

Territory Battles – General Information

Territory battles occur as a result of sending your monster to fight a Rival Kaiju who tries to stake claim to your monster's drill areas. The results of these battles prevent territory gauge decreases, as well as can lead to small to decent stat gains depending on the rival monster's rank and the result. This guide will talk about all things related to how the rivals are chosen all the way to how much your monster is affected by the battles that take place.

1) Territory Background

- a. Territory Gauge – These gauges, one for each of the 6 specific drilling areas, are specific to each monster. The scale of these gauges is from 0 to 100. The gauge level has direct impact on the extra amount of stat points that are earned from doing drills at the drill location (see All Things Drills document). The starting value for all territory gauges is 0.
- b. Territory Rank – These ranks, one for each of the 6 specific drilling areas, are specific to each monster. The scale of these ranks is the same as the monster ranking system from E to S. The rank level has direct impact on the Rival Monster rank that try to stake claim to the drilling area. The starting value for all territory ranks is E.
- c. Territory Rival Kaiju – These Kaiju are assigned at the beginning of each week. These assigned rivals are specific to each monster; therefore, if you save your monster or send them to the association for care, when they come back, the Rival Kaiju will still be there and at the same location. The Rival Kaiju also has a specific stat that is its specialty, and as such increases rewards related to that specific stat if you win the battle.

2) How are Rival Kaiju Chosen (it's always fun to be creative)

- a. Word gets out about the wonderful food at your monsters farm/ranch
 - i. At the beginning of each week the following process is run
- b. Rival Kaiju are seen in the distance
 - i. Territory Rival Kaiju are collected – total of 64
- c. Rival Kaiju decide where to go
 - i. Territory locations are randomized
- d. Rival Kaiju fight for position
 - i. Rival Kaiju are randomized
- e. Rival Kaiju stake claim to each location
 - i. Rival Kaiju and Territory locations are proceeded through according to the randomized order and the first Rival Kaiju that has a monster rank that is less than or equal to the territories rank will be assigned to the territory and eliminated from further assignment.
- f. Rival Kaiju try out the food
 - i. The base percentage for the Rival Kaiju to stay assigned to the territory is 5%. If your monster owns the cookie trait Gourmet or Magma Devil Award, it will increase this percentage by 5% or decrease it by 3%, respectively.
- g. Rival Kaiju decide if they like the food and want to stay or return home
 - i. A random number specific to each location is generated from 1 to 100. If the random number is greater than the total percent to stay, then the Rival Kaiju is removed from the territory.
 - ii. Any rival Kaiju not removed from its territory stays for the week.

3) What Happens when I don't Fight a Rival Kaiju

- a. Whether your monster does a different drill, fights another Rival Kaiju, takes a rest, heads to an errantry, fights in the arena, or goes on an adventure, the Rival Kaiju takes little sympathy on you and trashes your monsters drill location. The amount of damage done to the drill location is in terms of impact to the territory gauge. The amount the territory gauge is reduced is based on the Rival Kaiju's rank (not territory rank). If you happen to have the Interceptor cookie trait, then the amount the gauge is reduced is decreased by 5. The following table shows the amount decreased based on rank with and without Interceptor.

Monster Rank	Reduction w/o Trait	Reduction w/ Trait
E	10	5
D	15	10
C	20	15
B	25	20
A	30	25
S	35	30

4) What Happens when I do Fight a Rival Kaiju

- a. Before the battle
- Before going into battle, your monster's traits are looked at and if any of the following traits are part of your monster's repertoire, then the associated stat for that trait will get a whopping 1000 point increase for the battle: Perfect Planning (lif), Primordial Power (pow), Careful Trap (int), Piercing Beams (ski), Cosmic Wing (spd), or Jet-Black Carapace (def).
- b. During the battle – no difference from a regular fight in the arena.
- c. Territory Rank after the battle
- If you win the battle, the territory rank for that location will be increased by 1
 - If you lose the battle, the territory rank for the location will be decreased by 1
- d. Monster Big 6 Stat Gains after the battle
- If you lose the battle, then you will receive a loser's increase in the location's primary stat
 - If you win the battle and the location's primary stat doesn't match the rival's specialty stat, then you will receive the same stat increase for the location's primary stat and the rivals specialty stat
 - If you win the battle and the location's primary stat matches the rival's specialty stat, then you will receive a slightly boosted stat increase for the location's primary stat, plus the regular win increase for the rival's specialty stat. This results in the same stat being boosted twice.
 - The stat increases are based on the Rival Kaiju's rank and your monster's rank – see table below

Rank		Primary Location Stat			Rival Specialty Stat	
Rival Kaiju	Your Monster	Lost	Won Stat Doesn't Match	Won Stat Match	Lost	Won
E	E	33	66	79	0	66
D	E	39	78	94	0	78
C	E	45	90	108	0	90
B	E	51	102	122	0	102
A	E	57	114	137	0	114
S	E	63	126	151	0	126
E	D	27	68	82	0	68
D	D	33	83	100	0	83
C	D	39	98	118	0	98
B	D	45	113	136	0	113

Rank		Primary Location Stat			Rival Specialty Stat	
Rival Kaiju	Your Monster	Lost	Won Stat Doesn't Match	Won Stat Match	Lost	Won
A	D	51	128	154	0	128
S	D	57	143	172	0	143
E	C	21	63	76	0	63
D	C	27	81	97	0	81
C	C	33	99	119	0	99
B	C	39	117	140	0	117
A	C	45	135	162	0	135
S	C	51	153	184	0	153
E	B	15	53	64	0	53
D	B	21	74	89	0	74
C	B	27	95	114	0	95
B	B	33	116	139	0	116
A	B	39	137	164	0	137
S	B	45	158	190	0	158
E	A	9	36	43	0	36
D	A	15	60	72	0	60
C	A	21	84	101	0	84
B	A	27	108	130	0	108
A	A	33	132	158	0	132
S	A	39	156	187	0	156
E	S	3	14	17	0	14
D	S	9	41	49	0	41
C	S	15	68	82	0	68
B	S	21	95	114	0	95
A	S	27	122	146	0	122
S	S	33	149	179	0	149

- e. General Stat changes after the battle
- The following general stats are updated whether you win or lose the fight: fatigue, stress, and weight.
 - The first step for these adjustments is to calculate base changes for all stats. They are based on the rival Kaiju rank and your monster's rank. A random value, chosen from the range given is used for all.

Rank		Fatigue		Stress		Weight	
Rival Kaiju	Your Monster	Base Min	Base Max	Base Min	Base Max	Base Min	Base Max
E	E	6	8	3	6	-4	-2
D	E	7	9	3	6	-4	-2
C	E	8	10	4	7	-4	-2
B	E	9	11	4	7	-5	-3
A	E	10	12	5	8	-5	-3
S	E	11	13	5	8	-5	-3
E	D	7	9	3	6	-4	-2
D	D	8	10	3	6	-4	-2

Rank		Fatigue		Stress		Weight	
Rival Kaiju	Your Monster	Base Min	Base Max	Base Min	Base Max	Base Min	Base Max
C	D	9	11	3	6	-4	-2
B	D	11	13	4	7	-4	-2
A	D	12	14	4	7	-5	-3
S	D	14	16	5	8	-5	-3
E	C	6	8	3	6	-4	-2
D	C	7	9	3	6	-4	-2
C	C	9	11	4	7	-4	-2
B	C	11	13	5	8	-4	-2
A	C	12	14	5	8	-4	-2
S	C	14	16	6	9	-5	-3
E	B	5	7	2	5	-3	-1
D	B	7	9	3	6	-4	-2
C	B	9	11	3	6	-4	-2
B	B	11	13	4	7	-4	-2
A	B	13	15	5	8	-4	-2
S	B	15	17	5	8	-4	-2
E	A	3	5	2	5	-3	-1
D	A	6	8	3	6	-3	-1
C	A	8	10	3	6	-4	-2
B	A	11	13	4	7	-4	-2
A	A	13	15	5	8	-4	-2
S	A	15	17	6	9	-4	-2
E	S	1	3	1	4	-3	-1
D	S	4	6	2	5	-3	-1
C	S	7	9	3	6	-3	-1
B	S	9	11	3	6	-4	-2
A	S	12	14	4	7	-4	-2
S	S	15	17	5	8	-4	-2

- iii. After determining the base value, next is to apply the aging type multipliers, these multipliers only impact fatigue and stress. The following tables are multiplied by the base value for fatigue and stress. The multiplier is done as a decimal, and then the values are rounded towards zero. The multipliers are as follows:

Aging Type	Fatigue Multiplier
1 (Normal)	0.9
2 (Early)	1.0
3 (Late)	1.1

Aging Type	Stress Multiplier
1 (Normal)	0.9
2 (Early)	1.0
3 (Late)	1.1

- iv. Next is to apply the cookie trait effects that come in to play due to general use. There are 2 cookies that have effects:
1. Eternal Grudge -> decrease in fatigue by 2
 2. Perfect Evolution -> decrease in weight by 5

- v. Finally add the adjustments to the chosen stat and store away.
- f. Now that the other general stats have been updated comes the effects on anger being changed. The following is used for updating anger only if the monster wins the territory battle:
 - i. The base change for anger is based on the monster aging type. A random value is chosen from the range given if needed.

Aging Type 1 (Normal)	Aging Type 2 (Early)	Aging Type 3 (Late)
-20 to -10	-40 to -5	-15

- ii. Next is the continued change of anger based on personality. All personalities add an additional -5 in anger.
- iii. Next is to apply the cookie trait effects that come into play due to general use. There are 2 cookies that have effects:
 - iv. Acid Tears -> increase in anger reduction by 10
 - v. Out for Revenge -> decrease in anger reduction by 10.
- vi. Finally add the adjustments to anger and store away.

6) Appendix – Rival Kaiju Monster Data – Base Stats

Name	Rank	Stat	Age	Personality	Life	Pow	Int	Ski	Spd	Def	Guts Rec	Loyalty	Weight	Fame	Fatigue	Stress	Anger Pct	Fwd Mvmt	Bwd Mvmt
Baltan Reicubas	E	Lif	12	Obedient	1002	531	741	545	454	621	14	0	-1	0	0	-1	0	2.2	2.2
Eleking Gandar	E	Int	12	Calm	574	414	1004	662	754	521	10	0	-1	0	0	-1	0	2.2	2.2
Golza Gomora	E	Def	12	Hot-Cold	812	775	414	512	442	1005	14	0	-1	0	0	-1	0	2.2	2.2
Bemstar	E	Spd	12	Selfish	442	638	464	852	1003	512	8	0	-1	0	0	-1	0	2.2	2.2
Sevenger	E	Pow	12	Prodigy	475	1066	531	444	523	900	13	0	-1	0	0	-1	0	2.2	2.2
Gan-Q Bemstar	E	Ski	12	Brave	334	777	610	1019	812	414	11	0	-1	0	0	-1	90	2.2	2.2
Alien Metron	D	Int	24	Hot-Cold	771	770	2001	1752	821	551	11	10	-1	15	0	-1	0	2.2	2.2
Dada Sevenger	D	Def	24	Liberated	691	1131	1221	1245	1101	1433	11	10	-1	15	0	-1	0	2.2	2.2
Alien Baltan	D	Spd	24	Slow	777	801	1552	1631	1633	312	7	10	-1	15	0	-1	70	2.2	2.2
Red King	D	Pow	24	Lazy	1557	2411	331	521	566	1331	15	10	-1	15	0	-1	90	2.2	2.2
Gan-Q	D	Ski	24	Honest	1121	703	1310	1890	1031	742	15	10	-1	15	0	-1	70	2.2	2.2
Nova Bemstar	D	Ski	24	Lively	831	1333	877	1512	1432	741	9	10	-1	15	0	-1	0	2.2	2.2
Eleking Neronga	D	Lif	24	Naughty	2210	756	895	1331	783	1001	15	10	-1	15	0	-1	0	2.2	2.2
Gandar	D	Ski	24	Carefree	833	1055	1211	1667	1412	565	9	10	-1	15	0	-1	90	2.2	2.2
Red King Golza	C	Pow	64	Obedient	3532	4023	892	1212	902	2671	14	25	-1	30	0	-1	0	2.2	2.2
Reicubas	C	Def	64	Spoiled	2521	3333	1624	1554	904	3441	18	25	-1	30	0	-1	0	2.2	2.2
Sevenger Nova	C	Spd	64	Prodigy	1057	3031	2051	2556	3177	890	12	25	-1	30	0	-1	0	2.2	2.2
Red King	C	Pow	64	Carefree	3031	4102	561	704	712	4000	15	25	-1	30	0	-1	70	2.2	2.2
Telesdon Nova	C	Spd	64	Easygoing	1270	2212	1321	3333	4021	551	13	25	-1	30	0	-1	0	2.2	2.2
Baltan Gomora	C	Int	64	Calm	2521	2331	2664	1782	1942	2212	11	25	-1	30	0	-1	0	2.2	2.2
Sevenger	C	Def	64	Naughty	1515	2851	2010	1833	1999	3312	13	25	-1	30	0	-1	90	2.2	2.2
Gomora	C	Pow	64	Earnest	2832	3680	1020	1541	1311	2727	14	25	-1	30	0	-1	0	2.2	2.2
Telesdon	C	Lif	64	Spoiled	5578	2031	1021	1003	830	2101	16	25	-1	30	0	-1	0	2.2	2.2
Dada Eleking	C	Ski	64	Easygoing	2177	1894	2631	3533	1782	1445	11	25	-1	30	0	-1	0	2.2	2.2
Melba Golza	B	Lif	172	Liberated	6031	5021	3310	3512	2630	3731	12	50	-1	40	0	-1	0	3.0	3.0
Neronga Dada	B	Int	172	Nervous	2851	3533	5251	5039	4541	3010	12	50	-1	40	0	-1	90	2.9	2.9
Eleking Neronga	B	Lif	172	Whimsical	6031	3802	3651	3369	3003	4541	15	50	-1	40	0	-1	0	2.6	2.6
Bemstar Nova	B	Spd	172	Easygoing	3050	4542	2721	5251	6031	2783	10	50	-1	40	0	-1	0	3.1	3.1
Golza Red King	B	Pow	172	Rowdy	6741	7561	2012	1052	1440	4561	14	50	-1	40	0	-1	70	2.9	2.9
Golza Neronga	B	Lif	172	Slow	5672	4031	3573	3533	3331	4020	15	50	-1	40	0	-1	0	2.7	2.7
Eleking Bemstar	B	Ski	172	Lively	3312	4651	3615	5931	4462	2031	10	50	-1	40	0	-1	90	2.6	2.6
Melba Gomora	B	Def	172	Selfish	5021	4981	3312	3060	2204	5521	12	50	-1	40	0	-1	0	2.9	2.9
Gan-Q Eleking	B	Ski	172	Timid	4031	3471	3531	7102	3011	2812	13	50	-1	40	0	-1	70	2.6	2.6

Name	Rank	Stat	Age	Personality	Life	Pow	Int	Ski	Spd	Def	Guts Rec	Loyalty	Weight	Fame	Fatigue	Stress	Anger Pct	Fwd Mvmt	Bwd Mvmt
Alien Metron	B	Int	172	Rowdy	3414	2521	6363	5963	4312	1847	11	50	-1	40	0	-1	0	3.5	3.5
Gan-Q Sevenger	B	Def	172	Cool	2521	4412	3553	4323	4131	4423	14	50	-1	40	0	-1	0	2.9	2.9
Nova Miclas	A	Lif	205	Stubborn	6000	5451	3531	4210	3511	3736	13	60	-1	75	0	-1	90	3.0	3.0
Bemstar Dada	A	Ski	205	Nervous	2824	3132	6563	6631	6620	2725	9	60	-1	75	0	-1	0	2.9	2.9
Telesdon	A	Pow	205	Cautious	5213	5261	3831	5000	4641	4341	16	60	-1	75	0	-1	0	2.6	2.6
Dada Reicubas	A	Int	205	Lively	4030	4420	6150	6070	3582	3899	14	60	-1	75	0	-1	0	2.7	2.7
Birdon Melba	A	Pow	205	Prodigy	4341	5873	5537	5223	5521	3310	11	60	-1	75	0	-1	70	3.2	3.2
Nova Gomora	A	Lif	205	Obedient	6861	6681	4421	3531	4031	3762	13	60	-1	75	0	-1	0	3.0	3.0
Miclas Nova	A	Spd	205	Honest	3831	3831	5212	6461	6716	3210	12	60	-1	75	0	-1	0	3.1	3.1
Golza Eleking	A	Ski	205	Fiery	4121	4041	5074	6872	4751	4237	12	60	-1	75	0	-1	90	2.7	2.7
Gan-Q Gomora	A	Int	205	Nervous	4461	4212	6642	6031	3353	4402	14	60	-1	75	0	-1	0	2.6	2.6
Metron Sevenger	A	Spd	205	Carefree	4000	5653	4413	4842	6021	4742	12	60	-1	75	0	-1	0	3.3	3.3
Bemstar Gan-Q	A	Ski	205	Prodigy	4312	4742	5003	6678	5753	3446	12	60	-1	75	0	-1	90	2.6	2.6
Gomora Red King	A	Def	205	Earnest	5653	7002	3317	2783	3594	7121	15	60	-1	75	0	-1	0	2.8	2.8
Gomora Eleking	S	Lif	205	Slow	6694	5212	5572	5832	5515	5734	13	80	-1	90	0	-1	0	2.6	2.6
Golza Reicubas	S	Def	205	Rowdy	6832	6477	4483	4542	4641	7792	16	80	-1	90	0	-1	70	2.6	2.6
Birdon Miclas	S	Pow	205	Selfish	7578	8123	4412	3001	4410	7102	13	80	-1	90	0	-1	0	2.9	2.9
Sevenger Gan-Q	S	Spd	205	Stubborn	4076	6685	5580	7213	7720	3431	14	80	-1	90	0	-1	0	2.9	2.9
Nova	S	Spd	205	Fiery	3514	7021	6666	6120	8324	3125	11	80	-1	90	0	-1	90	3.5	3.5
Baltan Sevenger	S	Ski	205	Prodigy	3531	6810	5652	7512	5427	5982	11	80	-1	90	0	-1	0	3.3	3.3
Reicubas Zetton	S	Lif	205	Sociable	7852	5210	5032	4012	4810	7321	17	80	-1	90	0	-1	0	2.6	2.6
Red King Gomora	S	Pow	205	Lively	6900	7011	5124	5214	5042	5656	14	80	-1	90	0	-1	70	2.7	2.7
Nova Sevenger	S	Pow	205	Earnest	4691	8000	4421	7041	4422	5623	12	80	-1	90	0	-1	0	3.3	3.3
Gan-Q Nova	S	Spd	205	Fiery	3312	4873	6444	7400	9634	3210	13	80	-1	90	0	-1	90	3.1	3.1
Eleking	S	Ski	205	Cool	5004	4432	5632	8836	5121	5816	12	80	-1	90	0	-1	0	2.6	2.6
Metron Gandar	S	Int	205	Lazy	5124	4421	7573	6023	7430	4288	10	80	-1	90	0	-1	70	2.8	2.8
Baltan King Joe	S	Def	205	Nervous	4424	5040	5423	4774	5784	8823	14	80	-1	90	0	-1	0	2.9	2.9
Nova Bemstar	S	Int	205	Carefree	5325	5853	7863	5332	5237	5237	9	80	-1	90	0	-1	90	3.0	3.0
Miclas Birdon	S	Pow	205	Prodigy	6333	7572	3478	5284	4643	7124	13	80	-1	90	0	-1	70	2.9	2.9
Gomora Golza	S	Lif	205	Honest	6952	5521	4401	5451	5743	6264	13	80	-1	90	0	-1	0	2.8	2.8

7) Appendix – Rival Kaiju Monster Data – Additional Stats

Name	Trait 1	Trait 2	Trait 3	Trait 4	Tech 1	Tech 2	Tech 3	Tech 4	Tech 5	Tech 6	Tech 7	Tech 8
Baltan Reicubas	Fighting Robot	None	None	Grigio Barrel	Pinch	Thrash	Cooling Gas	None	None	None	None	None
Eleking Gandar	Fighting Robot	None	None	Grigio Barrel	Punch	Scratch	Freezing Gas	Glacier Chuck	None	None	None	None
Golza Gomora	Fighting Robot	None	None	Grigio Barrel	Strike	Horn Pierce	Charge	Howl	None	None	None	None
Bemstar	Fighting Robot	None	None	Grigio Barrel	Mutilate	Jab	Charge	Debris Attack	None	None	None	None
Sevenger	Fighting Robot	None	None	Grigio Barrel	Punch	Headbutt	Rigid Core Iron Fist Rocket	Dropkick	None	None	None	None
Gan-Q Bemstar	Omni-Attractor	None	None	None	Mutilate	Jab	Charge	Inhale	None	None	None	None
Alien Metron	Silent Infiltrator	None	None	None	Weird Smoke	Kick	Dropkick	Regression Wave	None	None	None	None
Dada Sevenger	Fighting Robot	None	None	None	Punch	Headbutt	Rigid Core Iron Fist Rocket (Uppercut)	Dropkick	Anti-Kaiju Bullet	Jet Attack	None	None
Alien Baltan	Darkness Lurker	Petrification Beam	None	None	Thrash	Flammable Gas	Molting	Tackle	White Destructive Light Bullets	Surprise Attack	Red Freezing Beam	None
Red King	King of Strength	Blue Fugitive	None	None	Punch	Bite	Wallop	Flames	Rock Throw	Strong Punch	Explosive Rock Bullet	None
Gan-Q	Big Eye	Silent Infiltrator	None	None	Kick	Glare	Terror Gaze	Rock Hurl	Light Orb Strike	Beam	None	None
Nova Bemstar	Omni-Attractor	Bone-Wing Maneuvers	None	None	Bemstar Horn	Right Hook	Stab	Debris Attack	Inhale	Charge	Destruction Beam	Flying Attack
Eleking Neronga	Electric Absorption	Electric Biology	None	None	Slam	Electric Gore	Invisible Shock	Uppercut	Invisible Tackle	Discharge Charge	Electric Shock	Invisible Tail
Gandar	-140°C	Icy Breath	None	None	Punch	Frost Kick	Ice Claw	Frost Jacket	Dropkick	Freezing Gas	Glacier Chuck	Gandar Dive
Red King Golza	Earth Shaker	Great Darkness	None	None	Scratch	Headbutt	Tail Attack	Seismic Stomp	Charge	Burrow	Molten Blast	Ultrasonic Ray
Reicubas	Icy Breath	-140°C	None	None	Tail Smash	Pinch	Claw Lunge	Thrash	Cooling Gas	Charge	Fireball Attack	Ice Block Drop
Sevenger Nova	Poison Web	Moth Menace	Massive Jaw	None	Mutilate	Gas Jet	Whip Strike	Ghastly Grin	Blaze Bullet	Red Rain	Laser	Spin Attack
Red King	King of Strength	Extremely Skilled	None	None	Punch	Strong Punch	Wallop	Headbutt	Flames	Volcanic Impact	Rock Throw	Rock Throw
Telesdon Nova	Poison Web	Moth Menace	None	None	Mutilate	Constrict	Whip Strike	Ghastly Grin	Hell Ball	Laser	Spin Attack	Slash
Baltan Gomora	Ancient Slumber	Fighting Robot	None	None	Haymaker	Horn Pierce	Tail Attack	Scratch	Super Charge	Sand Attack	Super Oscillatory Wave	Great Rotation Strike
Sevenger	Fighting Robot	Inferno Beast	None	None	Punch	Iron Punch	Charge	Rigid Core Iron Fist Rocket (Uppercut)	Energy Depletion	Anti-Kaiju Bullet	Kabuki Attack	Jet Attack
Gomora	Fighting Robot	Invincible Guts	None	Grigio Barrel	Tail Attack	Scratch	Charge	Sand Attack	Full Power Super Oscillatory Wave	Howl	Rend	Super Charge
Telesdon	Heavyweight	Extremely Skilled	None	None	Scratch	Thrust	Tail Crash	Sediment Attack	Dig	Spinning Charge	Flame Radiation	Drill Beak
Dada Eleking	Electric Biology	Blue Fugitive	None	None	Shock Slap	Clamp Spark	Tail Attack	Antennae Discharge	Radio Waves	Eleking Cutter	Charge Up	Discharge Beam
Melba Golza	Earth Shaker	Sharp Senses	None	None	Scratch	Headbutt	Tail Attack	Tail Crash	Charge	Burrow	Molten Blast	Ultrasonic Ray
Neronga Dada	Syndicate Member	Fit to Survive	None	None	Dada Kick	Dada Punch	Point-blank Shot	Face Change	Warp Shot	Sapping Beam	Lethargy Beam	Summon Commander

Name	Trait 1	Trait 2	Trait 3	Trait 4	Tech 1	Tech 2	Tech 3	Tech 4	Tech 5	Tech 6	Tech 7	Tech 8
Eleking Neronga	Electric Absorption	Sky-Smasher	None	None	Knock	Electric Gore	Tail Attack	Plasma Bullet	Invisible Tackle	Discharge Charge	Electric Shock	Invisible Tail
Bemstar Nova	Poison Web	Moth Menace	None	None	Mutilate	Constrict	Whip Strike	Nova Whip	Blaze Bullet	Hell Ball	Laser	Spin Attack
Golza Red King	King of Strength	Sharp Senses	Jewelic Blaze	None	Punch	Bite	Wallop	Headbutt	Flames	Rock Throw	Blazing Inferno	Warcry
Golza Neronga	Fighting Robot	Covert Operative	None	Grigio Barrel	Slam	Horn Thrust	Invisible Shock	Shock Uppercut	Invisible Tackle	Discharge Charge	Electric Shock	Invisible Tail
Eleking Bemstar	Omni-Attractor	Extremely Skilled	None	None	Horn Thrust	Right Hook	Stab	Debris Attack	Inhale	Charge	Destruction Beam	Flying Attack
Melba Gomora	Ancient Slumber	Grigio Barrel	None	None	Tail Attack	Scratch	Rend	Charge	Super Charge	Crush	Sand Attack	Howl
Gan-Q Eleking	Electric Biology	Fit to Survive	None	None	Shock Slap	Clamp Spark	Tail Attack	Antennae Discharge	Radio Waves	Eleking Cutter	Bolt Storm	Charge Up
Alien Metron	Silent Infiltrator	Great Darkness	Bone-Wing Maneuvers	None	Metron Punch	Kick	Metron Body Slam	Converse	Galactic Glow Stick	Space Strike	Metron Call	Energy Bullets
Gan-Q Sevenger	Fighting Robot	Invincible Guts	None	None	Iron Punch	Jet Headbutt	Rigid Core Iron Fist Rocket (Uppercut)	Energy Depletion	Anti-Kaiju Bullet	Rigid Core Iron Fist Rocket	Rigid Core Iron Fist Rocket (EX)	Jet Crash
Nova Miclas	5 Million Horsepower	Fury	Magma Absorption	Two-Headed Blaze	Lacerate	Miclas Horn	Cut Loose	Dropkick	Burning Shot	Bull Rush	Fall Down	Buffer Flame
Bemstar Dada	Syndicate Member	Big Birdy	Dirty Tactics	Covert Operative	Dada Kick	Kiss	Warp Shot	Dadadadada Tantrum	Sapping Beam	Lethargy Beam	Summon Commander	Phantom Kick
Telesdon	Heavyweight	Land Soldier	Extremely Skilled	Great Darkness	Paralyze Claw	Stab	Tail Crash	Tremor	Dig	Drill Crash	Lava Heat Ray	Telesdon Drill
Dada Reicubas	Icy Breath	Inferno Beast	-140°C	Petrification Beam	Tail Smash	Heat Grip	Heat Thrust	Blizzard Hammer	Freezing Gas	Heat Tackle	Maximum Fire Bomb	Ice Block Drop
Birdon Melba	Sky-Cleaver	Blue Fugitive	Covert Operative	Energy Absorption	Slash Claw	Beak Blow	Melba Turning	Screwdiver	Melbanic Ray	Melbanic Attack	Flying Ray	Rock Drop
Nova Gomora	Ancient Slumber	Sky-Smasher	Fit to Survive	Massive Jaw	Haymaker	Zero Shoot	Megaton Tail	Rend	Super Charge	Sand Attack	Full Power Super Oscillatory Wave	Great Rotation Strike
Miclas Nova	Poison Web	Moth Menace	Massive Jaw	Bone-Wing Maneuvers	Mutilate	Gas Jet	Nova Whip	Ghastly Grin	Hell Ball	Red Crazy Gas	Nova Laser	Phantom Attack
Golza Eleking	Electric Biology	From the Void	Extremely Skilled	Massive Jaw	Shock Slap	Clamp Spark	Tail Attack	Antennae Discharge	Crescent Beam	High Frequency	Charge Up	Bolt Storm
Gan-Q Gomora	Ancient Slumber	Extremely Skilled	Fit to Survive	Overnight Revival	Haymaker	Zero Shoot	Megaton Tail	Rend	Super Charge	Super Oscillatory Wave	Full Power Super Oscillatory Wave	Howl
Metron Sevenger	Fighting Robot	Blue Fugitive	Bone-Wing Maneuvers	Overnight Revival	Punch	Headbutt	Rigid Core Iron Fist Rocket (Uppercut)	Energy Depletion	Anti-Kaiju Bullet	Kabuki Attack	Rigid Core Iron Fist Rocket (EX)	Jet Crash
Bemstar Gan-Q	Big Eye	From the Void	Covert Operative	Petrification Beam	Hyper Kick	Hyper Glare	Accursed Eye	Absolute Absorption	Light Orb Strike	Hyper Beam	Eye Beam	Eye Probes
Gomora Red King	King of Strength	Land Soldier	Magma Absorption	Fit to Survive	Strong Punch	Pulverize	Wallop	Flaming Headbutt	Earth Shock	Rock Throw	Earth Crusher	Blazing Inferno
Gomora Eleking	Electric Biology	The Demon Awakened	Blue Fugitive	Invincible Guts	Shock Slap	Clamp Spark	Tail Attack	Antennae Discharge	Crescent Beam	High Frequency	Charge Up	Bolt Storm
Golza Reicubas	Icy Breath	Penetrating Venom	Villainous Instinct	Great Darkness	Tail Smash	Heat Grip	Heat Thrust	Blizzard Hammer	Freezing Gas	Heat Tackle	Maximum Fire Bomb	Ice Block Drop
Birdon Miclas	5 Million Horsepower	Land Soldier	Villainous Instinct	Fury	Lacerate	Miclas Horn	Cut Loose	Vim and Vigor	Burning Shot	Bull Rush	Fall Down	Buffer Flame
Sevenger Gan-Q	Big Eye	Bone-Wing Maneuvers	Nightmare Wave	Sharp Senses	Hyper Kick	Hyper Glare	Accursed Eye	Absolute Absorption	Light Orb Strike	Hyper Beam	Eye Beam	Eye Probes
Nova	Poison Web	Massive Jaw	Penetrating Venom	Extremely Skilled	Mutilate	Gas Jet	Nova Whip	Ghastly Grin	Hell Ball	Laser	Nova Laser	Phantom Attack

Name	Trait 1	Trait 2	Trait 3	Trait 4	Tech 1	Tech 2	Tech 3	Tech 4	Tech 5	Tech 6	Tech 7	Tech 8
Baltan Sevenger	Fighting Robot	Covert Operative	From the Void	Sharp Senses	Iron Punch	Iron Fist Rocket	Jet Headbutt	Lock-on	Anti-Kaiju Bullet	Kabuki Attack	Rigid Core Iron Fist Rocket (EX)	Jet Crash
Reicubas Zetton	Energy Absorption	Two-Headed Blaze	Sky-Smasher	Land Soldier	Zetton Kick	Tackle	Hyper Flash	Zetton Light Bullet	One Trillion Degrees Fireball	Zetton Final Beam	Electromagnetic Barrier	Flash
Red King Gomora	Ancient Slumber	Blue Fugitive	Land Soldier	Space Soldier	Haymaker	Zero Shoot	Megaton Tail	Rend	Super Charge	Sand Attack	Full Power Super Oscillatory Wave	Howl
Nova Sevenger	Fighting Robot	Fury	Sky-Smasher	Bone-Wing Maneuvers	Iron Punch	Iron Fist Rocket	Headbutt	Rigid Core Iron Fist Rocket (Uppercut)	Energy Depletion	Kabuki Attack	Rigid Core Iron Fist Rocket (EX)	Jet Crash
Gan-Q Nova	Poison Web	Blue Fugitive	Moth Menace	Massive Jaw	Mutilate	Gas Jet	Nova Whip	Ghastly Grin	Hell Ball	Red Rain	Nova Laser	Phantom Attack
Eleking	Electric Biology	Massive Jaw	Electric Absorption	Covert Operative	Shock Slap	Clamp Spark	Tail Attack	Antennae Discharge	Crescent Beam	High Frequency	Flames	Bolt Storm
Metron Gandar	-140°C	Icy Breath	Extremely Skilled	Nightmare Wave	Ice Knuckle	Frost Kick	Ice Claw	Blizzard	Frost Tackle	Cool Blow	Icicle Missile	Gandar Dive
Baltan King Joe	Pedanium Space Alloy	Bone-Wing Maneuvers	Blue Fugitive	Magma Absorption	King Slap	Electric Shock	King Chop	Pedanium Gas	Freeze Beam	Tanker Toss	Dest Ray	Tornado Attack
Nova Bemstar	Omni-Attractor	Energy Absorption	Beastly Claws	Self Repair	Bemstar Horn	Right Hook	Stab	Debris Attack	Absorb Attractor Spout	Bemstar Tackle	Bemstar Beam	Burning Jet
Miclas Birdon	Poison Sac	Penetrating Venom	Moth Menace	Poison Web	Shark Nose	Peck	Bite Off	Pierce	Wind Cutter	Volyanic Fire	Birdon Typhoon	Birdon Dive
Gomora Golza	Earth Shaker	Fighting Robot	Energy Absorption	Grigio Barrel	Golza Claw	Sonic Headbutt	Tail Crash	Rend	Burrow	Molten Blast	Max Ultrasonic Ray	Ambush