

Super Robot Wars J (Import) Item List

by SkyBlazerW

Updated on Sep 24, 2005

Super Robot Taisen J
Item List
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I). Introduction:

My second item list, so for you people who need the item list, here it is. God some of the wording to these items are strange and forgive me cuz it's hard to translate it even more without bringing up more questions. If Anything needs to be clarified E-mail me.

II). Items:

There are a total of 9 pages worth of items (66 items). The items are as they are to appear in the menu. Items can be accessed during Intermission and before launch. Middle row and fourth option down.

a). Page 1:

Remove - Remove any equipped item parts
Booster - Movement +1
Mega-Booster - Movement +2
Super High Performance Artificial Intelligence - Mobility (Evasion Rate) +20,
Weapon Range +1, and Weapon Accuracy +25%
High Performance Thruster - Mobility +15
Hyper Sensor - Mobility +10
Turbo Motor - Mobility +5
Apogee Motor - Mobility +5, and Movement +1

b). Page 2:

Lifter Module - Gives Unit Flight Movement, S Rating For Sky

(Weapons and Movement), and Movement +2
Flight Unit - Gives Unit Flight Movement for Units like Strike Gundam,
S Rating For Sky (Weapons and Movement)
Aqua Module - Gives Unit Water Movement for Units like The Skygrasper,
S Rating For Water (Weapons and Movement)
Hover Craft - Gives Unit Hover Movement
Thruster Module - S Rating For Space (Weapons and Movement)
Anti-Dust Device - S Rating for Land (Weapons and Movement)
A Adapter - A Rating For All Terrain
S Adapter - S Rating For All Terrain

c). Page 3:

High Performance Radar - Weapon Range +1 (MAP Excluded)
All-Range Radar - Weapon Range +2 (MAP Excluded)
High Performance Targeting Radar - Weapon Accuracy +30%
Multi-Lock-On SYS - Weapon Accuracy +20%
Sniper Scope - Weapon Accuracy +10%
Super High Performance OS - Critical Hit Rate +30
High Performance OS - Critical Hit Rate +20
Study Type OS - Critical Hit Rate +10

d). Page 4:

EN Chip - Energy Consumption Depleted 10% (Cannot Use More Than One Per Unit,
or Combine With EN Mega Chip and EN Giga Chip)
EN Mega Chip - Energy Consumption Depleted 20% (Cannot Use More Than One
Per Unit, or Combine With EN Chip and EN Giga Chip)
EN Giga Chip - Energy Consumption Depleted 30% (Cannot Use More Than One
Per Unit,
or Combine With EN Chip and EN Mega Chip)
Chobum Armor - HP +500 and Armor (Defense) +100
Hybrid Armor - HP +800 and Armor +150
Chougoukinn Z - HP +1000 and Armor +200
Chougoukinn New Z - HP +1500 and Armor +250
Chougoukinn New Z Alpha - HP +2000 and Armor +350

e). Page 5:

Power Extender - Maximum EN +100
Mega Generator - Maximum EN +50
Solar Sail - Recover 10% EN Every Turn
Organic Bit - Recover 10% HP Every Turn
Anti-Beam Coating (Small) - Equips Beam Coat (Small)
Anti-Beam Coating (Medium) - Equips Beam Coat (Medium)
Anti-Beam Coating (Large) - Equips Beam Coat (Large)
Laminate Armor - Equips Laminate Armor

f). Page 6:

Barrier Creating Device (Small) - Equips Barrier (Small)
Barrier Creating Device (Medium) - Equips Barrier (Medium)
Barrier Creating Device (Large) - Equips Barrier (Large)
Giant Magazine - Ammunition x1.5 (Cannot Equip More Than One Per Unit,
or Combine With Super Giant Magazine)
Super Giant Magazine - Ammunition x2 (Cannot Equip More Than One Per Unit,
or Combine With Giant Magazine)
Propellant Tank - Recovers All EN (Useful)
Repair Kit - Recovers All HP (Useful)
Cartridge - Recovers All Ammunition (Useful)

g). Page 7:

Emergency Food - Recovers 50SP (Useful)
Super Repair Kit - Recovers All EN, HP, and Ammunition (Useful)

SP Parts [Kasoku] - Can Use Seishin Ability [Kasoku] (Useful)
SP Parts [Chokugeki] - Can Use Seishin Ability [Chokugeki] (Useful)
SP Parts [Fukutsu] - Can Use Seishin Ability [Fukutsu] (Useful)
SP Parts [Sogeki] - Can Use Seishin Ability [Sogeki] (Useful)
SP Parts [Totsugeki] - Can Use Seishin Ability [Totsugeki] (Useful)
SP Parts [Teppeki] - Can Use Seishin Ability [Teppeki] (Useful)

h). Page 8:

SP Parts [Doryoku] - Can Use Seishin Ability [Doryoku] (Useful)
SP Parts [Kou-Un] - Can Use Seishin Ability [Kou-Un] (Useful)
SP Parts [Hirameki] - Can Use Seishin Ability [Hirameki] (Useful)
SP Parts [Shuuchuu] - Can Use Seishin Ability [Shuuchuu] (Useful)
SP Parts [Hicchuu] - Can Use Seishin Ability [Hicchuu] (Useful)
SP Parts [Kiai] - Can Use Seishin Ability [Kiai] (Useful)
SP Parts [Toushi] - Can Use Seishin Ability [Toushi] (Useful)
SP Parts [Nekketsu] - Can Use Seishin Ability [Nekketsu] (Useful)

i). Page 9:

SP Parts [Tamashii] - Can Use Seishin Ability [Tamashii] (Useful)
SP Parts [Kakusei] - Can Use Seishin Ability [Kakusei] (Useful)
SP Parts [Ai] - Can Use Seishin Ability [Ai] (Useful)

III). Credit/Thanks:

Myself-Surprisingly I always find time to do this sorta thing hmmm --
Gundamtotoro-For letting me use his Copyright Format which is greatly
appreciated, thanks a lot.

IV). Copyright:

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