

# Super Robot Taisen GC (Import) Skill Parts/Skill Ace Guide (JIS)

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Super Robot Wars GC - Skill Parts/Skill Ace Guide

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### 1) Introduction

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You'll need Japanese language support in order to view the original names in this FAQ.

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### 2) Skill Parts

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格闘能力+10 (Melee +10) - Raises the pilots Melee by 10  
格闘能力+15 (Melee +15) - Raises the pilots Melee by 15  
格闘能力+20 (Melee +20) - Raises the pilots Melee by 20

射撃能力+10 (Shooting +10) - Raises the pilots Shooting by 10  
射撃能力+15 (Shooting +15) - Raises the pilots Shooting by 15  
射撃能力+20 (Shooting +20) - Raises the pilots Shooting by 20

防御能力+10 (Defense +10) - Raises the pilots Defense by 10  
防御能力+15 (Defense +15) - Raises the pilots Defense by 15  
防御能力+20 (Defense +20) - Raises the pilots Defense by 20

技量能力+10 (Skill +10) - Raises the pilots Skill by 10  
技量能力+15 (Skill +15) - Raises the pilots Skill by 15  
技量能力+20 (Skill +20) - Raises the pilots Skill by 20

命中能力+10 (Hit +10) - Raises the pilots Hit by 10  
命中能力+15 (Hit +15) - Raises the pilots Hit by 15  
命中能力+20 (Hit +20) - Raises the pilots Hit by 20

回避能力+5 (Evasion +5) - Raises the pilots Evasion by 5  
回避能力+10 (Evasion +10) - Raises the pilots Evasion by 10  
回避能力+15 (Evasion +15) - Raises the pilots Evasion by 15

精神力+10 (SP +10) - Raises the pilots SP by 10  
精神力+15 (SP +15) - Raises the pilots SP by 15

精神力+20 (SP +20) - Raises the pilots SP by 20

気力+5 (Morale +5) - Raises the pilots starting Morale by 5

気力+8 (Morale +8) - Raises the pilots starting Morale by 8

気力+10 (Morale +10) - Raises the pilots starting Morale by 10

SP消費-10% (SP Cost -10%) - Lowers the pilots SP Cost by 10%

SP消費-20% (SP Cost -20%) - Lowers the pilots SP Cost by 20%

SP消費-30% (SP Cost -30%) - Lowers the pilots SP Cost by 30%

援護レベル+1 (Covering Level +1) - Raises the pilots Covering level by 1

援護レベル+2 (Covering Level +2) - Raises the pilots Covering level by 2

援護レベル+3 (Covering Level +3) - Raises the pilots Covering level by 3

底力+1 (Potential Level +1) - Raises the pilots Potential level by 1

底力+2 (Potential Level +2) - Raises the pilots Potential level by 2

底力+3 (Potential Level +3) - Raises the pilots Potential level by 3

カウンター (Counter) - Gives the pilot the ability to Counter

ヒット&アウェイ (Hit and Away) - Allows the pilot to move after attacking

狙い撃ち (Sniper) - Gives the pilot the Sniper ability

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3) Skill Ace  
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格闘スキルエース (Melee Skill Ace) - Use Melee attacks 100 times - +10 Melee,  
+5 Hit Rate, +1 Movement

射撃スキルエース (Shooting Skill Ace) - Use Shooting attacks 100 times - +10  
Shooting, +5 Hit Rate, +1 Weapons Range

回避スキルエース (Evasion Skill Ace) - Evade 100 times - +10 Evasion

防御スキルエース (Defense Skill Ace) - Get damaged 100 times - +10 Defense,  
+10% Armor

防御スキルエース (Skill Skill Ace) - Get a Critical, Counter, and  
Shield Defend 50 times - +10 Skill, -10% EN consumption for weapons

撃墜スキルエース50 (Shooting Down Skill Ace 50) - Destroy 50 enemies -  
+5 Morale, 1.1x credits

撃墜スキルエース100 (Shooting Down Skill Ace 100) - Destroy 100 enemies -  
+10 Morale, 1.2x credits

撃墜スキルエース150 (Shooting Down Skill Ace 150) - Destroy 150 enemies -  
1.3x credits

撃墜スキルエース200 (Shooting Down Skill Ace 200) - Destroy 200 enemies -  
1.4x credits

撃墜スキルエース250 (Shooting Down Skill Ace 250) - Destroy 250 enemies -  
1.5x credits

精神スキルエース (Seishin Skill Ace) - Use a Seishin skill 50 times - +10 SP,  
-10% SP consumption

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4)Disclaimer  
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5)Credits and Links  
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<http://www.ogaki-tv.ne.jp/~wagahai/srw/kk.htm> - For the data on the parts.

<http://srwog.velv.net/> - My site.

<http://srwg.org> - For being an amazing community.

<http://gamefaqs.com> - For hosting my guide.

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