

Super Robot Taisen A Portable (Import) Boss FAQ

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SUPER ROBOT WARS ADVANCE PORTABLE

DEFEATING BOSSES FAQ

Written by Joekage

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This guide will give you tips to defeat runaway bosses. As always in a SRW game, successfully shot down a boss before he retreats will award you parts. In SRW A portable it is either a skill/pilot part or a equiptable part which you can equip it to a robot. This guide does not tell you how to defeat all the retreating bosses though. It only offers strategy to beat the hard to kill bosses.

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Version Notes
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Version 1.0 (09/01/2011): First launch. Covered most of the info for this FAQ.

Version 2.0 (09/08/2011): Corrected grammar mistakes (sorry since I'm not a native English speaker) and added scenario 39. This version is probably final.

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Strategies for defeating bosses
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Scenario 5

Target: Devil Gundam (retreats at 15000 HP)

Item Drop: Melee +10

Tips: Get Kazuya (Daimos's pilot) to level 10. He will learn Valor at that point. Have Kazuya cast Valor and hit Devil Gundam with Daimos's most powerful weapon support by main character.

Scenario 7

Target: Char's Custom Gelgoog (retreats at 1860 HP), GP02 (retreats at 4740 HP), Mash (retreats at 2970 HP), Gaia (retreats at 2820 HP), Ortega (retreats at 2820 HP)

Item Drop: Skill +5, Infight +1, Chobham Armor, Booster, Magnet Coating

Tips: Because all of the bosses mentioned above will retreat if

one of them is shot down, defeat all with map weapon is recommended. Because the only unit with map weapon is the Argama, you must upgrade Argama heavily (15 blocks is recommended). Also make sure Bright is at lv12 before this stage so he can learn strike and his shooting skill is at least 188 (not necessary if you manage to down GP02's HP to below 5000 or if you feel unsure, equip Argama with a Anti-Dust Module). The strategy is to surround Char will 3 units by the diagram below:

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X
XC
X
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Leave Gato and the Black Tri Star alone. Make sure you weaken all the bosses in 2 turns. 3PP, your reinforcement will arrive. Have Bright cast accel and move him so that the Argama's map weapon range is 5 squares to GP02 (you can save first so you can predict Gato's move) like below:

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XXXX
GXXXXA
XXXX
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Fire the Argama's map weapon in the next turn and you're done.

Scenario 8

Target: Devil Gundam (retreats at 15600 HP)

Item Drop: Booster

Tips: The easiest way is to attack Devil Gundam with Schwartz's Soul support by any pilot that has support attack (you probably don't need support). However, if you don't want to waste your exp on Schwartz, pump your money to weapons of main character's mech instead and try to get him to lv14 in this stage. He will learn Valor at that point. Give support attack to Shining Gundam (you have to push down Char in stage 6). Have your main character attack Devil Gundam by Valor support by Domon's Shining Finger Sword.

Scenario 9 (Earth)

Target: Bandok (retreats at 18000 HP), Skullrook (retreats at 18690 HP)

Item Drop: Ranged +10, Gunfight +1

Tips: First, equip main character's mech with a Flight Module and a Mars Bowl. Make sure he is at lv14 or more in this stage. Also, weapons of main character's mech must be upgraded 10 or more blocks. For Bandok, have main character cast Valor support by Shining Finger Sword. Use the same tactic for Skullrook (use Mars Bowl on main character so he can cast another Valor).

Scenario 12 (Earth)

Target: Psycho Gundam (Four), Psycho Gundam (Rosamia). Both retreat at 11250 HP.

Item Drop: Battle Spirit, Support Defense +1

Tips: To defeat both Four and Rosamia, you must use Gundam Rose's map weapon. The most difficult task here is to get George to lv24, which is almost impossible without the resupply trick. Also, Gundam

Rose's weapons must be fully upgraded. Fire Gundam Rose's map weapon with Valor and you're done.

Scenario 13

Target: Rival (retreats at 70% HP)

Item Drop: Hero's Mark

Tips: Repeat the same tactic in stage 9. Upgrade the main character's mech (I use Vysaga) and Shining Gundam as much as possible. Get main character to lv20 so that he can use Vysaga's most powerful weapon. Attack Rival with Vysaga support by Shining Gundam.

Scenario 15

Target: Mecha Fortress, Demonica x2 (retreat at turn 5 Player Phrase)

Item Drop: Chobham Armor, Accuracy +10, Magnet Coating

Tips: In order to defeat these 3 bosses, you must fully upgrade weapons of main character's mech (I use Vysaga). The key is to use Vysaga to counterattack these 3 big ass mechas.

Equip Vysaga with High-Spec Radar, Booster & Flight Module. Vysaga's EN must be also upgraded full. Equip Mazinger Z with 2 Repair Kit. Equip Getter 1 with Flight Module.

First, use a Repair Kit on Mazinger Z. Move it north & use it as a decoy to distract the grunts (Iron Wall might be used). Cast Accel on main character and head the Vysaga towards the bosses. Remember to destroy one grunt on the way. Cast Shout on Benkei and move Getter Dragon northwest to destroy 1 grunt. At turn 2 player phrase, move Vysaga near the 3 bosses. Cast Valor on main char and attack Ankoku Daishogun. Next turn counter the 3 bosses with Vysaga (remember not to move Getter Dragon near the 3 bosses or they will attack Getter Dragon instead). When Great Mazinger arrives, have him cast Valor and attack Demonica (Jigoku Daigensui). He should be down. Counter the 2 remaining bosses in 3 Enemy Phrase. Finally use Great Mazinger, Getter Dragon & Vysaga kill them all by 4 Enemy Phrase (you probably need counterattack).

Scenario 20

Target: Zweizergain (retreats at 20000 HP or at Enemy Phrase 6)

Item Drop: Haro

Tips: The key to success here is to abuse support attack of main character's mech. Make sure you call out the strongest team. Here is my suggestion: Daitarn 3, Combattler V, Voltes V, Daimos, Methuss (Fa), God Gundam, Great Mazinger, Mazinger Z, Texas Mack, Gundam, G Fighter, whatever 2 more units. Remember to equip main character's mech and God Gundam with Flight Module. Equip your Supers with Propellant Tank so they can use their most powerful move twice. Equip Methuss with 2 Mars Bowl.

First, have Fa cast Rally on Domon twice and on main character once. Send Daimos, Gundam (MA) and Texas Mack west to deal with the 3 Gespents and the Nadesico's crew. By turn 4, you should get rid of the Gespents and most of the Aetivalises to build your team some morale. Cast Shout

on your Super once so they could reach 120 morale by turn 4. At this point Domon should reach 130 morale and main character should reach more than 120 morale. Remember to save at the end of turn 3 player phrase to predict Vindel's appearance spot. Move main character's mech within 2 squares from the Zweizergain's spot (so you can use main character's support attack on Vindel). Chose defend or dodge to survive turn 3 enemy phrase. Give all you got to Zweizergain in turn 4 player phrase. You should have the task done by turn 5 player phrase without any trouble. To make it easier, try to spam Confuse (Dragonar Unit 3 has it). Remember to finish Vindel with Domon's Valor support by main character.

Scenario 23

Target: Daimajin (retreats at 3 Player Phrase)

Item Drop: SP Consumption Down

You only have Akito in the Luna Frame to defeat the Daimajin (Gen'ichiro) so the only way is to power up Akito and his mech.

This task is very difficult in first run. To do it, you must get Akito to level 64 or above (which is impossible without the resupply trick and even with it you have to level up your whole team like crazy). At level 64 Akito should have 252 points in ranged, 140 SP. The skill parts given to Akito are: Gunfight lv7 (you have to save all the gunfight until after stage 20 for Akito), Hit & Away (give it to Akito before stage 21). Use 2 Valor attack and 1 Zeal to defeat Gen'ichiro.

If you fail to defeat Gen'ichiro in your first playthrough, it is still possible in 2nd playthrough. Here is a proper strategy:

- Make sure you pump his ranged to 244 at least. It was in my game and I imagine it very hard, if not impossible if Akito is below it.
- Akito's skill is as high as possible. This is because you might want him to land at least one critical hit on Gen'ichiro. My Akito's skill is 170 and with critical he does 6000 damage on Gen'ichiro.
- Make sure Akito's SP is at least 80 so he can cast Valor twice. (It's a lot better if his SP is at least 95 so he can cast Valorex2 and Focusx1) Recommend Akito at lv25 or above. This must be done before stage 20.
- Make sure you give him Hit & Away so that when he hit Gen'ichiro with Aetivalis's most powerful attack he can reach near Gen'ichiro. This is because Gen'ichiro will not move from his spot so you have to make sure Akito is in the Daimajin's range.
- Make sure Akito get Gunfight lv9 to increase his damage. It's HUGE so don't underestimate it.
- Equip Akito with Battle Spirit. This maybe optional but the more morale the better.
- Aetivalis's weapons remodelling have to be 15 levels of course.

That's done. Now do the below:

- First cast Valor & Focus on Akito. Hit Gen'ichiro with the most powerful attack and move within the Daimajin's range 3 squares. You should do 10200 damage at least and have 1 bullet left.
- Save and pray the next hit (chosed the 30 EN cost one) does a critical. The higher skill the better with this. You should do 6000 damage.
- Now the Battas will attack you. Counter with everything you can and make sure Akito reaches 130 morale at the beginning of turn 2.
- Next, cast Valor on Akito and attack Gen'ichiro with the most powerful weapon. You should do 13000 damage with this.
- Counter the freaking Daimajin in next phrase. Does 4900 damage. There,

you're done. XD

Scenario 39

Target: Soulgain, Blue Helldine, Red Deathgain, Gra Gra, Mecha Warrior
Gimeria, Gilgazamune, Weiss Savior (Lemon), Zweizergain (Vindel)

Item Drop: Accuracy +15, Infight +1, Gunfight +1, Hit & Away, Evasion +15,
Ranged +15, Skill +15, SP Consumption Down

Tips: You have 10 turns to complete this scenario, so don't sit still on Axis and wait for enemies to come. Be aggressive instead. I recommend split your team into 2 groups, one deal with the Gespensts at the top side of the map, while one deal with the Gespensts at the bottom side of the map. Try to take care of the Gespensts in 2 turns. Send ZZ Gundam toward the Gra Gra as a decoy (Its map weapon do help a ton). Besure to cast focus on Judau so he can survive waves of attack. Once you get rid of the Gespensts, focus your attacks on the enemies from Dragonar series (Gilgazamune, Geyzam) and Daimos (Mecha Warrior Gimeria, Mecha Warrior Zonnekaiza). If you feel you run out of time to kill all the enemies, just ignore the original units near Lemon and Vindel, although note that one of the Soulgain a the top right side of the map drop animportant skill part accuracy +15. Equip the Nadesico with 2 Mars Bowls sothat Yurika can cast Exhaust on Vindel to prevent him from using his mapweapon. Two turns is enough to bring Vindel down, though if you use some Zeal and Enable seishins you can own him in one turn.

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Conclusion
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Since most of the tasks use main character's mech, it would be wise to fully upgrade its weapons as soon as possible. Save some money for Shining Gundam too, since Shining Gundam's upgrade will carry over to God Gundam, which will help you a ton in later scenarios, especially near the end. Also note that some of the task require ridiculous leveling so you might want to do the resupply trick to level up your pilots. Finally, shot down Gato & co in stage 7 is impossible in your first run, since you need a large amount of money to remodel Argama's weapons.

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Credits & Contacts
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The wiki pages at http://wiki.livedoor.jp/srw_ap
For many info which make the backbone of this FAQ

Banpresto:
For making the legendary SRW games

Any suggestion please go to: minako1412@yahoo.com

