7/6/7
59	255	2060	234	119	131		
Pilot: (4m) Elle Viano (Gundam)							
Skill(Lv) Guts 22, Flash 22, Fervor 22, XGuts 22, Yell 22, Focus 24							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
22	114	640	111	63	71	177	5/6/4/7
44	158	1140	181	93	131		
Pilot: (4n) Emma Sheen (Gundam)							
Skill(Lv) Guts 11, Focus 11, Yell 16, Fervor 24, Love 30, Friend 55							

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
11	82	390	88	52	74	176	6/6/4/7
47	154	1320	198	109	131		
Pilot: (4o) Fa Yuri (Gundam)							
Skill(Lv) Guts 4, Flash 5, Luck 10, XGuts 18, Friend 33, Love 41							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
4	98	190	63	36	60	181	6/6/4/7
43	176	970	180	91	132		
Pilot: (4p) Four Murasame (Gundam)							
Skill(Lv) Accel 20, Guts 20, Flash 20, LockOn 20, Fervor 20, Love 20							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
20	110	650	122	65	97	196	6/6/4/6
36	142	1060	190	99	132		(Arrival in S.20/32)
51	172	1440	233	110	159		(Arrival in S.48B)
Pilot: (4q) Anavel Gato (Gundam)							
Skill(Lv) Accel 20, Guts 20, Flash 20, Fervor 20, XGuts 20, Yell 20							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
20	110	720	120	73	94	187	6/7/6/7
40	150	1280	181	102	126		(Last seen in S.30)
55	180	1710	229	124	152		(Arrival in S.48B)
Pilot: (4r) Hayato Kobayashi (Gundam)							
Skill(Lv) Guts 2, XGuts 2, Yell 7, Fervor 29, Friend 36, Supply 40							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
2	54	160	54	33	54	165	4/6/3/6
Pilot: (4s) Hikaru Makiba (Mazinger/Grendizer)							
Skill(Lv) Luck 31, Friend 31, Love 31, Fervor 40, Yell 44, Supply 50							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
31	193	1170	118	73	98	172	7/5/7/6
53	255	1790	190	106	131		
Pilot: (4t) Hyouma Ki (Combattler)							
Skill(Lv) Accel 10, Guts 10, XGuts 10, LockOn 15, Fervor 25, Yell 27							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
10	142	600	80	44	65	167	7/7/4/6
58	255	1830	210	105	130		

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 | Pilot: Juuzo Naniwa (Combattler) |
 | Skill(Lv) Accel 10, Guts 10, XGuts 10, Fervor 15, Flash 18, Focus 20 |
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 | Pilot: Chizuru Minamihara (Combattler) |
 | Skill(Lv) Guts 10, LockOn 10, Supply 10, Luck 12, Friend 20, Love 35 |
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 | Pilot: Taisaku Nishikawa (Combattler) |
 | Skill(Lv) Guts 10, Focus 10, XGuts 10, Friend 10, Yell 15, Accel 21 |
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 | Pilot: Koke Sueki (Combattler) |
 | Skill(Lv) Guts 10, Supply 10, LockOn 12, Flash 18, Luck 20, Accel 25 |
 +-----+

	LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
Juuzo	10	120	620	97	44	64	167	7/4/2/6
Chizuru	10	102	480	83	46	66	170	6/4/7/5
Taisaku	10	128	580	80	43	69	157	2/7/5/4
Koke	10	92	400	79	45	59	155	6/6/6/5

-----+
 | Pilot: (4u) Iino Abbarg (Gundam) |
 | Skill(Lv) Guts 10, XGuts 22, Friend 34, Love 48, Fervor 50, Rage 53 |
 +-----+

	LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
	8	96	340	71	36	57	16	4/6/3/7
	45	170	1380	172	111	132		

-----+
 | Pilot: (4v) Isao Jinguuji (Raideen) |
 | Skill(Lv) Accel 15, Guts 15, Fervor 15, XGuts 15, Yell 15, Focus 20 |
 +-----+

	LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
	15	129	650	105	56	70	168	7/6/5/6
	58	255	1750	235	126	130		

-----+
 | Pilot: (4w) Jack King (Getter Robo) |
 | Skill(Lv) Accel 10, Guts 10, Yell 10, Luck 13, Fervor 30, -- |
 +-----+

	LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
	8	96	550	76	40	62	163	6/6/6/4
	41	204	1390	172	82	108		Arrival in S.44

-----+
 | Pilot: (4x) Judou Ashita (Gundam) |
 | Skill(Lv) Accel 27, Guts 27, Fervor 27, XGuts 27, Yell 27, Friend 30 |
 +-----+

	LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
	27	144	960	156	70	101	200	7/6/4/7
	44	178	1430	215	94	130		

-----+
 | Pilot: (4y) Jun Honoo (Mazinger/Grendizer) |
 | Skill(Lv) Accel 33, Luck 33, Guts 33, Flash 33, XGuts 33, Yell 33 |
 +-----+

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
33	199	1230	149	72	90	170	7/7/5/5
63	255	2070	242	113	131		
Pilot: (4z) Kai Shiden (Gundam)							
Skill(Lv) Guts 2, Luck 4, Yell 6, Accel 12, Fervor 20, Focus 28							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
2	54	180	56	35	56	172	4/6/3/6
57	164	1440	224	109	130		
Pilot: (4+) Kamiyu Vidan (Gundam)							
Skill(Lv) Accel 7, Luck 7, Guts 7, Fervor 7, XGuts 7, Yell 7							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
7	89	310	74	44	71	199	7/6/4/7
36	147	980	134	85	131		
Pilot: (4-) Katsu Kobayashi (Gundam)							
Skill(Lv) Luck 20, Guts 20, XGuts 20, Fervor 28, Flash 33, Supply 42							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
20	100	580	107	56	88	175	5/6/4/7
41	142	1060	171	83	131		
Pilot: (4*) Keara Suu (Gundam)							
Skill(Lv) Accel 24, Guts 24, Focus 24, XGuts 24, Yell 24, Fervor 34							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
24	136	760	122	76	89	176	6/6/5/7
49	186	1400	203	118	131		
Pilot: (4/) Chuck Keith (Gundam)							
Skill(Lv) Luck 4, Guts 6, XGuts 30, Yell 33, Focus 35, Fervor 38							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
4	68	210	68	38	61	169	4/6/4/6
53	166	1340	218	108	131		

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(V) Complete Chart of Pilots (Ko-T)	
.....(5a) KOCHOU Oni (Getter Robo)	
.....(5b) KOU Uraki (Gundam)	
.....(5c) KOUJI Kabuto (Mazinger)	

|.....(5d) LOU Ruka (Gundam)|
 |.....(5e) MARI Sakurano (Raideen)|
 |.....(5f) MARIA Fleed (Mazinger/Grendizer)|
 |.....(5g) MASAKI Ando (Banpresto)|
 |.....(5h) MATILDA Ajan (Gundam)|
 |.....(5i) MICHERU Saotome (Getter Robo)|
 |.....(5j) MOND Akage (Gundam)|
 |.....(5k) Bernand MONSHA (Gundam)|
 |.....(5l) NINA Parpleton (Gundam)|
 |.....(5m) Elpy PURU (Gundam)|
 |.....(5n) PURU 2 (Gundam)|
 |.....(5o) QUES Palaya (Gundam)|
 |.....(5p) QUATRO Bajina (Gundam)|
 |.....(5q) RECOA Rond (Gundam)|
 |.....(5r) REI Asuka (Raideen)|
 |.....(5s) ROBERT (Gundam)|
 |.....(5t) Ryou "RYOUMA" Nagare (Getter Robo) ..|
 |..... HAYATO Kami (Getter Robo)|
 |..... MUSASHI Tomoe (Getter Robo)|
 |..... BENKEI Kurama (Getter Robo)|
 |.....(5u) RYUU Jose (Gundam)|
 |.....(5v) RYUNE Souldark (Banpresto)|
 |.....(5w) SAYAKA Kyuu (Mazinger)|
 |.....(5x) SAYLA Mass (Gundam)|
 |.....(5y) SEABUCK Anoh (Gundam)|
 |.....(5z) SHUU Shirakawa (Banpresto)|
 |.....(5+) SLUGGER Row (Gundam)|
 |.....(5-) TETSUYA Ken (Mazinger)|
 +-----+

+-----+
 | Pilot: (5a) Kochou Oni (Getter Robo) |
 | Skill(Lv) Luck 34, Guts 34, Friend 35, Love 38, Supply 40, Rage 42 |
 +-----+

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
34	142	1210	152	85	98	162	7/7/4/6
58	215	1880	228	125	131		

+-----+
 | Pilot: (5b) Kou Uraki (Gundam) |
 | Skill(Lv) Guts 4, Accel 10, Yell 22, XGuts 129, Flash 33, Fervor 35 |
 +-----+

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
4	83	250	65	40	63	177	5/7/4/7
46	167	1430	194	107	130		

+-----+
 | Pilot: (5c) Kouji Kabuto (Mazinger) |
 | Skill(Lv) Guts 6, Flash 6, LockOn 6, XGuts 6, Accel 30, Fervor 45 |
 +-----+

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
6	122	490	74	38	58	169	6/7/4/6
60	255	2000	237	108	131		

+-----+
 | Pilot: (5d) Lou Ruka (Gundam) |
 | Skill(Lv) Luck 24, Guts 24, XGuts 24, Friend 24, Fervor 33, Rage 48 |
 +-----+

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
24	118	820	121	66	92	177	7/6/4/7
47	164	1460	196	99	130		
Pilot: (5e) Mari Sakurano (Raideen)							
Skill(Lv) Guts 1, Luck 10, XGuts 18, Supply 24, LockOn 28, Love 30							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
1	122	270	51	31	58	165	6/6/4/5
38	235	1220	139	88	130		
Pilot: (5f) Maria Flead (Mazinger/Grendizer)							
Skill(Lv) Luck 42, LockOn 42, Fervor 42, XGuts 42, Love 42, Supply 51							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
42	237	1560	180	93	113	172	6/7/5/7
53	255	1870	216	110	130		
Pilot: (5g) Masaki Ando (Banpresto)							
Skill(Lv) Accel 32, Guts 32, Flash 32, Focus 32, XGuts 32, Yell 32							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
32	311	1020	154	85	103	189	7/7/6/7
51	255	1500	219	118	131		
Pilot: (5h) Matilda Ajan (Gundam)							
Skill(Lv) Guts 41, XGuts 41, Supply 41, Friend 41, Love 41, --							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
41	132	920	162	83	103	160	6/5/3/5
Pilot: (5i) Micheru Saotome (Getter Robo)							
Skill(Lv) Guts 8, XGuts 8, Love 8, LockOn 11, Flash 13, Focus 15							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
8	86	480	75	39	62	166	4/6/4/4
40	191	1300	169	79	107	Arrival in S.44	
Pilot: (5j) Mond Akage (Gundam)							
Skill(Lv) Luck 13, Guts 13, XGuts 13, Focus 18, Yell 24, LockOn 37							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
13	86	420	82	42	68	168	5/6/3/7
57	174	1430	201	135	131		
Pilot: (5k) Bernand Monsha (Gundam)							

| Skill(Lv) Guts 13, Focus 13, XGuts 13, Yell 13, Accel 18, Fervor 26 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 13 76 450 98 53 74 168 4/7/5/7 |

+-----+

+-----+

| Pilot: (5l) Nina Parpleton (Gundam) |

| Skill(Lv) Guts 2, Flash 5, Luck 10, XGuts 18, Friend 33, Love 41 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 2 104 150 53 33 66 169 6/6/4/7 |

+-----+

+-----+

| Pilot: (5m) Elpy Puru (Gundam) |

| Skill(Lv) Luck 43, Guts 43, Fervor 43, Yell 43, Love 43, Rage 60 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 43 186 1100 212 103 144 196 6/5/4/7 |

+-----+

+-----+

| Pilot: (5n) Puru 2 (Gundam) |

| Skill(Lv) Accel 47, Guts 47, Flash 47, Fervor 47, Yell 47, Love 60 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 47 204 1230 225 107 153 193 6/5/4/7 |

+-----+

+-----+

| Pilot: (5o) Ques Palaya (Gundam) |

| Skill(Lv) Guts 13, Flash 13, Yell 13, XGuts 16, Love 31, Fervor 40 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 13 106 440 92 49 81 194 4/6/3/7 |

| 37 154 1070 194 84 131 |

+-----+

+-----+

| Pilot: (5p) Quatro Bajina (Gundam) |

| Skill(Lv) Accel 29, Guts 29, Fervor 29, Focus 29, XGuts 29, Yell 29 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 29 128 930 148 89 110 190 6/6/5/7 |

| 41 152 1220 188 106 130 |

+-----+

+-----+

| Pilot: (5q) Recoa Rond (Gundam) |

| Skill(Lv) XGuts 6, Yell 6, Fervor 10, LockOn 13, Luck 18, Flash 20 |

+-----+

| LEVEL SP Power Hit% Pilot Respons Intuit. Adapt |

+-----+

| 6 72 270 71 43 67 178 6/6/4/7 |

| 46 152 1290 194 99 130 |

+-----+

+-----+

| Pilot: (5r) Rei Asuka (Raideen) |

| Skill(Lv) Accel 12, Guts 12, Flash 12, XGuts 12, Focus 22, Love 42 |

LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
12	129	550	94	46	78	178	7/6/4/5
37	212	1200	165	81	130		
Pilot: (5s) Robert (Gundam)							
Skill(Lv) Accel 24, Guts 24, Fervor 24, XGuts 24, Yell 24, Focus 24							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
24	108	680	124	63	83	163	5/6/4/7
58	176	1460	230	107	130		
Pilot: (5t) Ryou "Ryouma" Nagare (Getter Robo)							
Skill(Lv) Guts 6, XGuts 6, Focus 10, LockOn 12, Flash 15, Friend 25							
Pilot: Hayato Kami (Getter Robo)							
Skill(Lv) Luck 6, Guts 6, Focus 6, XGuts 6, Fervor 20, Yell 28							
Pilot: Musashi Tomoe (Getter Robo)							
Skill(Lv) Guts 6, Fervor 6, XGuts 6, Yell 6, LockOn 10, Accel 15							
Pilot: Benkei Kurama (Getter Robo)							
Skill(Lv) Accel 40, Guts 40, Focus 40, XGuts 40, Yell 40, Friend 40							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
Ryou 6(63)	122	550	74	39	56	164	7/5/2/6
Hayato 6(55)	122	530	78	42	61	168	5/7/2/5
Musashi 6(63)	132	570	71	36	54	158	2/6/7/4
Benkei 40(63)	241	1500	174	79	98	151	2/6/7/4
Pilot: (5u) Ryou Jose (Gundam)							
Skill(Lv) Guts 2, XGuts 8, Accel 14, Luck 20, Supply 30, Friend 42							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
2	54	160	54	34	55	164	4/6/3/6
Pilot: (5v) Ryune Souldark (Banpresto)							
Skill(Lv) Guts 38, Flash 38, Focus 38, XGuts 38, Yell 38, Rage 41							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
38	225	1250	173	87	114	174	7/7/5/7
49	255	1570	211	102	130		
Pilot: (5w) Sayaka Kyuu (Mazinger)							
Skill(Lv) Guts 3, XGuts 3, Flash 6, LockOn 8, Luck 10, Friend 33							
LEVEL	SP	Power	Hit%	Pilot	Respons	Intuit.	Adapt
3	116	240	59	35	52	171	5/7/4/6
61	255	1870	235	110	131		

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| Pilot:      (5x) Sayla Mass (Gundam) |
| Skill(Lv) Guts 1, Yell 7, Fervor 14, Luck 21, Friend 38, Love 45 |
+-----+
|          LEVEL   SP      Power   Hit%   Pilot   Respons Intuit.  Adapt |
+-----+
|           1      62      130     54     32     58     179     5/6/3/7 |
|          38     136     980     164     81     130 |
+-----+

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+-----+
| Pilot:      (5y) Seabuck Anoh (Gundam) |
| Skill(Lv) Accel 26, Guts 26, Flash 26, Fervor 26, XGuts 26, Yell 26 |
+-----+
|          LEVEL   SP      Power   Hit%   Pilot   Respons Intuit.  Adapt |
+-----+
|          26     122     810     150     68     98     193     6/6/3/7 |
|          28     126     870     159     71     101     (Arrival in S.26) |
|          46     162    1320     220     96     131 |
+-----+

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+-----+
| Pilot:      (5z) Shuu Shirakawa (Banpresto) |
| Skill(Lv) Accel 50, Guts 50, Focus 50, XGuts 50, Yell 50, Fervor 55 |
+-----+
|          LEVEL   SP      Power   Hit%   Pilot   Respons Intuit.  Adapt |
+-----+
|          50     255    1680     215    110    126     182     7/7/7/7 |
|          53     255    1770     223    115    130 |
+-----+

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+-----+
| Pilot:      (5+) Slugger Row (Gundam) |
| Skill(Lv) Accel 14, Guts 14, XGuts 14, Yell 14, Fervor 23, LockOn 30 |
+-----+
|          LEVEL   SP      Power   Hit%   Pilot   Respons Intuit.  Adapt |
+-----+
|          14      98      500     96     53     77     172     5/6/3/7 |
|          47     164    1350     197    101     130 |
+-----+

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+-----+
| Pilot:      (5-) Tetsuya Ken (Mazinger) |
| Skill(Lv) Accel 35, Guts 35, LockOn 35, XGuts 35, Friend 42, Fervor 50 |
+-----+
|          LEVEL   SP      Power   Hit%   Pilot   Respons Intuit.  Adapt |
+-----+
|          35     225    1380     158     76     98     169     7/7/5/5 |
|          59     255    2060     234    108     131 |
+-----+

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+-----+
| (VI) Pilot Ratings & Notes |
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+-----+
| < 50% = Failure. Between 60~70% = passable. > 72% = good. > 85% = great. |
+-----+

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|Rating Pilot   Damage Hit%   Crit%   Dodge   Intuit SP      Spirits |

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100%	Kamiyu	C-	A+	C	A	A+	C+	Offense, Luck
99%	Judou	A+	A+	C-	B-	A+	A+	Balanced, Off.
98%	Amuro	C-	A+	C	A	A+	C	Balanced, Off.
98% (1)	Four	B+	A+	C+	A+	A+	C	Balanced, Off.
97% (Q)	Quatro	A	B+	A-	B	A-	C	Offense
96% (Q)	Gato	A+	B+	B+	B	B+	C	Offense
94% (P)	Puru2	C-	A+	B-	A+	A	A+	Balanced, Off.
93% (2)	Ques	B	A+	D+	A	A	B	Balanced
90%	Seabuck	A-	A+	D+	C-	A	C	Offense
88% (P)	Puru	D+	A+	B	A+	A+	A+	Balanced
84% (3)	Cecily	B+	C	C	A-	A-	C	Balanced, Love
83%	Kou	A+	C	B+	C	C	C+	Accel/Fervor
82%	Fa	F	C-	D+	B	B-	A	Defense, Luck
81%	Lou	A+	C	C-	C-	C	C	Balanced, Luck
77% (Q)	Keara	A-	C	A	D+	C-	A-	Offense, Focus
76% (4)	Recoa	B-	C	C	C	C	D+	Offense, Luck
76% (5)	Emma	B-	C+	B+	C-	C-	D+	Offense, Love

- (1) Four is easily one of the most feared pilots in Gundam lore. You can recruit her earlier if Amuro talked to Char in Scenario 01/04.
- (Q) Char will don his Quatro "mask" only if Amuro convinces him in Scenario 1 or 4. This also sets off a chain of plot events:
 -Sayla will leave, Keara won't be assigned to you, Katsu won't show with a G-Defensor, and Gato won't join Londo Bell.
 On the plus side, instead of waiting until the end of the game for an ace like Gato, you get one earlier in Quatro. You also get the chance to recruit Four earlier and Cara is a decent substitute for Keara. Plus Cara's Germark compares well to Gato's Neue Ziel. (Check my Mecha Update for details!) Oh, and Quatro brings dregs Robert and Apolly and an extra Re-GZ along the way.
- (2) Find Ques in S.27 by probing the right building with Amuro.
- (P) If Judou convinces one (Scenario 43), they can convince 2 (S.46).
- (3) Seabuck is required to convince Cecily to join in Scenario 42.
- (4) You have the option of NOT losing Recoa if you take the path to recruit Ques. Both are preferred to the Gelgoog M alternate route.
- (5) Amuro must Talk to Emma in Scenario 3, and again in S.5 or S.6.

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
75% (Q)	Cara	B	B	C+	C	C	B	Poor; Acc/Ferv
74% (Q)	Katsu	C+	D+	F	B+	C-	D+	Luck/Supply/Fv
72% (1)	Slugger	A-	C	C	C-	D+	C	Offense
70% (Q)	Sayla	D	C	D	A-	C+	D+	Poor; Love/Luck
69%	Chris	D	C-	C-	C-	B-	D+	Early Friend
68%	Beacher	B	C-	A+	C-	D+	C	Poor; Offense
67%	Elle	D+	D+	C-	B	C	C	Poor; Offense
66% (2)	Keith	D+	B	C-	D	D	D+	Offense, Luck
65% (3)	Bright	C-	C-	C	F	D+	D+	Offense, Luck
58%	Kai	D+	C-	D+	F	D+	F	Off., Luck/Acc
57% (Q)	Apolly	C-	B	D	F	F	D+	Offense
56% (Q)	Robert	D+	B-	D	F	F	D+	Offense
40%	Iino	A+	D	A	B-	D	B	Defense, Fervor
39% (4)	Bernie	D	F	D+	B-	D	B	Defense, Fervor
04% (G)	HayatoG	F	D	F	F	D-	F	Defense, Supply
03% (G)	Ryuu	D+	D	F	F	F	F	Supply
01%	Mond	D+	F	A+	F+	F	D+	Poor

- (Q) Sayla stays if you DIDN'T convince Char/Quatro to join. Call this the Sayla path. Along this route, Keara and Katsu will join you, bringing the unique G-Defensor. Gato will also join you (near the endgame). You will miss out on Quatro, Apolly, Robert, and Cara.
- (1) Don't deploy Slugger for Scenario 32 if you wish to keep him later.
- (2) Keith is an optional, but accurate, Sniper. Visit S.08 to get him.
- (3) Bright is the required pilot of your flagship/carrier.
- (4) Find the Zaku in Scenario 18 and convince him with Chris.
- (G) Hayato (G) and Ryuu will always leave at the end of Scenario 12.

-----+
 | < 50% = Failure. Between 60~70% = passable. > 72% = good. > 85% = great. |
 -----+

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
100%	(1) Getter3	A+	B+	D+	D	D	A++	Great, pooled
95%	Banjou	A+	A-	C	C-	C-	A+	Off., Friend
92%	Masaki	C	A-	A	C-	A-	A+	Offense
91%	(2) Shuu	A-	A-	B	C-	B	A+	Offense
89%	(3) Maria	A+	C+	C	C-	C-	A+	Great; Supply
87%	Tetsuya	A+	B	D	D	D+	A+	Offense, Friend
86%	Duke	A+	B	C+	D	D+	A+	Balanced
85%	(4) Ryune	B	A-	C-	C	C	A+	Poor; Focus
80%	Kouji	A	B	D	D	D+	A+	Offense
79%	(5) Akira	A-	D+	D+	C-	C-	A+	Offense
78%	(6) Hyouma	B	D	D	D+	D+	A+	Offense
74%	Sayaka	B+	C	D	D-	C-	A+	Friend, Luck/LO
73%	Rei	C+	B	D+	A	C+	A+	Offense, Love
73%	Mari	C+	F	A+	A-	D	A+	Def., Luck/LO
71%	Hikaru	A-	D-	C-	C-	C-	A+	Def., Fv, Luck
64%	Isao J	B-	A-	B+	D+	D+	A+	Offense
63%	(7) Kochou	B+	C	B+	D+	F	B	Defense, Luck
59%	Jun	A-	C	D	F	C-	A+	Poor; Acc/Luck

- +
 (1) Aggregate of the four pilots; the Getta Trio function as 1 anyway. This does mean that they have an unfairly huge SP pool.
- (2) A superior pilot, do not be afraid of letting Shuu loose even if you plan to visit Ragnarok. You'll need his help getting there!
- (3) Maria joins if Duke is on the field to convince her in Scenario 43.
- (4) To obtain Ryune, you have to beat the enemies before they beat her in Scenario 33. And then beat her yourself.
- (5) This rating is inclusive of Raideen's "God Voice" power-up.
- (6) Only considering Hyouma and not the rest of the Combattler V team.
- (7) Kochou Oni joins if you have the Getter Team convince them in S.34.

-----+
 |Rating Pilot Damage Hit% Crit% Dodge Intuit SP Spirits |
 -----+

100% Getter3 A+ B+ D+ D D A++ Great, pooled
 The Getter team is broken, but in your favor. Three pilots that freely switch at no penalty? That's a triple SP pool to go with three powerful Getter Robos, why bother dodging if you can cast spirits? As a furthur bonus, Hayato reaches 130 Response at L55 before any of his co-pilots (L63), but if Getta2 moves first it's free to transform and continue the 2nd action in another form!

100% Kamiyu C- A+ C A A+ C+ Offense, Luck
 The nigh-invulnerable, often untouchable ace. Luck makes Kamiyu real dangerous real fast. Fervor compensates for mediocre Damage.

-----+
 99% Judou A+ A+ C- B- A+ A+ Balanced, Off.

The next-gen ZZ Newtype not only has the strongest damage of his Gundam bretheren, but also has Accel to pursue enemies, Fervor for that extra punch, and the SP to use both with impunity.

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
98%	Amuro	C-	A+	C	A	A+	C	Balanced, Off. Not the greatest, but Amuro is the great standard to measure by. The deciding factor between Kamiyu v. Amuro is Luck v. Friendship.
98%	Four	B+	A+	C+	A+	A+	C	Balanced, Off. Easily one of the most feared pilots in Gundam lore with high stats and a wicked combination of Spirits like LockOn AND Fervor. She also gets Accel and Flash, even Love if you're desperate.
97%	Quatro	A	B+	A-	B	A-	C	Offense Quatro is the best MS "bruiser" -- a pilot of pure offensive force. Using Focus causes Quatro to top Judou, Seabuck, and Gato. He also has more power than Kamiyu, Amuro or the Puru twins; better hit% than Kou, Lou, Keara, or Slugger; and better Crit% than Ques.
96%	Gato	A+	B+	B+	B	B+	C	Offense Better late than never, Gato is the 2nd mightiest UC pilot and has Fervor to make him mightier. Well rounded in all categories, Gato can even Accel to pursue or Flash to dodge.
95%	Banjou	A+	A-	C	C-	C-	A+	Off., Friend He is the 2nd strongest Super Robot pilot in Londo Bell making even Daitarn's basic attacks devastating. Daitarn's jet mode helps in lieu of Accel, and means more SP for Fervor+LockOn or Flash. No Guts won't matter if you have a Repair mech in the squad.
94%	Puru2	C-	A+	B-	A+	A	A+	Balanced, Off. A little average on the Ground, Puru2 still boasts highest SP for a Gundam pilot. That's great for repeated use of Fervor or Love. Her high Dodge and Intuition make Flash redundant. Accel is nice.
93%	Ques	B	A+	D+	A	A	B	Balanced Oddly very poor in Sky/Sea, Ques is still an ace pilot. She, along with Gato, Quatro, Judou, Four, Seabuck and Cara are the only UC pilots who have above-average Power AND high Hit%. She has Fervor to do massive damage, but lacks Accel to chase additional targets.
92%	Masaki	C	A-	A	C-	A-	A+	Offense A Banpresto original, Masaki is bonded with the agile Cyblaster, while the more powerful Valsione is saddled with Ryune. The weakest of the Super Robot pilots (and without Fervor as an equalizer), Masaki has the highest Intuition (and has Focus and even Flash), can Accel (getting up to 20 movement), and is still stronger than Quatro. Plus Cyblaster's Funnel and ALL attack are easy to use.
91%	Shuu	A-	A-	B	C-	B	A+	Offense A superior pilot, Shuu's rating is hurt by the clumsy Granzone. Accel helps increase its already sizeable range, and Focus/Fervor will increase its sizeable damage, but Shuu still needs to Yell before he can even use his non-crappy, EN-devouring attacks.
90%	Seabuck	A-	A+	D+	C-	A	C	Offense The 2nd best "sniper" in the game after Judou, with high power and

accuracy, plus the benefit of mechs with long-range attacks. An aggressive combination of Accel and Fervor also makes him a pilot to be reckoned with. Flash is just icing on the cake.

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
89%	Maria	A+	C+	C	C-	C-	A+	Great; Supply
The 2nd most powerful Mazinger pilot behind Tetsuya, she's also the quickest to reach 130 Response. Maria does her best in space with Fervor/LockOn, but she also has Luck to level-up quickly and excess SP to use Love and Supply frequently as well.								
88%	Puru	D+	A+	B	A+	A+	A+	Balanced
Similar to her cloned twin, but she has a sliver less power and SP. Fervor almost becomes a necessity, but having Luck and high Dodge and Intuition help with keeping Puru among the game's top pilots.								
87%	Tetsuya	A+	B	D	D	D+	A+	Offense, Friend
Has the title of the most powerful pilot in the game and can tear it up on land or in the sky. Tetsuya is pure offense with Spirits Accel, Fervor, and LockOn, but is a shade less useful than Maria.								
86%	Duke	A+	B	C+	D	D+	A+	Balanced
A good Super Robot pilot, but one that selfishly takes Grendizer from better pilots like Maria. Duke & Tetsuya make a strong tandem with the Gr.Mazinger and Grendizer. Duke is one of the few non-UC pilots who excel in Space (w/ Maria, Banjou, the Banpresto Trio).								
85%	Ryune	B	A-	C-	C	C	A+	Poor; Focus
She gets to pilot the powerful Valsione with her beefy power stat. Ryune has a good mix of power and speed, but like Masaki lacks Fervor to really kick it. Ryune has to get up close and personal, so at least Focus and Flash are useful.								
84%	Cecily	B+	C	C	A-	A-	C	Balanced, Love
An above-average Gundam pilot for one with such high Intuition. Cecily lacks Fervor so she can't compare with heavier hitters, but has Accel and LockOn to keep up with fast-paced firefights.								
Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
83%	Kou	A+	C	B+	C	C	C+	Accel/Ferv
As noted earlier, Kou is a bruiser -- the bashy of bash-n-smash, with the 3rd highest power in Gundam's Universal Century and Fervor to hit even harder. But save some SP for Accel or Flash because Kou's accuracy leaves something to be desired.								
82%	Fa	F	C-	D+	B	B-	A	Defense, Luck
Fa may have terrible offense, but she's in most of my sorties with her excellent defensive skills. High SP means she can use Love or Flash easily. Fa also has good Intuition, good Dodging ability, and Luck to raise her stats faster.								
81%	Lou	A+	C	C-	C-	C	C	Balanced, Luck
Very similar to Kou, Lou has the same penchant for power with Fervor to add to the pain. She also shares the same inaccuracy. Without Accel, Lou needs a mech with Movement to keep up, but can cast Luck once she reaches battle or use Friend from the rear.								

80%	Kouji	A	B	D	D	D+	A+	Offense
<p>Very useful up until when he isn't. Kouji is a strong, accurate Mazinger pilot, with great Spirit techniques like LockOn, and eventually Accel, Flash, and Fervor. But then Tetsuya and the more efficient Great Mazinger show up and Kouji takes a back seat.</p>								
79%	Akira	A-	D+	D+	C-	C-	A+	Offense
<p>The Raideen whose best attacks have an accuracy bonus, but he still has LockOn just in case. Akira winds up being "just average" for a Super Robot pilot. The God attacks are very strong early on, but the optional God Voice keeps Akira over Hyouma's Combattler V.</p>								
78%	Hyouma	B	D	D	D+	D+	A+	Offense
<p>Though not as powerful as Akira, Hyouma's Super Electromagnetic Robot has stronger attacks, especially after its upgrade. Before that, it'll be LockOn + Fervor (with Accel to catch up).</p>								
77%	Keara	A-	C	A	D+	C-	A-	Offense, Focus
<p>Like Kou and Lou, she gets the bruiser label for having good Power, but so-so Hit% and Intuition. But she has Fervor, Accel, and unlike Lou & Kou, has extra SP for Focus to compensate for her aim.</p>								
Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
76%	Recoa	B-	C	C	C	C	D+	Offense, Luck
<p>A pretty average Universal Century pilot, Recoa will prove to be a solid staple in your fleet. She has LockOn/Fervor, Flash, and even Luck to edge out other pilots, but hasn't the SP to use 'em often.</p>								
76%	Emma	B-	C+	B+	C-	C-	D+	Offense, Love
<p>Like her counterpart Recoa, Sheen is another pretty average pilot. She is a little more accurate and has better Crit%, making Focus a better choice than Fervor, but her SP pool is still small.</p>								
75%	Cara	B	B	C+	C	C	B	Poor; Acc/Ferv
<p>Similar to Keara, except with Flash instead of Focus. A passable pilot late in the game, you'll want to use Accel/Fervor frequently.</p>								
74%	Katsu	C+	D+	F	B+	C-	D+	Luck/Fv/Supply
<p>The only UC pilot with Supply and that makes him very valuable. Supply, Luck, and a high Response growth redeem his weak offense. He can also Fervor for when the need to inflict damage arises. Having Katsu in the Methuss at the end is better than Fa or Hikaru.</p>								
74%	Sayaka	B+	C	D	D-	C-	A+	Friend, Luck/LO
<p>Her complementary Spirits (and high SP) offset her low abilities. With Luck and LockOn, Sayaka can easily gain levels by sneaking a finishing blow onto an overpowered enemy.</p>								
73%	Rei	C+	B	D+	A	C+	A+	Offense, Love
<p>An excellent choice of Bluegar pilot, she has the best of Mari and Isao Jinguuji with high Hit% and Dodge, with better SP to boot. Rei's Spirits like Focus and Fervor can even provide strength. Despite her (and Mari's) low rating, Bluegar pilots are invaluable.</p>								
73%	Mari	C+	F	A+	A-	D	A+	Def., Luck/LO
<p>You may struggle to power Mari up (tip: immediately use her in S.17 against the ultra-weak L14 Bados), but it will be worth it.</p>								

Things get easier with Luck (L10) and then LockOn (L28). Once Mari hits max SP (L45), she can hang back in a Bluegar, using Repair or Supply/Love. This makes a world of difference later on.

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
72%	Slugger	A-	C	C	C-	D+	C	Offense
<p>The strongest Gundam pilot with Fervor AND LockOn, ahead of Recoa and even Four (though she has superior Intuition, SP, and is accurate enough not to need LO); Maria, Tetsuya, Kouji, Daitarn, Combattler, and Getter3 do it better. Slugger is still integral to a strong offense until better pilots (and Mobile Suits) show up.</p>								
71%	Hikaru	A-	D-	C-	C-	C-	A+	Def., Fv, Luck
<p>A distant second banana to Maria as the leading lady of Go Nagai's non-Gundam pilots, Hikaru is a powerhouse in her own right. Aim notwithstanding, Fervor and Luck will fastrack her learning Supply.</p>								
70%	Sayla	D	C	D	A-	C+	D+	Poor; Love/Luck
<p>Char's sister has terrible offense, but gains levels quickly and dodges well. With Luck, she'll be the first to reach 130 Response. There's no comparison that Quatro will make the earlier going easier going, but Sayla's early double-movement keeps her useful.</p>								
69%	Chris	D	C-	C-	C-	B-	D+	Early Friend
<p>High Intuition marginally mitigates oldtype Chris' low stats and Adaptability -- 4 in the Sky? She'll be the first to learn mass-healing Spirits, but she'll be hard-pressed to find the SP to use them. She'll gets the SP to use Love the level AFTER she learns it! To add insult to injury, her best skill Fervor is the last skill learned. Despite being the lead in her series, voiced by legendary Megumi Hayashibara, Chris will likely be shelved before late game.</p>								
68%	Beacher	B	C-	A+	C-	D+	C	Poor; Offense
<p>The leader of the "crew" after Judou left, he carries a half-decent offense with decent Damage, Hit%, Crit% and Fervor. What holds Beacher back are his hodgepodge Spirits. Friend at 58?!</p>								
67%	Elle	D+	D+	C-	B	C	C	Poor; Offense
<p>Beacher's main squeeze, Elle keeps pace well despite her lack of natural offense. Decent Dodge, Intuition, Fervor and Focus keep her handy for awhile.</p>								
66%	Keith	D+	B	C-	D	D	D+	Offense, Luck
<p>A nice optional find, he won't be an end-game ace, but functions better than Kai as your early-resident sniper. Before anyone in the UC learns LockOn, Keith's high Hit% and Luck will net him lots of levels. Later on, Fervor will help even more.</p>								
65%	Bright	C-	C-	C	F	D+	D+	Offense, Luck
<p>His skills at the helm complement the carriers he rides in. Luck and LockOn are necessary unless you want to waste turns pounding enemies from afar with your artillery. Accel keeps bases mobile.</p>								
64%	Isao J	B-	A-	B+	D+	D+	A+	Offense
<p>Not a shoddy pilot, but seems kind of a waste. Isao can't dodge for</p>								

spit, but has the talents and skills for a beefy Mazinger robot.
 Unfortunately all he can fly are the frail Bluegar and Frankenbots.

Rating	Pilot	Damage	Hit%	Crit%	Dodge	Intuit	SP	Spirits
63%	Kochou	B+	C	B+	D+	F	B	Defense, Luck
An excellent defensive pilot in a sub-par mecha. The butterfly demon can't hold a candle to Maria, Hikaru, or even Mari.								
59%	Jun	A-	C	D	F	C-	A+	Poor; Acc/Luck
Jun's Venus A is more useful than Kochou's Tekkou Oni, but she is less useful than Kochou. Jun has Luck, but mediocre accuracy, no Fervor, the worst Response growth in the game, and why bother giving a Mazinger/Gundam pilot the expensive-to-use Yell?								
58%	Kai	D+	C-	D+	F	D+	F	Off., Luck/Acc
Your early go-to sniper, Kai learns Fervor and Focus quickly if you use Luck well. He can also speed to the front with Accel. But Kai hasn't the SP to use them often and poor Hit%/Crit% otherwise.								
57%	Apolly	C-	B	D	F	F	D+	Offense
Another pilot, this one can muster some amount of offense. Moderate Power, Hit%, LockOn, Flash and Accel, Apolly is able to hit something or be a meat-shield. Until his pitiful SP pool runs dry. You're better off with Beacher unless you need able pilots.								
56%	Robert	D+	B-	D	F	F	D+	Offense
Another pilot, this one can Focus to maybe be a better pilot. Rob has Fervor if you think he'll hit anything. Like Apolly, his Dodge and Intuition suck so go with Elle unless you're really short.								
40%	Iino	A+	D	A	B-	D	B	Defensive, Fv
Iino can be powerful, but will forever struggle to hit anything. If you're curious to use him, don't. Other pilots level up easier and are better at healing while fighting. Leave this kid indoors.								
39%	Bernie	D	F	D+	B-	D	B	Defense, Ferv
Sad he's not even a good Defensive pilot with his meager SP. Also, Bernie can't hit the broad side of a barn with a hose.								
04%	HayatoG	F	D	F	F	D-	F	Defense, Supply
You really shouldn't be using him outside the early stages where you'd be shorthanded without him.								
03%	Ryuu	D+	D	F	F	F	F	Supply
Ditto with Ryuu. Worst case scenario, you see him learn Accel.								
01%	Mond	D+	F	A+	F+	F	D+	Poor
This Millhouse beat Judou's score in the ZZ simulator? He'll have Luck, LockOn... and the crappiest stats in the game.								

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Londo Bell Curve

Rimshot aside, this is what was used to determine Pilot Ratings and grades.

	Average(*)	Average(*)	Average
@ Level 60	Gundam pilot	Londo Bell	Non-Gundam pilot
SP	190.5	215.0	253.4
Power	1594.4	1731.7	1958.6
Hit%	235.7	234.4	232.7
Piloting	121.4	119.3	116.5
Response	155.4	148.7	138.2
Intuition	179.3	175.5	169.5

(*) Includes both Sayla and Quatro and the respective pilots on their paths.

Various Top-10 Lists

=====

Lowest SP

=====

1st(t) Hayato (G), Ryuu, Kai (170)

4th(t) Apolly, Bright, Chris, Emma, Katsu, Keith, Mond, Reoa, Robert, Sayla

=====

Highest SP

=====

1st(t) Everybody on the Non-Gundam pilot list, except for Kochou Oni (255)

=====

Highest SP (Gundam)

=====

1st Puru 2 (230)

2nd Puru (220)

3rd(t) Judou, Fa (210)

5th Keara (208)

=====

Lowest Power

=====

1st Fa (1310)

2nd(t) Hayato (G), Ryuu (1320)

4th(t) Bernie, Sayla, Elpy Puru (1490)

7th(t) Chris, Keith, Mond (1500)

10th(t) Kai, Robert, Elle (1510)

=====

Highest Power

=====

1st Duke (Mazinger), Musashi (Getter), Tetsuya (Mazinger) (2080)

4th(t) Banjou (Daitarn), Maria (Mazinger), Ryouma & Benkei (Getter) (2060)

8th Hayato (Getter) (2040)

9th Kouji (Mazinger) (2000)

10th(t) Akira (Raideen), Hikaru (Mazinger), Jun (Mazinger) (1980)

=====

Highest Power (Gundam)

=====

1st Judou (1880)

2nd Gato (1840)

3rd(t) Kou, Lou (1820)
5th Iino (1800)

=====
Lowest Hit%
=====

1st(t) Bernie, Mari, Mond (<= 210%)
4th(t) Hikaru, Hayato (G), Ryuu, Iino (<= 215%)
8th(t) Hyouma, Akira (<= 220%)
10th(t) Elle, Katsu (<= 230%)

=====
Highest Hit%
=====

1st(t) Elpy Puru, Kamiyu, Puru 2, Amuro, Quess, Four, Seabuck, Judou (>= 250%)
9th(t) Isao Jinguuji, Hayato, Ryune, Shuu, Masaki, Banjou, Quatro (>= 240%)

=====
Lowest Piloting
=====

1st Musashi (Getter), Benkei (Getter) (106)
3rd(t) Hayato (Gundam) (107)
4th(t) Hyouma (Combattler), Sayaka (Mazinger), Jun (Mazinger) (108)
Kouji (Mazinger), Katsu (Gundam), Ryuu (Gundam)
10th(t) Ryouma (Getter), Tetsuya (Mazinger) (109)

=====
Highest Piloting
=====

1st Beacher (139)
2nd Mond (138)
3rd(t) Mari, Iino (137)
5th Keara (136)
6th Quatro (134)
7th Masaki (132)
8th(t) Kou, Emma (131)
10th Isao Jinguuji (130)

=====
Lowest Response
=====

Musashi (Getter), Benkei (Getter) (<= 125)
3rd(t) Ryouma (Getter), Jun (Mazinger) (126)
5th Sayaka (Mazinger) (129)
6th Kouji (Mazinger) (131)
7th(t) Tetsuya (Mazinger), Duke (Mazinger), Hayato (Gundam) (132)
10th(t) Kochou Oni, Hyouma (Combattler V), Isao, Apolly, Robert, Ryuu (133)

=====
Highest Response
=====

1st(t) Elpy Puru, Puru 2 (177)
3rd Four (176)
4th(t) Kamiyu, Amuro (175)
6th Quess (173)
7th Rei (Raideen) (172)
8th(t) Sayla, Cecily, Mari (Raideen) (171)

=====
Slowest to Reach Double-Move

=====
1st(t) Jun, Getter Team (all except Hayato, who reaches it at 55) (63)
5th Sayaka (61)
6th(t) Kouji, Hayato (Gundam) (60)
8th(t) Duke, Tetsuya, Ryuu (59)

=====
Fastest to Hit 130+ Response

=====
1st(t) Amuro, Kamiyu, Four (36)
4th(t) Ques, Rei (Raideen) (37)
6th(t) Sayla, Mari (Raideen) (38)
8th(t) Quatro, Katsu (41)
10th Cecily (42)

=====
Lowest Intuition

=====
1st Benkei (151)
2nd Musashi (158)
3rd Mond (160)
4th(t) Apolly, Kochou Oni (162)
6th Robert (163)
7th(t) Ryouma, Ryuu (164)
9th(t) Hayato (G), Mari (165)

=====
Highest Intuition

=====
1st(t) Amuro, Judou (200)
3rd Kamiyu (199)
4th(t) Elpy Puru, Four (196)
6th Quess (194)
7th(t) Puru 2, Seabuck (193)
9th Quatro (190)
10th(t) Masaki, Cecily (189)

Translation Differences

Aeon Genesis Translation.....Official Translations

AMURO Ray (Gundam)	Amuro Ray
APOLLY (Gundam)	Apolly Bay
BEACHER Arleg (Gundam)	Beecha Oleg
BERNIE Wiseman (Gundam)	Bernard Wiseman
BRIGHT Noah (Gundam)	Bright Noa
CARA Soon (Gundam)	Chara Soon
CECILY Fairchild (Gundam)	Cecily Fairchild
CHRISTina McKenzie (Gundam)	Christina MacKenzie
ELLE Viano (Gundam)	Elle Vianno
EMMA Sheen (Gundam)	Emma Sheen
FA Yuri (Gundam)	Fa Yuiry
FOUR Murasame (Gundam)	Four Murasame
Anavel GATO (Gundam)	Anavel Gato
HAYATO Kobayashi (Gundam)	Hayato Kobayashi
IINO Abbarg (Gundam)	Iino Abbav
JUDOU Ashita (Gundam)	Judau Ashita
KAI Shiden (Gundam)	Kai Shiden

KAMIYU Vidan (Gundam)	Kamille Bidan
KATSU Kobayashi (Gundam)	Katz Howan Kobayashi
KEARA Suu (Gundam)	Kayra Su
Chuck KEITH (Gundam)	Chuck Keith
KOU Uraki (Gundam)	Kou Uraki
LOU Ruka (Gundam)	Roux Rouka
MATILDA Ajan (Gundam)	Matilda Ajan
MOND Akage (Gundam)	Mondo Agake
Bernand MONSHA (Gundam)	Bernard Monsha
NINA Parpleton (Gundam)	Nina Purpleton
Elpy PURU (Gundam)	Elpeo Ple (Puru)
PURU 2 (Gundam)	Puru 2
QUES Palaya (Gundam)	Quess Paraya
QUATRO Bajina (Gundam)	Quattro Bajeena
RECOA Rond (Gundam)	Reccoa Londe
ROBERT (Gundam)	Roberto
RYUU Jose (Gundam)	Ryu Jose
SAYLA Mass (Gundam)	Sayla Mass
SEABUCK Anoh (Gundam)	Seabook Arno
SLUGGER Row (Gundam)	Sleggar Law
AKIRA Hibiki (Raideen)	Akira Hibiki
Isao JINGUUJI (Raideen)	Riki Jinguchi
MARI Sakurano (Raideen)	Mari Sakurano
REI Asuka (Raideen)	Ray Asuka
BANJOU Haran (Daitarn)	Banjo Haran
BOSS Borot (Mazinger)	Boss (the robot is Borot)
JUN Honoo (Mazinger)	Jun Hono'o
KOUJI Kabuto (Mazinger)	Kouji Kabuto
SAYAKA Kyuu (Mazinger)	Sayaka Yumi
TETSUYA Ken (Mazinger)	Tetsuya Tsurugi
DUKE Flead (Grendizer)	Duke Flead
HIKARU Makiba (Grendizer)	Hikaru Makiba
MARIA Flead (Grendizer)	Maria Flead
HYOUMA Ki (Combattler)	Hyouma Aoi
JUUZO Naniwa (Combattler)	Juzo Naniwa
CHIZURU Minamihara (Combattler)	Chizuru Nanbara
TAISAKU Nishikawa (Combattler)	Daisaku Nishikawa
KOKE Sueki (Combattler)	Kosuke Kita
JACK King (Getter Robo)	Jack King
KOCHOU Oni (Getter Robo)	Butterfly Oni
MICHERU Saotome (Getter Robo)	Micheru Saotome
RYOUMA Nagare (Getter Robo)	Ryouma "Ryou" Nagare
HAYATO Kami (Getter Robo)	Hayato Jin
MUSASHI Tomoe (Getter Robo)	Musashi Tomoe
BENKEI Kurama (Getter Robo)	Benkei Kurama
MASAKI Ando (Banpresto)	Masaki Andoh
RYUNE Souldark (Banpresto)	Ryune Zoldark
SHUU Shirakawa (Banpresto)	Shu Shirakawa

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