

Super Robot Wars J (Import) Tsume Suparobo Walkthrough

by Johnnyman

Updated to v1.4 on Sep 28, 2005

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Super Robot Taisen J

Tsume Supa Robo In-Depth FAQ

Version 1.4

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For website :

<http://www.gamefaqs.com> , <https://www.neoseeker.com> , <http://www.gamer-gate.net/>

Changelog

0.1 - First launch without stage 40,48,51 strategy

0.2 - Correct name of characters

0.3 - Solve Stage 40

1.0 - Solve all stages :)

1.1 - Some method depends on AI , so need to fix some method

1.2 - Rewrite some stages to make more clear

1.3 - Rewrite some more stages to make more clear

1.4 - Rewrite stage 40

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- If you found this guide's typo , wrong method , wrong name spelling please contact me by email. Thank you

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Introduction

Tsume Suparobo is puzzle stage in Super Robot Taisen J .

You will get extra cash and extra parts if you clear Tsume Suparobo stage which make you get advantage when you play through main story.

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How to use this FAQ

I will write stage , objective , strategy , reason and reward of the stage like this form.

Tsume Suparobo X , X means stage
[Objective]

- Strategy

* Reason : the reason why you have to do it.

* Reward : like title says

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Tsume Suparobo Rule

- Hit rate is always 100% except for Flash Seishin (Hirameki) used
- Shield , Support defend always used
- Critical not occurred except for Toushi Seishin used
- Skills like Sword slash, Shoot down, Counter and all of evasion skills will not occurred

Most Used Seishin in Tsume Suparobo

Japanese	SP	Translation	Effect
Kasoku	(SP 5)	Accelerate	Movement+3 on next move
Hirameki	(SP 10)	Flash	Dodge next attack completely
Fukutsu	(SP 10)	Invincible	For one time, damage from enemy is reduced to 10
Chokugeki	(SP 20)	Direct Attack	Next battle enemy's defensive abilities is disabled (eg Barrier, Support defend)
Sogeki	(SP 20)	Sniping	Attack range of unit increased by 2 except for range 1 , MAP weapon
Toushi	(SP 25)	Fighting spirit	For one turn, always do critical attack
Totsugeki	(SP 25)	Assault/Rush	All weapons except for (M) can use as (P)
Teppeki	(SP 30)	Iron Wall	For one turn, damage from enemy is reduced to 1/4
Kiai	(SP 40)	Morale+10	Increase your morale by +10
Nekketsu	(SP 40)	Hot Blood	Damage dealt to enemy x2 at next battle
Kakusei	(SP 90)	Awaken	Get extra turn for user's unit
Zaidou	(SP 90)	Move Again	Target moved unit can move again

Tsume Suparobo doesn't allow you to use Soul Seishin.

which are skills are survival skills that make you alive longer or aggressive skill to make enemy killed as fast as you can.

You can see more Seishin(s) at my Seishin FAQ on GameFAQs.

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Special Thanks

- Jackson on stage 33
- icbm on stage 42
- Mykas0 for correcting some stages and good advice , correction.

[S P O I L E R - N O T I C E]

If you want to solve puzzle by yourself , please close this page.

===== START =====

Tsume Suparobo 1

[Survive Sayaka in one turn]

- Move Sayaka (Aphrodite A) to the mountain area
- Pass turn
- Choose Defend

* Reason : In mountain , you get more defense

* Reward : Cartridge and 3000

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Tsume Suparobo 2

[Don't let enemy go into the area]

- Move Hyoma (Combattler V) Left 4 Tile , Down 1 Tile
- Do what ever

* Reason : When you stand in front of enemy , enemy can't pass your unit

* Reward : Propellant Tank and 3000

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Tsume Suparobo 3

[Destroy 1 enemy]

- Move Eiji (Layzner) rightmost , use Knuckle Shot to kill Batta

* Reason : Rightmost enemy don't stand on defensive area

* Reward : Repair Kit + 3000

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Tsume Suparobo 4

[Let Sayaka go to the point]

- Move Koji (Mazinger Z) leftmost , use Breath Fire. Batta will destroyed in one hit
- Move Aphrodite A to the point

* Reason : you can't move pass enemy unit

* Reward : Hiteishoku (Recover 50 SP) + 3000

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Tsume Suparobo 5

[Destroy Radam Beast without losing unit]

- Move Aestevalis OG (Ryoko) to the colony and fire Rapid Rifle
- Move Aestevalis OG (Akito) and fire Rapid Rifle

* Reason : You have more defence in Colony

* Reward : Pilot Part [Defense +5] + 5000

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Tsume Suparobo 6

[Destroy 1 enemy]

- Attack southmost Skull Gunner with Shoulder Cannon

* Reason : However , strong weapon > defensive area

* Reward : Pilot Part [Accuracy +5] + 5000

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Tsume Suparobo 7

[Destroy let enemy go to the area until Player Phase 2 without losing unit]

- Move David (Beible) to left of Katonbo

- Move Roan (Baldy) to south of Katonbo

- End turn

- Choose defend/evade whatever

* Reason : Block Katonbo movement

* Reward : Pilot Part [Skill +5] + 5000

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Tsume Suparobo 8

[Destroy enemy in Player Phase 1]

- Move Sayaka (Aphrodite A) and use Fighting Attack to Batta

- Move Koji (Mazinger Z) and use Rocket Punch to Batta

* Reason : Sayaka is in Koji's way :P

* Reward : Pilot Part [Evasion +5] + 5000

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Tsume Suparobo 9

[Destroy enemy in 1 PP and don't let Batta HP below 1200 before destroy it]

- Move Koji (Mazinger Z) southwest and use Photon Beam to Batta

- Move Sayaka (Aphrodite A) and use Fighting Attack to Batta

* Reason : If you don't use photon beam , batta will suffer from damage

* Reward : High Efficiency OS and 5000

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Tsume Suparobo 10

[Destroy 1 enemy in Player Phase 1]

- Use Juusan(2nd pilot on Combatter V)'s Accelerate Seishin

- Use Taisaku(3rd pilot on Combatter V) 's Morale+10 seishin

- Move Combattler V under upper enemy 2 tiles and use Twin Lancer at lower enemy

* Reason : If you don't have more morale you can't kill it..

* Reward : Skill Part [Potentail+1] + 7000

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Tsume Suparobo 11

[Move into the area in Player Phase 1]

- Move Aetevalis 0G (Akito) below Aetevalis 0G (Gai) 1 tile and fire Rapid Rifle to Batta directly below Gai
- Gai will support Akito to destroy Batta
- Move Aetevalis 0G (Gai) to the area

* Reason : Gai have support attack
* Reward : Multi Lockon SYS + 7000

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Tsume Suparobo 12

[Destroy 1 enemy in Player Phase 1 and don't let Ryoko destroyed]

- Use Morale+10 Seishin
- Move right and use Distortion Attack

* Reason : to use Distortion Attack , you must have more morale
* Reward : High efficiency Thruster + 7000

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Tsume Suparobo 13

[Don't lose unit until 2 Player Phase]

- Move Strike Gundam (Kira) 4 Left , 1 Up
- Move Mobius<Zero> (Mwu) 5 Right , 1 Down
- Make sure Mwu support defend Kira

* Reason : Mwu have support defend
* Reward : Apogee Motor + 7000

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Tsume Suparobo 14

[Move Eiji to the point , Don't let Carla go the the point , Don't let Eiji destroyed]

- Let Eiji(Layzner) use Accelerate
- Move Up 8 tile
- Shoot Carla down with Lasered Rifle
- Pass turn
- Move Eiji(Layzner) to the point

* Reason : If you move up 9 tile , Eiji will be destroyed
* Reward : High Efficiency Radar + 7000

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Tsume Suparobo 15

[Destroy all enemy in 1 Player Phase]

- Move Tekkaman Blade near Skygrasper 1 (Mwu) and use Tek Lancer at enemy below Mwu
- Make sure Mwu Support Attack Tekkaman Blade
- Move Skygrasper 1 (Mwu) Left and fire Beam Gun at left enemy
- Let Kira use Accelerate
- Move Strike Gundam (Kira) left most and use Armor Schneider to destroy Radam beast

* Reason : Mwu has support attack

* Reward : Beamcoating M + 10000

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Tsume Suparobo 16

[Defend base , don't let enemy go into the area in 1 turn]

@ Aestevalis OG Akatsuki

- Use Accelerate (Movement+3) , the first Seishin of Akatsuki
- Use Sogeki (Attack Range+2) , the third Seishin of Akatsuki

@ Combattler V

- Use Juusan (2nd pilot on Combatter V)'s Accelerate (Movement+3)
- Use Hyoma (Main pilot on Combatter V)'s Totsugeki Seishin , the third Seishin of him (in order to use all weapon as (P) weapon)

- Move Combattler V left 7 tile
- Shoot Blever with Big Blast
- Move Aestevalis OG Akatsuki 6 left , 3 up
- Shoot Blever with Wire Fist
- Pass turn
- Do whatever

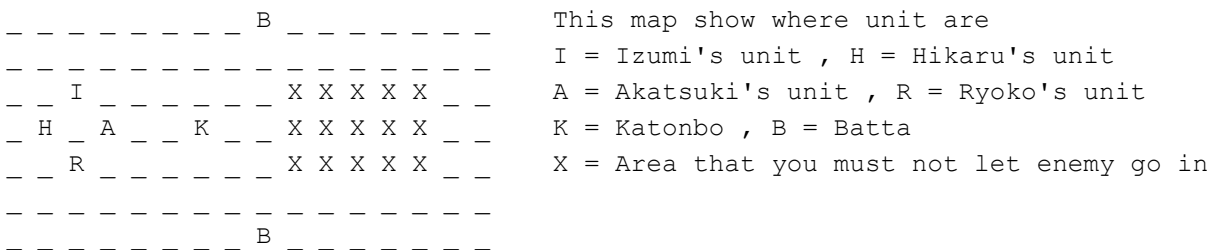
* Reason : Totsugeki Seishin is useful here :P

* Reward : EN Chip + 10000

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Tsume Suparobo - 17

[Prevent enemy to go into the area]



- Move Ryoko bottom side of Katonbo and fire lower Batta
- Move Akatsuki right side of Katonbo and fire lower Batta
- Move Hikaru upper side of Katonbo and fire upper Batta
- Move Izumi and fire upper Batta
- Pass turn

* Reason : -

* Reward : Super Alloy Z + 10000

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Tsume Suparobo - 18

[Move Akito to the point]

- Use Akatsuki's Sogeki(Attack Range+2) which is the third Seishin of Akatsuki and use 120mm Milli Cannon shoot Batta in sight
- Move Izumi to attack lower Batta with Wire Fist (strongest (P) attack of her)
- Move Hikaru left and attack Batta with Ryoko's support attack
- Move Ryoko to attack lower Batta with Akito's support attack
- Move Akito to the point

* Reason : -
* Reward : Skill Part [Combo+1] + 10000

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Tsume Suparobo - 19
[Destroy Klueze]

- Use Izumi's Chokugeki (SP 20 , defensive skill doesn't activated) which is second Seishin of her and walk up to attack lower Jin
- Move Hikaru to attack Klueze
- Use Kira to make finish blow on Klueze

* Reason : Izumi's Chokugeki Seishin is very important
* Reward : Skill Part [Support Attack +1] + 10000

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Tsume Suparobo - 20
[Try to get Zeorymer's EN for 98]

- Use Miku's Accelerate Seishin
- Move Masato left 5 , down 3 (or any 8 tile but make sure you're in Photon Energy Lab)
- Pass turn
- Do whatever

* Note : Miku is Zeorymer's Sub-Pilot
* Reason : EN < 10 = Disable Zeorymer's barrier
* Reward : Skill Part [Counter] + 15000

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Tsume Suparobo - 21
[Move Kira to into the area , don't let Klueze go into the area]

- Move Mwu beside Kira and use second command to give Aile Strike pack to Kira
- Make Aile Strike Gundam fly.
- Move Kira above Klueze 1 tile.
- Pass turn
- Move Kira to the point

* Reason : Aile Strike can fly..
* Reward : Skill Part [Hit & Away] + 15000

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Tsume Suparobo - 22
[Move into the area]

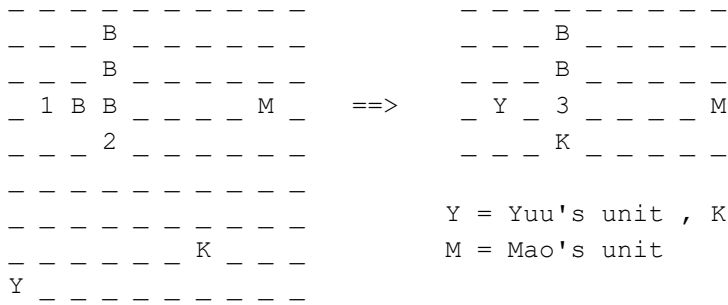
- Let Mao (Upper unit) use strongest attack on leftmost enemy
- Let Kruze (Lower unit) use same attack on leftmost enemy to destroy it
- Move Kruze to area

* Reason : Kruze has Hit & Away so after he attacks, he can move
* Reward : Skill Part [Defence +15] + 15000

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Tsume Suparobo - 23

[Destroy all enemy]



Y = Yuu's unit , K = Kira's unit
M = Mao's unit

- Let Yuu use S-Extension (Slash) (C) at left enemy (Move to [1] in the map)
- Let Kira use Armor Schneider (C) at lower enemy (Move to [2] in the map)
- Let Mao use Cutter (C) at enemy from bottom (Move to [3] in the map)

* Reason : This stage teach you how to use Combo
 * Reward : Skill Part [Accuracy +15] + 15000

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Tsume Suparobo - 24
 [Destroy Zy98 Shadow Zaidou]

- Let Sousuke,Kruze use Hot Blood
- Move Kruze below Mao and attack Zy98 Shadow Zaidou with Mao Support
- Move Sousuke next to Kruze (whatever direction)
- Attack Zy98 Shadow Zaidou with Uruz Stike
- Let Mao use Uruz Stike at Zy98 Shadow Zaidou again

* Reason : Combination attack cannot support defend
 * Reward : Skill Part [Fighting +15] + 15000

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Tsume Suparobo - 25
 [Survive Eiji and go into the area]

- Move Eiji above right Batta 1 tile
- Pass turn
- Defend all incoming attack
- move into the area

* Reason : Eiji can defend two of Laser Gun but not Missile which is
 2-6 range and higher attack
 * Reward : Skill Part [Shooting +15] + 20000

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Tsume Suparobo - 26
 [Make Mazinger's HP below 550]

- Move Mazinger(Koji) far left , use Photon Beam at rightmost enemy
- Pass turn
- Counter with Photon Beam
- Attack lower enemy with Photon Beam

* Reason : Save EN for attack
 * Reward : Skill Part [Skill + 15] + 20000

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Tsume Suparobo - 27

[Destroy all enemy in 1 turn]

- Let Mao use Hot Blood , Toushi (Fighting Spirit , All attack is critical for 1 turn) and Teppeki (Iron Wall) which is 45th,5th and 1st Seishin of her
- Move Mao left 1 tile , down 1 tile
- Attack Rk-92 Savage with 40mm Assault Rifle
- Counter incoming attack with strongest attack

* Reason : Strongest attack of Mao can kill enemy if it is critical

* Reward : Skill Part [Evasion + 15] + 20000

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Tsume Suparobo - 28

[Survive Eiji in 1 turn]

- Move Eiji down 4 tile
- Move Roan beside Eiji and heal Eiji
- Pass turn
- Choose Defend for incoming attack

* Reason : If Eiji has more HP , he can survive

* Reward : Skill Part [Morale +5] + 20000

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Tsume Suparobo - 29

[Make dancougar EN below 16]

- Let Shinobu use Hot Blood
- Let Sara use Morale+10 for 2 times
- Let Ryou use Iron Wall (1st Seishin on him)
- Attack Juushi Galdo (rightmost) with Dancouhou
- Pass turn
- Counter Juushi Galdo with Dancouhou (Galdo will be destroyed)
- Counter Juushi Kanigan with Aggressive Beast
- Counter Kyouryuku Namazungo with Dancouhou Formation
- Attack whatever enemy with Aggressive Beast

* Note : Dancougar's pilots name are Shinobu,Sara,Masato and Ryou

* Reason : Burn Dancougar's EN :P

* Reward : A-Adaptor + 20000

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Tsume Suparobo - 30

[Don't let enemy go into the area until 2 PP without losing unit]

- Let Kenichi (Main pilot of Voltes V) use Sogeki (Attack range +2) which is second Seishin of him
- Let Ipei (2nd pilot of Voltes V) use Toushi (Fighting Spirit , always do critical damage in 1 turn) which is 3rd Seishin of him
- Let Megumi (5th pilot of Voltes V) use Flash
- Move Voltes-V down 2 tile
- Attack Radam Beast with Choudenji Strings (Weakest attack of Voltes V)
- Pass turn
- Do whatever

- * Note : Voltes V's pilots are Kenichi, Ippei, Daijirou, Hiyochi and Megumi
- * Reason : Voltes can block the way lower enemy can move ,
far upper enemy can't go into the area by the way.
- * Reward : Skill Part [Potentail +3] + 30000

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Tsume Suparobo - 31

[Destroy all enemy without losing unit before 2 EP]

- Let Tessa (Main pilot on Tuatha de Danann) use Accelerate and Flash
- Let Careenan (2nd pilot on Tuatha de Danann) use Fukutsu (Take 10 damage when take damage) which is 3rd Seishin of him
- Move Skygraspher of Cagalli to heal Tuatha de Danann
- Move Tuatha de Danann directly right 3 tile
- Attack right Goon with Mk48 ADCAP Gyorai
- Pass turn
- Counter as default the game set for you :P
- Let Cagalli use Missile to destroy Goon
- Let Tuatha de Danann attack leftover Zono with Missile Tomahawk

* Reason : -

* Reward : Laminate Armor + 30000

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Tsume Suparobo - 32

[Try to Recover Mazinger's EN to 45]

- Let Sayaka use Flash
- Move Sayaka in front of Koji and attack Batta directly below her with Fighting Attack
- ** MAKE SURE you have Koji use Photon Beam instead of Rocket Punch **
- Let Koji use Fukutsu Seishin (Take 10 damage when take damage)
- Move Koji down 4 tile
- Pass turn
- Choose defend all

* Reason : If you use Koji's Rocket Punch you will lose 15 EN , but in only Photon Beam you lose 5 EN

* Reward : Skill Part [Support Defend+3] + 30000

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Tsume Suparobo - 33

[Destroy all enemy in 2 PP]

- Move Koji toward Photon Lab
- Move Sayaka left of Dabras M2 (right enemy) 1 tile
- Attack Dabras M2 with Fighting Attack
- Pass turn
- Counter Dabras M2, Garada K7
- Move Koji near Sayaka and attack Garada K7 with Breast Fire
make sure to have Sayaka support attack Garada K7
- Let Sayaka attack Dabras M2 with Fighting Attack

* Reason : In forest you have more defense

* Reward : Mega Booster + 30000

Special thanks to : Jackson

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Tsume Suparobo - 34

[Move Kira to the area]

- Move Archangel up 1 tile , left 4 tile
- Move Strike to Archangel
- Push A Button on Archangel and select second choice
- Change Strike Gundam to Aile Strike Gundam
- Pass turn
- Do anything you want in 1 EP
- Move Archangel left along as much as possible
- Deploy Kira into the area

* Reason : You can change Pack of Strike Gundam in Archangel (which cannot do in SRW Alpha 3)

* Reward : Skill Part [Support Attack+3] + 30000

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Tsume Suparobo - 35

[Move Yuu to the point]

- Let Yuu use Morale+10 2 times
- Submerge Yuu into the sea
- Move far right
- Attack one of Grancher with S-Extension (Shoot)
- Keep counter (as default select for you)
- Move Yuu to the point

* Reason : Morale 130 enable Vital Jump , which has no constrain on moving

* Reward : Skill Part [Combo+3] + 40000

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Tsume Suparobo - 36

[Make Daimajin's EN to 120 or lower]

-- A -- Left map show what units are
-- R -- A = Akito , R = Ryoko , H = Hikaru
-- -- I = Izumi , G = Genichirou
-- -- --
H -- -- I
-- G --

- Move Hikaru near Izumi and attack Genichirou with Izumi support attack
- Let Akito use Flash + Awaken , move down near Ryoko and attack Genichirou with Ryoko supported
- Move Izumi near Akito and attack Genichirou with Akito support attack
- Let Ryoko use Flash
- Let Ryoko attack Genichirou with Akito support attack
- Let Akito use Flash and attack Genichirou

* Reason : 1.Daimajin has Distortion Field which will decrease EN by 10 when it is activated

2.Hikaru , Izumi don't have Flash (Hirameki) she will die if Genichirou uses Gravity Beam

3.Akito , Ryoko has Flash (Hirameki) these two people must
attack later

* Reward : Skill Part [Morale+10] + 40000

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Tsume Suparobo - 37

[Make Mazinkaiser's HP 1040 or below]

- Move Koji (Mazinkaiser) up 2 tile (out of Photon Energy Lab)
- Pass turn
- Counter Radam Mother with Gigant Missile
- Defend Radam Beast (1)
- Defend Radam Beast (2)
- Counter Radam Beast (3) with Gigant Missile
- Defend Radam Beast (4)
- Attack Radam Mother with Gigant Missile

* Reason : Radam Beast (3) is on Photon Energy Lab , when pass turn it's HP
will high enough to take Gigant Missile's damage

* Reward : Ultra High Efficiency OS + 40000

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Tsume Suparobo - 38

[Destroy 2 Shigu within 1 turn]

- Let Kira use Accelerate , Awaken , Hot Blood
- Move Kira down as you can and attack near Jin with weapon with (C)
- Move Kira 1 right , 2 down and attack Shigu with weapon with (C)
- Let Cagalli use Hot Blood
- Let Cagalli shoot left Shigu with Aguni

* Reason : Again , (C) is combo skill than can attack enemies in a row

* Reward : Ultra Aiming Machine + 40000

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Tsume Suparobo - 39

[Move Cagalli's unit to the area]

- Let Mwu use Fukutsu (second Seishin) 1 time and Morale+10 3 times
- Move Mwu 3 down
- Submerge Cagalli into the sea (Fourth command while push A to her)
- Let Cagalli use Fukutsu (first Seishin)
- Move Cagalli 3 down , 1 right (below Mwu 1 tile)
- Pass turn
- Defend all incoming attack , make sure you DON'T use Cagalli to support
defend Mwu (in fact you can support defend for 1 time , but it result is
the same , both units are survive)
- Let Mwu refill Cagalli(Aile Strike Rogue)'s EN
- Fly Strike Rogue
- Move Cagalli to the point

* Reason : with 120(130) morale , Mwu will survive from attack

* Reward : Barrier L + 40000

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Tsume Suparobo - 40

[Destroy Daimajin (Genichirou) in 1 PP]

Note Pilot in Nadesico in order of 1st to 5th named Yurika , Ruri ,
Minato , Megumi and Jun

Note Daimajin is the most bottom enemy unit of this stage.

- Let Kira use Awaken
- Let Akito use Awaken

Nadesico

- Let Yurika use Morale-10 Seishin on Genichirou 2 times
- Let Ruri use Awaken
- Let Megumi use Hot Blood , Chokugeki (second Seishin)
- Let Jun use Morale+10 for 2 times and Totsugeki (Fourth Seishin)
- Let Minato use Give SP Seishin (Fifth Seishin) on Nadesico 4 times
- Let Minato use Accelrelate
- Let Yurika use Morale-10 Seishin on Genichirou
- Let Jun use Morale+10
- Move Nadesico 1 down , 8 left

- Move Akito into Nadesico

- Let Minato use Accelerate
- Let Ruri use Awaken
- Move Nadesico 2 down , 7 left

- Move Kira into Nadesico

- Let Minato use Accelrelate
- Let Ruri use Awaken

- Let Kira use Awaken
- Let Akito use Awaken

- Change Sword Strike to Launcher Strike
- Change Aestevalis to Moon Surface Aestevalis

* Make sure Genichirou has 70 morale , Yurika has 130 morale now otherwise
you will end up with 300 HP or a little bit more.

* Note you can change frames of Aestevalis, Pack of Strike by 4th command
when you push A on Archangel/Nadesico only if Aestevalis/Strike is in a
Mother Ship.

* Launcher Strike Pack is last Pack when you select packs

* Moon Surface Frame is last Pack when you select frames

- Move Nadesico down as you can
- Deploy Moon Surface Aestevalis
- Put Aestevalis on ground
- Move Akito right of Genichirou 3 tile, DON'T ATTACK
- Deploy Launcher Strike , left of Akito and attack Genichirou with Akito
support with Fighting Cruiser Missile

HP of Genichirou should be 18350 -> 16282 now

- Move Nadesico near Akito and shoot Gravity Blast with Akito support with
Fighting Cruiser Missile

HP of Genichirou should be 16282 -> 6401 now

- Let Akito attack Genichirou with Rail Cannon don't forget to have Kira support with Aguni

HP of Genichirou should be 6401 -> 2565 now

- Let Kira shoot Aguni BANG !

- Genichirou will be defeated

* Reason : Too complex , I used 5 hours to solve this stage

* Reward : Ultra Magazine + 50000

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Tsume Suparobo - 41

[Change any unit with Kruze's unit]

[Move Kruze's unit to the point]

- Let Mao (M9 Gunsback) use Hot Blood
- Let Mao attack Braver (below Archangel)
- Let Roan (Baldy) use Hot Blood
- Let Roan attack Braver (right of Archangel)
- Move Roan to Archangel
- Change Roan's unit with Kruze's unit (4th command)
- Let Murrue use Love Seishin (which cost 90 SP)
- Let Tol (4th pilot on Archangel) use Totsugeki Seishin (third Seishin)
- Move down
- Let Shimone use Move Again Seishin (which cost 90) to Archangel
- Let Miriallia use Accelerate
- Let Nathal use Morale+10 (otherwise you can't destroy Din for Kruze)
- Move Archangel down and attack upper Din with Lohengrin
- Launch Kruze's unit to the point
(with 1st command on Archangel after Archangel's move)

* Reason : 1.Tol's Move Again Seishin is useless , key is Totsugeki Seishin to fire Lohengrin after move

2.Roan has Hit & Away ability

* Reward : Power Extender + 50000

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Tsume Suparobo - 42

[Destroy all enemy within 2 PP]

- Move Akito right 1 tile , attack middle Radam Beast with with Ryoko's support attack
- Move Hikaru right 1 tile , destroy middle Radam Beast
- Move Izumi right 1 tile and attack Right Radam Beast with Ryoko's support attack
- Let Ryoko destroy Right Radam Beast
- Move Nadesico far left
- Pass turn
- Counter all incoming attack (even if the game choose defend for you)
you will have your comrade support defend for you

** NOTE THAT You must have countered all Radam Beast to pass this stage **

- You will have all of your units' EN refilled ! , if not you might do something wrong

- Move Nadesico left of Akito and attack top Radam beast with Akito's support attack with Gekigan Flare
- Move Akito above top Radam Beast and attack with Immediate Knife (C)
- Let Hikaru attack top most Radam Beast
- Let Ryoko, Izumi use Formation Attack (Shoot) to make a FINISH BLOW!!

* Reason : when near Nadesico , all Aestevalis's EN will full recoverd
When Ryoko , Hikaru , Izumi Morale reach 120 , they can use
Formation attack (shoot)

* Reward : Lifter Module + 50000

Special thanks to icbm of SRWG for concept of this stage

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Tsume Suparobo - 43

[Destroy all enemy]

- Push Tekkaman Blade on ground
- Let Tekkaman Blade use Awaken
- Move Tekkaman Blade on Pegas
- Let Tekkaman Blade use Awaken
- Let Pegas use Sogeki (attack range+2) which is third Seishin of him and Accelerate
- Move Tekkaman Blade far up and attack Radam Beast with Teklancer
- Let Pegas use Accelerate
- Separate Tekkaman Blade and Pegas
- Push Tekkaman Blade on ground
- Move Tekkaman Blade far up and attack Radam Beast with Teklancer
- Push Pegas on ground
- Let Pegas use Sogeki (attack range+2) and Accelerate
- Move Pegas far up and attack Radam Beast with 7.2 mil Vulcan

* Reason : If unit is on ground , it doesn't consume EN on move

* Reward : All Range Radar + 50000

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Tsume Suparobo - 44

[Make Combattler V's HP 6300 or more]

Combattler V

- Let Hyoma use Konjou (Recover 30% HP) which is first Seishin
 - Let Juusan (2nd pilot) use Accelerate and Flash
 - Let Kosuke (last pilor) use Konjou (Recover 30% HP) which is third Seishin
- Blue Earth
- Let Noar (Main-pilot) use Hot Blood
 - Let Aki (Sub-pilot) use Accelerate , Flash

Baldy

- Let Roan use Hot Blood , Flash
- Move Blue Earth down and attack 5th enemy from left enemy with Laser Cannon
- Let Roan attack same enemy with Shoulder Cannon and move left
- Move Combattler V right most and do nothing
- Pass turn
- Defend all incoming attack
- Move Combattler V up
- Move Baldy , Blue Earth to heal Combattler V

* Note : Combattler V's pilos are Hyoma , Juusan , Daisaku , Chizuru and Kosuke in order from top.

- * Reason : If you destroy 6th , 7th enemy from left you'll end up with 6296 HP
Hiding in defensive area will take less damage
- * Reward : Ultra Alloy New Z Alpha + 50000

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Tsume Suparobo - 45

[Destroy all enemy in 2PP]

Zeorymer

- Let Masato use Morale+10 4 times
- Let Miku use Awaken (Sixth Seishin), Sogeki (Forth Seishin) , Accelerate Blue Earth

- Let Aki use Accelerate , Flash
- Let Aki use Give SP 10 Seishin (lowest Seishin) at Zeorymer 5 times

Dancougar

- Let Shinobu use Accelerate , Totsugeki(5th Seishin), Morale+10 1 time
- Let Sara use Morale +10 3 times

** Note ** You can use Ryou's Flash + Iron Wall for safety purpose

- Move Dancougar left 4 tile , down 5 tile
- Let Dancougar use Dancouhou at Mebius exactly right 2 tile , down 2 tile from Dancougar
- Let Milly (Blue Earth) use Move Again on Dancougar
- Let Shinobu use Accelerate
- Move Dancougar left 4 tile , down 4 tile and use Dancoukougaken at far upper Mebius
- Move Zeorymer up as you can and attack left Mebius with Jigen Renketsuhou
- Let Miku use Awaken , Accelerate
- Move Zeorymer up as you can
- Let Miku use Awaken
- Move Zeorymer left 4 tile and attack left Mebius with Jigen Renketsuhou
- Move Zeorymer right 3 tile up 2 tile
- Move Blue Earth right and attack upper Mebius in your sight
- Pass turn
- Counter 1st Mebius with Jigen Renketsuhou [Zeorymer]
- Counter 2nd Mebius with Energy Wave [Zeorymer]
- Counter 3rd,4th,5th,6th Mebius with default counter attack [Dancougar]
- Counter 7th Mebius with Energy Wave [Zeorymer]
- Counter 8th Mebius with Punch [Zeorymer] ** VERY IMPORTANT **
- Let Ryou (Dancougar) use Flash
- Get rid of Missile with Meiou Kougeki

* Note : Dancougar's pilots name are Shinobu,Sara,Masato and Ryou
Zeorymer's pilot named Masato and his sub pilot named Miku

- * Reason : Abuse Awaken and be careful of Zeorymer's EN
Meiou Kougeki NEED 150 Morale and 100 EN
Jigen Renketsuhou will decrease your EN by 10
Mebius will attack near unit as it can

* Reward : EN Giga Chip + 70000

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Tsume Suparobo - 46

[Destroy Gauloon in 1 PP]

- Let Koji use Rust Tornado attack Gauloon
- Unpack Laucher Pack of Strike Gundam
- Move Mwu near Gauloon and attack him with Armor Schneider

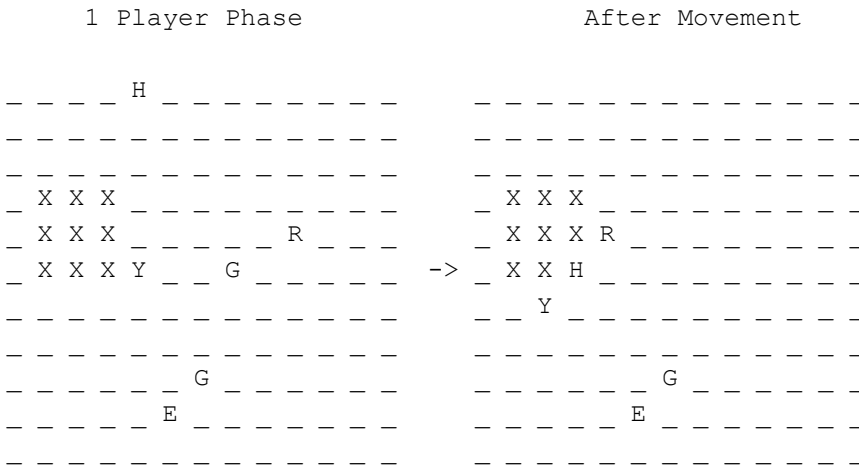
- Let Sousuke Finish him off with 57mm Boxer Gun

* Reason : Rust Tornado can lower Gauloon's Defense

* Reward : S-Adapter + 50000

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Tsume Suparobo - 47

[Make Yuu Brain's EN 8 or below without losing unit , Don't let enemy go into the area before 2 EP]



Y = Yuu's unit , H = Hime's unit , R = Rasse's unit

G = Grancher , E = Eggar Grancher , X = Area

- Move Rasse above Yuu 1 tile and attack right Grancher with Brainber Shoot with Yuu Support attack
- Move Hime left of Yuu 1 tile and attack right Grancher with Brainber Shoot with Yuu Support attack
- Move Yuu 1 down 2 left
- Pass turn
- Counter Grancher attacking Yuu
- Defend Eggar Grancher
- Move Rasse above Yuu 1 tile and attack Eggar Grancher with Brainber Shoot with Yuu Support attack with S-Extension Nitouryu
- Move Hime left of Yuu 1 tile and attack Eggar Grancher with Brainber Shoot with Yuu Support attack with S-EXTENSION SHOOT OR SLASH **VERY IMPORTANT**
- Let Yuu attack right Grancher with Chakra Extension

* Reason : If you have Yuu support with S-Extension Nitouryu twice , Yuu will can't shoot Chakra Extension

* Reward : Organic bit + 70000

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Tsume Suparobo - 48

[Destroy all enemy in 1 PP without losing unit]

- Let Kira use Awaken , Hot Blood , Accelerate
- Move Kira above Hime 1 tile and use Combo Weapon to right enemies with Hime support
- Let Cagalli use Awaken
- Move Cagalli right of Hime 1 tile and attack far right Goon with Hime support
- Let Cagalli use Awaken
- Let Hime use Encourage Seishin (5th Seishin of her)
- Let Role use Give SP Seishin (which is 5th Seishin of her) on Kira(2times) , Cagalli 1 time,Hime 1 time

- Let Hime use Encourage Seishin again
- Move Hime above Cagalli (right of Kira) and use Combo Weapon with Cagalli support
- Let Rolly (Million Alpha) use Hot Blood
- Move Million Alpha left and destroy right enemy (left of Million Alpha) with Million Arm
- Move Cagalli below Kira 1 tile
- Let Cagalli use Awaken
- Let Cagalli use Aguni (MAP) on upper column of enemies
- Let Cagalli give Launcher Pack to Kira
- Let Kira use Hot Blood
- Let Kira make a finish blow with Aguni (MAP)

* Reason : Mwu is useless , he should sit on Archangel with Murrue
 * Reward : Solar Cell + 70000

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Tsume Suparobo - 49

[Don't let enemy go into the area in 1 turn]

* Note : I will describe Seishin uses in order of pilots in unit

Combattler V

- Let Hyoma use Totsugeki , Hot Blood (3th,4th Seishin)
- Let Juusan use Accelerate , Chokugeki (3th,4th Seishin)
- Let Daisaku use Morale+10
- Let Chizuru use Give SP Seishin (4th Seishin) on Voltes V 2 times
- Kosuke does nothing

Voltes V

- Let Kenichi use Sogeki,Hot Blood (2nd,4th Seishin)
- Let Ippei use Accelerate
- Let Daijirou use Morale+10 2 times (make sure than Kenichi has 120 morale)
- Let Hiyoshi use Morale-10 (1st Seishin) on lower Majin and lower tetsujin
- Megumi does nothing

- Move Voltes V right 1 tile of Combattler V and attack top right Majin with Tenkuuken V no ji kiri with Combattler V supported
- Move Combattler V left 1 tile of left Majin and destroy upper tetsujin with Big Blast
- Pass turn , you win

* Reason : 1. Chokugeki (SP 20, defensive skill doesn't activated) is important for Combattler V this stage
 2. When Morale of Majin , Tetsujin reach 130 they can move with no constrain on surface
 3. Tenkuuken V no ji kiri activated on 120 morale

* Reward : Ultra High Efficiency Electronic Brain (Halo SRW-J version) + 70000

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Tsume Suparobo - 50

[Make Dancougar's HP below 1122]

- Put Dancougar on ground
- Move 2 right 1 down and attack LaGOWE (Andrew Waldfeld) use weakest weapon as you can (Tekken)
- Move Blue Earth near Dancougar
- Pass turn

- Counter all incoming attack
- When counter LaGOWE use weakest attack (Daigun/Tekken)
- Use Blue Earth to resupply Dancouga (Refill Dancouga's EN) , Shinobu will loses 10 Morale
- Let Dancougar attack LaGOWE

* Reason : BuCUE , LaGOWE can attack more efficient on ground
Resupply make you lose 10 Morale

* Reward : Skill Part [SP+20] + 90000

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Tsume Suparobo - 51 - The last

[Destroy all enemy in 1 PP without losing unit]

* Note : Here's unit pilos list please note for reference

Archangel : Murrue,Nathal,Miriallia,Tol,Sai,Kazui

Dancougar Final : Shinobu,Sara,Masato,Ryou,Alan

Voltes V : Kenichi,Ippei,Daijirou,Hiyoshi,Megumi

Blue Earth : Aki,Milly

Voltes V

- Let Kenichi use Morale+10
- Let Ippei use Accelerate,Toushi (2nd,3rd Seishin)
- Let Hiyoshi use Morale-10 (first Seishin) on Yoroi Juushi Kagamikiri 2 times (HP 16590 enemy which is highest in this stage)

SolTekkaman No.2

- Let Noar use Totsugeki , Hot Blood (4th , 5th Seishin)
- Move Noar next to Voltes V and attack Juushi Galdo (below Kagamikiri) with Felmion Cannon make sure that you have Voltes V support attack with Voltes Bazooka

Dancouga Final

- Let Shinobu use Morale+10 2 times
- Let Sara use Morale+10 2 times
- Let Ryou use Toushi (4th Seishin)
- Let Alan use Hot Blood
- Use Dancoukougaken (MAP) at below enemies

Blue Earth

- Let Milly use Move Again on Dancougar Final
- Move Blue Earth near Archangel

Voltes V

- Let Kenichi use Hot Blood
- Let Daijirou use Move Again on Blue Earth

Blue Earth

- Resupply Archangel's EN

Archangel

- Let Murrue,Nathal,Kazui use Morale+10 each 2 times , so Murrue has 150 Morale now
- Let Tol use Accelerate,Totsugeki (1st,3rd Seishin)
- Let Sai use Hot Blood
- Move Archangel right of Dancougar 1 tile and attack Kyouryuku Namazungo (left of Dancougar Final) with Lohengrin with Dancoukougaken support attack

Dancougar Final

- Let Ryou use Chokugeki (Direct Attack) which is 2nd Seishin of him
- Let Alan use Hot Blood
- Separate Black Wing-N from Dancougar Final
- Let Shinobu *DESTROY* Yoroi Juushi Kagamikiri with Dancoukougeken with

Alan support attack

Voltes V

- Put Voltes V on ground
- Move Voltes V near SolTekkaman No.1 and use Tenkuuken to DESTROY Juushi Galdo

- Let Alan use Accelerate
- Move Alan to attack left most Radam Mother with Beam Cannon
- Let Balzack (SolTekkaman No.1) use Hot Blood
- Move Balzack left and DESTROY Radam Mother with Felmion Cannon !!!

* Reason : Very hard to explain but ... Part with Archangel is useless

* Reward : Skill Part [SP-30%] + 90000

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Congratulations you have finish all Tsume Suparobo Stages / Johnnyman

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