

List of Mega Man 1 Enemies ☐

Mega Man 2 Enemies →

A list of enemies and bosses that appear in the first *Mega Man* video game and its remake, *Mega Man Powered Up*.









Unless stated otherwise, data on this page is from the Nintendo/Famicom version of *Mega Man*. Values from *Mega Man: The Wily Wars* and *Mega Man: Powered Up* may vary.












Contents

Enemy Table Guide

<div>[Enemy picture]</div> <div>Enemy name</div>	Description/background information of an enemy or boss.
	Points: The amount of points the player can receive from destroying an enemy or boss.
	Health Points: Lists the amount of HP an enemy has based on the amount of hits it takes from default Mega Buster shots. Projectiles fired from enemies or bosses that can be destroyed and other parts of a boss are also listed. Bosses with a health meter will always have an HP value of 28.
	Attack Damage: Amount of damage Mega Man takes in bars of health.
	Special Weapon: The Special Weapon that Mega Man can receive after defeating a Robot Master.
	Weakness: The Weapon that will cause the most damage against a boss in units (may also cause a weakness reaction, such as becoming stunned). For enemies, it will be the Weapon that takes the least amount of shots to destroy.

Enemies

<div></div> <div>Beak</div>	<div>A wall-mounted gun with a beak-like armored shell that opens and closes.</div> <div>Points: 200</div> <div>Health Points: 1</div> <div>Attack Damage: 1</div>
<div></div> <div>Big Eye</div>	<div>A large one-eyed jumping robot that tries to crush its enemies.</div> <div>Points: 9000</div> <div>Health Points: 20</div> <div>Attack Damage: 10</div>
<div></div> <div>Blader</div>	<div>A helicopter robot that will follow and fly into its target repeatedly.</div> <div>Points: 500</div> <div>Health Points: 1</div> <div>Attack Damage: 3 (contact)</div>
<div></div> <div>Bombbomb</div>	<div>An invincible bomb that launches from pits and explodes, scattering shrapnel around.</div> <div>Health Points: --</div> <div>Attack Damage: 1 (contact); 1 (shrapnel)</div>
<div></div> <div>Crazy Razy</div>	<div>A security guard robot that fires a single shot at its target.</div> <div>Points: 500</div> <div>Health Points: 3 (body), 1 (head)</div> <div>Attack Damage: 3</div>
<div></div> <div>Flea</div>	<div>A small jumping cricket robot.</div> <div>Points: 300</div> <div>Health Points: 1</div> <div>Attack Damage: 2 (contact)</div>
<div></div> <div>Flying Shell</div>	<div>A flying reconnaissance robot that can only be shot when their eyes are exposed.</div> <div>Points: 800</div> <div>Health Points: 1</div> <div>Attack Damage: 2 (shots); 1 (contact)</div>
<div></div> <div>Foot Holder</div>	<div>An elevator robot that is invincible in the original <i>Mega Man</i>, but can be destroyed in <i>Powered Up</i>.</div> <div>Points: 400 (Powered Up)</div> <div>Health Points: 1 (Powered Up)</div> <div>Attack Damage: 3</div>







 Killer Bullet	An industrial bomb robot that blows when it is destroyed and the explosion can damage the player.
	Points: 800
	Health Points: 1
	Attack Damage: 3 (contact); 3 (explosion)
 Met	A common robot enemy that has an indestructible hard hat.
	Points: 500
	Health Points: 1
	Attack Damage: 2 (shots); 1 (contact)
 Octopus Battery	A one-eyed adhering barricade robot that travels back and forth along a set path.
	Points: 300
	Health Points: 5
	Attack Damage: 4 (contact)
 Peng	A flying robotic penguin that mostly appears in Ice Man's stage and in the third Wily stage.
	Points: 500
	Health Points: 1
	Attack Damage: 4
 Picket Man	A type of Met that throws pickaxes and uses a shield.
	Points: 1500
	Health Points: 10
	Attack Damage: 2 (pickaxe); 3 (contact)
	Weakness: Hyper Bomb / Fire Storm
 Screw Bomber	A robot enemy that is installed in floors and ceilings, and when someone gets close to it, spins and shoots in five different directions twice.
	Points: 500
	Health Points: 3
	Attack Damage: 2 (shots); 1 (contact)
 Sniper Joe	Mass-produced versions of Proto Man's Break Man disguise.
	Points: 5000
	Health Points: 10
	Attack Damage: 2 (shots); 4 (contact)
 Spine	A low-lying, spinning enemy that travels back and forth on a surface to collide with enemies.
	Points: 300
	Health Points: 1
	Attack Damage: 3 (contact)
 Super Cutter	A cutter-based enemy that is mostly seen in Cut Man's stage.
	Points: 500
	Attack Damage: 4
 Tackle Fire	A fire enemy found in Fire Man's stage.
	Points: 200
	Health Points: 1
	Attack Damage: 2
 Watcher	A reconnaissance robot that passes by the screen and shoots two electric beams from its eyes when an enemy is in front of it.
	Points: 400
	Health Points: 1
	Attack Damage: 4

Hazards




"Electric Arc"	A bolt of electricity that appears periodically. Located in Elec Man's Stage.
[Image needed] "Fireball"	A large fireball that goes through chutes in Fire Man's stage.
[Image needed]	A bolt of fire that appears periodically. Located in Fire Man's stage.



"Fire Bolt"	
[Image needed] "Fire Pillar"	A pillar of fire that rises up and down. Can be turned into a harmless platform by freezing it with Ice Slasher. Located in Fire Man's stage and Wily Castle 1.
[Image needed] Lava	Molten lava that kills Mega Man instantly. Unusually behaves like a bottomless pit.
[Image needed] Spikes	Spikes that kill Mega Man instantly. Have strange hit boxes and can kill if the player touches the side of them.

Robot Masters

 Cut Man DLN-003	<p>Originally created by Dr. Light to be a timber-felling robot for the lumber industry.</p> <p>Health Points: 28</p> <p>Attack Damage: 4 (contact); 4 (Rolling Cutter)</p> <p>Special Weapon: Rolling Cutter</p> <p>Weakness: Super Arm</p>
 Guts Man DLN-004	<p>Originally a civil engineering robot created by Dr. Light for land reclamation and construction.</p> <p>Health Points: 28</p> <p>Attack Damage: 4 (contact); 4 (Super Arm)</p> <p>Special Weapon: Super Arm</p> <p>Weakness: Hyper Bomb; Time Slow (<i>Powered Up</i> only)</p>
 Ice Man DLN-005	<p>Built by Dr. Light to be impervious to sub-zero temperatures, he was originally used for Antarctic exploration and later worked in a cold storage warehouse.</p> <p>Health Points: 28</p> <p>Attack Damage: 4 (contact); 10 (Ice Slasher)</p> <p>Special Weapon: Ice Slasher</p> <p>Weakness: Thunder Beam; Hyper Bomb (<i>Powered Up</i> only)</p>
 Bomb Man (Bomber Man) DLN-006	<p>Created by Dr. Light for mining and construction purposes, as well as to blast away debris so that land could be cleared for construction projects.</p> <p>Health Points: 28</p> <p>Attack Damage: 4 (contact); 4 (Hyper Bomb); 4 (Hyper Bomb explosion)</p> <p>Special Weapon: Hyper Bomb</p> <p>Weakness: Fire Storm; Rolling Cutter (<i>Powered Up</i> only)</p>
 Fire Man DLN-007	<p>Previously worked at a waste management facility, he is able to wield flames that can reach 7000-8000 degrees.^[1]</p> <p>Special Weapon: Fire Storm</p> <p>Weakness: Ice Slasher</p>
 Elec Man DLN-008	<p>Built by Dr. Light to control electrical operations, Elec Man previously managed a power plant facility.</p> <p>Health Points: 28</p> <p>Attack Damage: 4 (contact); 10 (Thunder Beam)</p> <p>Special Weapon: Thunder Beam</p> <p>Weakness: Rolling Cutter; Oil Slider (<i>Powered Up</i> only)</p>

Bosses









 Yellow Devil	<p>A large robot consisting of a large yellow blob, that can dismantle himself and cross an area to attack his enemies. His only weak point is his eye.</p> <p>Health Points: 28</p> <p>Weakness: Thunder Beam; Fire Storm (<i>Powered Up</i> only)</p>
 Copy Robot	<p>A robot that can copy everything from the opponent it fights against.</p> <p>Health Points: 28</p> <p>Weakness: Fire Storm; In <i>Powered Up</i>, random (depends on color).</p>
 CWU-01P	<p>In the original <i>Mega Man</i>, CWU-01P's are seven aquatic robots encased in protective bubbles. In <i>Mega Man Powered Up</i>, there is only one CWU-01P with the ability to reform its bubble multiple times.</p> <p>Health Points: 28; 10 per CWU-01P</p> <p>Attack Damage: 4</p> <p>Weakness: Super Arm; Thunder Beam (stuns CWU-01P (<i>Powered Up</i> only))</p>

 Wily Machine 1 1st Phase	Dr. Wily's attack vehicle that serves as the final boss of the game.
	Health Points: 28
	Attack Damage: 4
	Weakness: Fire Storm; In <i>Powered Up</i> , weakness depends on color.
 Wily Machine 1 2nd Phase	Dr. Wily's attack vehicle that serves as the final boss of the game.
	Health Points: 28
	Weakness: Thunder Beam; In <i>Powered Up</i> , weakness depends on color.

Mega Man Powered Up


New enemies and bosses that appear in *Mega Man Powered Up*.




Enemies

 Telly*	Spinning security robots that first appeared in <i>Mega Man 2</i> .
 Bubble Bat	Robotic bats that were originally created to patrol forests. They make their first appearance in Wood Man's stage in <i>Mega Man 2</i> and appear in Guts Man's stage in <i>Mega Man Powered Up</i> .
 Cactuspy	Mets wearing a cactus that were designed for desert regions.
 Count Bomb	Time bombs originally created to be used at construction sites.
 Crazy Cannon	Mobile, robotic cannons that first appear in <i>Mega Man 2</i> .
 Hothead	Large robots that resemble fire pits; they generate and throw Tackle Fires from their heads.
 Shield Cannon*	Large, stationary cannons that first appeared in <i>Mega Man 3</i> .
 Shield Attacker	Armored flying robots shielded from frontal assaults. Their shields can be knocked away by powerful attacks.
	Weakness: Hyper Bomb

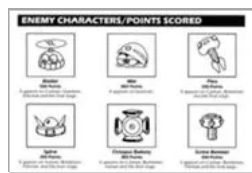
*Challenge and Construction Mode only.

Bosses


 Proto Eye	A slower, larger unpainted version of the Big Eye robots that appears as the boss of <i>Mega Man Powered Up</i> 's introductory stage.
	One of Dr. Wily's robot's trying to pose as the real Mega Man. He only appears when playing as a Robot Master in their own stage, and tries to convince them to join Wily.

	<div>Health Points: 28</div>
	<div>An experimental robot created by Dr. Light to enable time travel. However, he is only able to slow down time, briefly.^[1]</div> <div>Health Points: 28</div> <div>Special Weapon: Time Slow</div> <div>Weakness: Thunder Beam</div>
	<div>The latest high-tech maintenance robot, able to create oil that works on any kind of machinery.^[1]</div> <div>Health Points: 28</div> <div>Special Weapon: Oil Slider</div> <div>Weakness: Fire Storm</div>


Gallery



Enemies in the original *Mega Man* manual.



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Add a photo to this gallery

References

- ↑ ^{1.0} ^{1.1} ^{1.2} *Mega Man Powered Up* US game manual. 2006. pg.26-29. Retrieved on September 23, 2011.

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<i>Mega Man Powered Up</i>	[show]
<i>Mega Man series</i>	[show]

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