

# Notice of Upcoming Patch Update 1.40 for SD GUNDAM BATTLE ALLIANCE

Thank you for playing **SD GUNDAM BATTLE ALLIANCE**. Please see below for more details about an upcoming patch update –

## Release Timing for Patch Update 1.40

- Wednesday, 10 May 2023, 10:00 AM SGT

## Details of Update

**For SD GUNDAM BATTLE ALLIANCE on the Nintendo Switch™, PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, Windows PC and STEAM®**

- Added support for paid downloadable content.
- Added support for **SD GUNDAM BATTLE ALLIANCE's "Mobile Suit Gundam: The Witch from Mercury Pack"**.
- The following unit, character, expansion parts, CAPITAL Tickets, Level Uncap Materials and the GM (Gatheroad) Gundam game collaboration BGM will be available for users that purchase this DLC:
  - Additional Playable Unit: Gundam Aerial
  - Additional Character: Suletta Mercury
  - Three types of additional expansion parts:
    - The emblem of the Holder (Infighters, All-Rounders and Sharpshooters)
      - **Effect:** Aerial Damage +8 % / Sidestep Invulnerability Time +0.02S / [Main Ranged and Subweapons] Reload+5%
    - Miorine's Tomato
      - **Effect [Infighter]:** Melee +150 / [beam type] Melee Attack +20% / [All Attacks] Stagger Effect +20
      - **Effect [All-Rounder]:** Melee +100 / Ranged +100 / [All Attacks] Stagger Effect +20%
      - **Effect [Sharpshooter]:** Ranged +150 / [beam type] Ranged Attack +20% / [All Attacks] Stagger Effect +20%
    - "GUND-ARM Inc. Clip" Expansion Part (Infighters, All-Rounders and Sharpshooters)
      - **Effect:** Dropped Capital +2500 / Full MS Repair Kit +15% / Hate +100%
  - Additional CAPITAL Tickets: 100,000 CAPITAL tickets x3
  - Additional Level Uncap Materials:
    - **1st Level Uncap Materials:** (Infighters, All-Rounders, and Sharpshooters) ×3
    - **2nd Level Uncap Materials:** (Infighters, All-Rounders, and Sharpshooters) ×4
  - GM (Gatheroad) Gundam Game Collaboration BGM:
    - CALM - MOBILE SUIT GUNDAM BATTLE OPERATION 2
    - EMERGENCY - MOBILE SUIT GUNDAM BATTLE OPERATION 2
    - Battle IV - MOBILE SUIT GUNDAM U.C. ENGAGE
    - A New Encounter I - MOBILE SUIT GUNDAM U.C. ENGAGE

*\*The paid DLC pack, the "Mobile Suit Gundam: The Witch from Mercury Pack" will be available on 11 May 2023.*

*\*Please note that there will be no additional missions.*

## Other Updates

- Fixed an issue which caused the third attack from Gundam Astray Red Frame Kai's SPA to miss when performed in the air.
- Fixed an issue which caused the final attack from Gundam Kimaris Vidar's SPA to miss when performed in the air.
- Fixed an issue which caused Gundam Barbatos Lupus Rex's counter to miss when used against certain attacks.
- Fixed an issue which prevented SPA recast speedup bonuses to be received when using subweapons with the following units:
  - Destiny Gundam / Gelgoog (Char) / Gouf Custom / Justice Gundam / Infinite Justice Gundam / The-O / Turn A Gundam
- Fixed an issue which prevented expansion part effects to not trigger when the following units use a ranged weapon and then perform other attacks before the ranged weapon attack hits the enemy:
  - Gelgoog (Char) / Qubeley / Nu Gundam / Sazabi / Hi-Nu Gundam / Kshatriya / Penelope / Providence Gundam / Strike Freedom Gundam / Cherudim Gundam / Arche Gundam / Reborns Gundam / 00 QAN[T] / Phoenix Gundam
- Fixed an issue in multiplayer which caused equipped expansion parts with "Perfect Guard Skill Meter Recovery" effects to not trigger for the guest even after a perfect guard is performed against a ranged attack.
- Fixed an issue which caused an event that doesn't usually occur in multiplayer to trigger when the host player selects "Gundam" as a partner and plays the "Hero of Lacroa" mission in multiplayer.
- Fixed an issue which caused some dialogue to not be displayed in the "Seen and Unseen" mission after "Apsaras III" appears.

**For SD GUNDAM BATTLE ALLIANCE on PlayStation®5**

- Fixed an issue which caused game progress in the game hub to not reach 100%.

*\*If you have already completed a mission, game progress will be updated after applying Patch Update 1.40.*

**For SD GUNDAM BATTLE ALLIANCE on PlayStation®5 / PlayStation®4**

- Fixed an issue which caused the game to freeze during the "Seen and Unseen" and "The Descending Sword" mission cutscenes for PlayStation®4 players that played with PlayStation®5 host players, whose graphics options were set to "Prioritise Graphics".

We apologise for the lengthy wait for this game update. Thank you for your continued support of SD GUNDAM BATTLE ALLIANCE.