Advance Wars Commander FAQ

by Uiru   Updated to v2.7 on Apr 4, 2002

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 Advance Wars: Critical Character Comparison guide (v. 2.7)


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  The purpose of this guide is to clarify the vauge differences
between the individual Commanding Officers' (CO's) abilities. For
example, Sami has the best infantry, Grit is the master marksman and
Kanbei is good at everything. How do they stack up? Sami and Kanbei's
soldiers are actually the same strength, and Kanbei's long-range
attacks are superior to Grit's. However, then you get into the
details, like how Grit's CO Power cranks his shooter units far
past anything Kanbei could ever hope to accomplish. If you have not
gone through the Campaign Mode at least once, I suggest you do so
before reading, as there are many game and story spoilers ahead.
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~1. Updates~

Apr. 4, 2002- Bothered to upload FAQ. :p Put in a tiny bit on weather
                effects and fuel consumption.
Mar. 22, 2002- Yet more data on CO Power Bars. Transport class
                absorbed by Direct class (see Max).
Mar. 16, 2002- Put in much more data on charging CO Power bars.
                Fixed the Money section.
Mar. 14, 2002- Nell added. More information on charging CO Power
                bars added. Small section on money added. Added a bit
                to the Legal section.
Dec. 13, 2001- Eagle and Sturm added. Unit information added. Guide
                'cleaned up', some sections rearranged.
Dec. 8, 2001- Been a while. Changes have been made to unit class
                rankings. A 'Battle Chart' has been added, as well
                as information about determining the damage done while
                considering a number of different variables.
Nov. 4, 2001- Fixed descriptions of Tsunami and Double Time. Begun
                adding defencive stats. Added information on HP and
                effects of weather on movement range.
Nov. 1, 2001- Added a few tidbits on Drake. Begun game again; will
                have Eagle shortly.
Oct. 31, 2001- Began guide. Gathered a ton of information while
                 shelling out candy.

 ~2. General Information~

 There are a few things you should know about how Advance Wars
operates before we get into the CO's.

 First of all, all units can be classified into one of three classes-
Soldier, Direct, or Long. By land, by air or by sea, everything falls
into these comprehensive categories. Soldier class contains Infantry
and Mech. Direct is anything that can attack immediately after
moving; Tanks, Cruisers, Fighters, etc. Long is anything that has an
attack range. Battleships, Missiles, and Artillery are all Long
class.

 Each character has a certain ranking in these three areas. All of
Max's Long units, for example, are weak, while all of his Direct
units are extremely strong. Though the game gives the impression
that it only affects tanks, Max's superior strength affects his Subs
and Bombers and everything else just as much as his Mid Tanks. This
is because they are all Direct. To keep things simple, the rankings
will be given as percentages, with Andy's ratings being 100%. Sami's
Soldiers are 120%, meaning they'll do 20% more damage than Andy's
corresponding Soldiers will do. Meanwhile, her Direct units are
90%. They'll only do 90% of the damage Andy's units can do. This
will allow you to easily compare the differing abilities of the

CO's. However, the CO's CO Power Bonuses are based off their own
rankings. Max's +24% is a 24% increase on 150%, for 186% the damage
Andy's tanks could do.

 Unit attributes is another issue. Though several CO's units all move
the same way, there are a few differences. Drake's ships can all move
one space farther than all other CO's ships. Grit's Long class units
can shoot an extra space. These differences will be noted with the
characters and the general list will be included at the end of this
guide.

 ~i. Hiring COs~

 It seems you can hire Kanbei simply by finishing Campaign Mode.
Drake or Eagle can be hired by using Andy or Sami (respectively) for
the four Green Earth missions. Getting Grit is as simple as using Max
on Mission 4. Sturm appears after purchasing everyone else (you don't
need to go through Campaign Mode again just for him).

 (Thanks to robtracy@mediaone.net for this intel.)

 Meanwhile, Sonja can only be hired if you unlock her secret missions
during Campaign Mode. You have to score at least A on all three of
Kanbei's levels to do it. Beat the first in 8 days, the second in 10
and the third in 12 and you should be whisked off to the cutie's
testing ground.

 (Thanks to 'me budday' Fergo for the dates.)

 Lastly, you can hire Nell by finishing Advance Campaign. You DO NOT
need to S-rank it and you DO NOT need to do any War Room missions
first. Just beat Advance Campaign and buy her for 80 coins. (I forgot
to take note of how much the other COs cost, but they range from 50
to 80.) You need Sturm to buy her.

 ~ii. Activating CO Powers~

 Your CO Power can only be used when your CO Power Bar completely
fills. There are two ways to fill it; take damage and dish it out.
Taking damage fills it four times faster than dealing it.

 What determines the rate of charge is the cost of the unit being
destroyed. Sonja, for example, has to lose $300 000 worth of HP
before her CO Power Bar fills. However, she has to destroy four times
that amount, or $1 200 000, to fill it up.

 An example. Sonja loses ten full health Mechs to a sneak AA Gun
attack. 10 Mechs * 10 HP * 3000 per = $300 000. Enhanced Vision time.
However, in the next battle, she can destroy 10 Mechs belonging to
her opponent, but her bar will only fill by 25%. 40 Mechs * 10 HP *
3000 per = $1 200 000.

 This, of course, assumes that the Mechs are destroyed in one hit.
Counterattacks are calculated just like regular attacks.
Interestingly enough, Grit's Fighters do 4 HP damage to Max's
Fighters, which do 4 HP back. The two will fully charge their CO
Power Bars at exactly the same time. Let's do some math.

 It takes a loss of 15 HP worth of Fighter to charge a bar that

requires $300 000. Three of Grit's Fighters take 4 HP each from Max's
Fighters, and both CO Powers are ready. So, that's $240 000 accounted
for simply by counterattack. Now, the damage done is 4 HP to three of
Max's Fighters. Damage done is 1/4 as effective as damage taken, so
that's $240 000 / 4, which, conveniently enough, is $60 000. $240 000
+ $60 000 = $300 000; the limit of Max and Grit (and others).

 However, keep in mind that it actually isn't the loss of the unit
that counts; it's the loss of the HP. Olaf can fill his bar by losing
10 full health Mechs, but losing 100 1 HP Mechs achieves the same
result.

 Once your CO Power is activated, it resets to zero. The following
effects occur: Attack and Defence of the CO's units rises by 10%
unless otherwise stated in the CO's bio. Units that gain special
advantages flash; all units begin to glow. The CO Power Bar also
stops responding to unit loss. These effects last from the turn it
was used to the beginning of that player's next turn. (In short,
damaging a glowing unit will not charge the CO's Bar.) For maximum
effeciency, CO Powers are best used at the beginning of your turn,
with the exception of Eagle.

 The following will NOT cause your CO Power Bar to charge:

 1. Units carrying other units. If Kanbei loses a Lander that was
carrying two Mid Tanks, his bar will only register the loss of the
Lander.

 2. Drake's Tsunami and Sturm's Meteor Strike will not charge bars.

 3. Units sinking or crashing have no effect on the CO Power Bar.

 4. Glowing units cannot charge a bar; whether by blowing things up
or being blown up themselves. Other CO's units can charge bars at
their expense, however.

 After using your CO Power, the requirement to fill it up again rises
by 20%. Andy can use Hyper Repair after losing 5 APCs, but he has to
lose six to use it again.

 The monetary limits are as follows:

 Sami: $250 000
 Andy, Max, Olaf, Grit, Sonja, Nell: $300 000
 Drake: $400 000
 Kanbei: $420 000 (assuming regular prices)
 Eagle, Sturm: $500 000

 ~iii. Terrain Defence~

 This guide frequently makes reference to 'Defence levels' or
'ratings'. A particular unit's defence at any particular time is
determined by two things; the terrain its standing on and the CO it
belongs to. Terrain, as you should have noticed by now, ranges from
zero to four stars in the game. Shoals and roads have none, forests
have two, mountains four, etc. Each star means the unit takes 10%
less damage than it normally would.

 Examples are good. Assume that a regular, full health Infantry unit

is standing on the road, which has no stars (and thus, no defence bonus) and a regular, full health Mid Tank comes up and blows the snot out of it. 105%. (Beaches and bridges also offer no defencive bonuses.) If that same Infantry unit had been standing on a plain, it would have taken 94% damage instead (and stand a fair chance of surviving the attack, albeit just barely). Plains and reefs have one star. Forests have two stars. Infantry 'only' take 84% damage here. Cities and bases have three, so it'd take 73% from that mean old Mid Tank. And lastly, Headquarters and mountains have four stars, so here, the unit would take 63% damage.

 Another example is Mid Tanks. The progression from no stars to four stars when attacking a regular Mid Tank with a regular Mid Tank is: 55%, 49%, 44%, 38%, 33%. (By 'regular' I mean 'not Max, not Kanbei, but Andy VS Andy'. Andy is always used as the 'other' guy when testing units.)

 Occasionally in this guide, you will see reference to 'automatic defence levels'. Max has a -1 defence level on all his Indirect units, so attacking one of his Rockets in a forest is just like attacking one of Andy's Rockets on a plain. One or two defence levels either way equals one or two stars that you don't see in the game, but they do count when determining damage.

 ~iv. Hire Sturm VS Campaign Sturm~

 While Sturm is available to be played in VS matches, his abilities are staggeringly different. The Campaign Mode Sturm does 8 damage with Meteor Strike, and has +20% Offence and -20% Defence- the reverse of Hire Sturm. Could Hire Sturm be a modified clone of the real Sturm? Or is Campaign Sturm the clone?

 ~v. Money~

 You need money to buy new units. On maps without bases, money is useless to you. You can get money by capturing properties. You get $1000 per day for each property you own, including your HQ, cities, and all production facilities.

 I hadn't researched this section properly; special thanks to fireyoshi@mail2world.com for beating me with the club of understanding. As it turns out, the cost per HP recovered while standing on a property is 1/10th the unit's price. I had used Infantry, which is how I had arrived at 100 bucks per HP. Mechs would cost 300 per, which means each damaged Mech you have could run you 600 bucks to heal. In addition, joining two damaged units that would result in a HP of more than 10 actually makes you money. If you join two Bombers that had 6 HP each, you get 2 HP's worth of money put into your account- 4400. I never would have noticed that. ^_^;;

 ~3. Commanding Officers~

 ~i. Andy~

 Orange Star CO

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 Soldier Strengh: 100%
 Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Hyper Repair"

 Hyper Repair restores two HP to every unit under Andy's command.
Note that the units' HP will not rise above ten. Hyper Repair is one
of the more useful powers, as it not only increases the longetivity
of Andy's units, but indirectly increases their power as well, as
higher HP means more damage done.

 Soldier Bonus: +10%
 Direct Bonus: +10%
 Long Bonus: +10%

 PROS: Andy has no real cons.

 CONS: He's a dork and I hate the sight of him.


 ~ii. Max~

 Orange Star CO

 Soldier Strength: 100%
 Direct Strength: 150%
 Long Strength: 90%

 CO POWER: "Max Force"

 Max Force greatly increases the power of Max's Direct units, and
gives them an extra movement space. This includes his Transports.

 Soldier Bonus: +10%
 Direct Bonus: +24%
 Long Bonus: +10%

 PROS: Max is a brute and his Direct units can usually blow away
everything in their path, even without benefit of Max Force. Get that
on the go and let the tanks roll where they will.

 CONS: Max's Long units leave much to be desired. Not only are they
weak, but their range is shorter than all other Long units. His
Artillery is pretty much useless as it can only attack units that
are exactly two spaces away. They also have an automatic defence
rating of -1.

 ATTRIBUTE DATA: Max's Artillery, Rockets, Missiles, and Battleships
all have -1 on the outer value of their range. All of Max's Direct
units gain +1 movement during Max Force.


 ~iii. Sami~

 Orange Star CO

 Soldier Strength: 120%
 Direct Strength: 90%
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Long Strength: 100%

 CO POWER: "Double Time"

 Double Time gives Sami's Soldier units a movement cost of 1 over any
kind of terrain (except Sea) and in any kind of weather, and also
increases their movement range by 1. Their strength is also
increased.

 Soldier Bonus: +28%
 Direct Bonus: +10%
 Long Bonus: +10%

 PROS: On top of being cute, Sami's Infantry and Mech units capture
bases 50% faster than any other CO's. Sami is the only CO who can
capture a property in two turns with less than perfect Health. They
are also tough defencively; they take 10% less damage than usual. Her
transport units can move an extra space as well.

 CONS: Sami's Direct unit strength is a little poor.

 ATTRIBUTE DATA: Sami's APC, Lander and Transport Copter units can
move an extra space. Her Infantry and Mech can move another space
under Double Time. Her Cruisers are not affected, even though they
can carry helicopters.

 ~iv. Olaf~

 Blue Moon CO

 Soldier Strength: 100%
 Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Blizzard"

 Olaf makes it snow for a turn. This is not a popular ability; it's
really only useful for slowing your opponents down for one turn. It
will also hinder any of Olaf's teammates in VS or War Room battles.

 Soldier Bonus: +10%
 Direct Bonus: +10%
 Long Bonus: +10%

 PROS: Olaf is not affected by snow, which increases the movement
cost for all other units by 1. It doesn't sound like much, but
several units, especially those on treads and tires, will be
practically immobilized by snow. And like Andy, he doesn't have any
offencive weaknesses.

 CONS: Olaf is affected by rain moreso than the other CO's. However,
rain only affects his Infantry (not Mechs), ships, and planes.
Everything else is slowed down only as much as everyone else is
slowed down. I also find his music to be especially annoying.

 ~v. Grit~

 Blue Moon CO

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 Soldier Strength: 80%
 Direct Strength: 80%
 Long Strength: 100%

 CO POWER: "Snipe Attack"

 Snipe Attack increases the power and range of his Long class units
to disgusting levels.

 Soldier Bonus: +10%
 Direct Bonus: +10%
 Long Bonus: +64%
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 PROS: Grit's longrange units have an extended range. When his CO
Power gets going, anything within range of his cannons is going down.
He also looks like an armed Newfoundland fisherman- he gets major
points for that.

 CONS: Grit requires his CO Power to be truly effective. Both his
soldiers and his direct offencives are among the weakest in the game.

 ATTRIBUTE DATA: Grit's Artillery, Rockets, Missiles, and Battleships
have an extra attack space. They gain two more spaces during Snipe
Attack.

 ~vi. Kanbei~

 Yellow Comet CO

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 Soldier Strength: 120%
 Direct Strength: 120%
 Long Strength: 120%
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 CO POWER: "Morale Boost"

 Morale Boost is like Max Force, only it works for everything. Does
this guy have a flaw?!

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 Soldier Bonus: +17%
 Direct Bonus: +17%
 Long Strength: +17%
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 PROS: Great at everything. Morale Boost gives every single one of
his troops yet another boost. Kanbei is also quite strong
defencively; assume that his units start with a defence rating of
two.

 CONS: Interestingly enough, his units are 20% stronger than normal
units, and they cost 20% more as well. Infantry go for 1200, Mechs
for 3600, etc. This can get pricey. Cost for restoring HP is 20%
higher as well.

 ~vii. Sonja~

 Yellow Comet CO

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 Soldier Strength: 100%
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Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Enhanced Vision"

 All of Sonja's units can see farther in Fog of War. Units hidden in
forests and reefs can be seen.

 Soldier Bonus: +10%
 Direct Bonus: +10%
 Long Bonus: +10%

 PROS: *swoon* I love Sonja! She's cute, sweet, smart, shy, a bit of
a nerd, and deadly lethal. What more do you want? Sonja has the
interesting ability to keep her units' HP hidden from her opponents
at all times. Though you can count the number of units remaining
during the animations (which I usually have turned off) you'll still
be left guessing. The HP of a unit can be extremely important, as a
Mech can finish off an Anti-Aircraft Gun, but if it's at high health,
the Mech will be slaughtered. Her units also have larger vision
ranges. And her music is so elegant and refined!

 CONS: Sonja suffers from chronic bad luck. What this means is that
although Sonja's attack ratings are equal with those of Andy and Olaf
and the like, they will usually do less damage than the game says.
There are some cases where 103% isn't enough to finish off an
Infantry, for example. A good rule of thumb is to always round down,
and playing to the worst-case scenario means knocking 10% off the
value the game gives you. Sonja's CO Power and abilities are also
100% useless on maps without Fog of War. All it can do for you is
the very slight attack bonuses.

 ATTRIBUTE DATA: Every single one of Sonja's units has +1 vision
range. It is increased by 2 more with Enhanced Vision.

 ~viii. Eagle~

 Green Earth CO

 Soldier Strength: 100%
 Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Lightning Strike"

 This is evil. All of Eagle's non-Soldier class units that have
moved, attacked, or been ordered to Wait can move again. This
includes units that have just been produced in factories.

 Soldier Bonus: -20%
 Direct Bonus: -20%
 Long Bonus: -20%

 PROS: Eagle's aircraft are 15% stronger than normal aircraft, and
they consume much less fuel than normal. His Fighters and Bombers
use 3 units a day instead of 5 and his helicopters don't use any
(they normally use 2). They also have an automatic defence rating
of one star.

CONS: Eagle's ships do 20% less damage. During the turn after
Lightning Strike, Eagle's units take 30% more damage than usual.

 ~ix. Drake~

 Green Earth CO

 Soldier Strength: 100%
 Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Tsunami"

 All enemy units take 1 HP damage, but will not destroy units
already at 1 HP. In Fog of War, Tsunami will show you the location
of everything on the map, although your units will still need intel
to be able to fire on them.

 Soldier Bonus: +10%
 Direct Bonus: +10%
 Long Bonus: +10%

 PROS: Not affected at all by rain, which happens frequently when
Drake is around. Also not affected any worse than any other CO in the
snow. His ships can move farther than your average CO's, and have an
automatic defence rating of two stars.

 CONS: Drake's planes are 20% weaker than normal planes. To look at
it another way, assume that the enemy unit has two defence rating
stars when using his planes. You're probably better off keeping to the
seas.

 ATTRIBUTE DATA: Battleships, Cruisers, Landers and Submarines all
have +1 movement range.

 ~x. Sturm~

 Black Hole CO

 Soldier Strength: 80%
 Direct Strength: 80%
 Long Strength: 80%

 CO POWER: "Meteor Strike"

 All units in a 5x5 cross lose 4 HP. Meteor Strike cannot be aimed
and will damage Sturm's own units. It seems to go after the highest
concentration of enemy forces, seeking to do the most damage it can.
Meteor Strike will not destroy units.

 Soldier Bonus: +12%
 Direct Bonus: +12%
 Long Bonus: +12%

 PROS: All units always have movement ranges of 1 over any kind of
terrain (that it could traverse in the first place- we aren't talking
Gold Chocobo style Mid Tanks running up mountains here). Is not
affected at all by rain, but is slowed down by snow just like other

COs. Every one of his units has an automatic defence rating of two;
just like Kanbei's.

 CONS: VS Sturm requires much more strategy to be effective than
Campaign Mode Sturm would have. You cannot aim Meteor Strike,
meaning your opponent could try to divert it with a block of useless
Infantry just like you do in Campaign Mode. You cannot use Sturm in
War Room.

 xi. Nell

 Orange Star CO

 Soldier Strength: 100%
 Direct Strength: 100%
 Long Strength: 100%

 CO POWER: "Lucky Star"

 Lucky Star increases the luck of her units. Attacking units will
occasionally do heavy damage. Defending units are not believed to be
affected.

 Soldier Bonus: +10%
 Direct Strength: +10%
 Long Strength: +10%

 PROS: Nell is well-rounded. :) She has no offencive or defencive
weaknesses. Her innate luck is pretty much exactly opposite Sonja's
luck- her units will almost always do rounded up damage, and
occasionally do 10% or 15% more. Unlike Sturm, you can use her in War
Room.

 CONS: Nell is like a much hotter version of Andy, in that she
doesn't excel at anything. Her CO Power doesn't bestow god-like
offencive ability on her units; it's mainly chance that dictates
whether 27% takes off 8 HP. This sort of thing is not common. Nell is
more of a showpiece than a powerhouse.

 ~3. Unit Information~

 This is the data on each of the 18 unit types in the game.

 NAME
 Cost: How much the unit costs to deploy.
 Unit Type: Vehicles, Planes, Helicopters, Submarines, etc.
 Traverses: Where it moves.
 Movement Type: What it moves on. Tires, Treads, etc.
 Movement Range: How many spaces it can move in one turn.
 Vision Range: How far it can see in Fog of War.
 Attack Range: For indirects only. How far the unit can shoot.
 Fuel: The maximum capacity of fuel the unit holds.
 Main Weapon: The main weapon. All main weapons have limited rounds.
 Sub Weapon: Sub Weapons are limitless.
 Description: A short description.

~i. Soldier Class~

INFANTRY
Cost: 1000
Unit Type: Inf
Traverses: Land
Movement Type: Inf
Movement Range: 3
Vision Range: 2
Fuel: 99

[Fuel (well, rations in this case) is consumed at a rate of one unit
per space. Land-based units do not use fuel when they aren't moving.]

Main Weapon: None
Sub Weapon: Machine Gun
Description: Cheap but almost useless in battle. Enough of them
could stop a Transport Copter or an indirect-attack unit, but their
only real purpose in life is to capture the HQ and divert Mid Tank
fire.

MECH
Cost: 3000
Unit Type: Inf
Traverses: Land
Movement Type: Mch
Movement Range: 2
Vision Range: 2
Fuel: 70
Main Weapon: Bazooka (3 rounds)
Sub Weapon: Machine Gun
Description: Effective against most land-based units. Can also
capture bases, but works best with an APC.

~ii. Direct Class~

MID TANK
Cost: 16000
Unit Type: Veh
Traverses: Land
Movement Type: Trd
Movement Range: 5
Vision Range: 1
Fuel: 50
Main Weapon: Cannon (8 rounds)
Sub Weapon: Machine Gun
Description: The strongest land-based unit. Mid Tanks can take a
ton of damage and keep dishing it out. Their only real concern is
indirect fire.

TANK
Cost: 7000
Unit Type: Veh
Traverses: Land
Movement Type: Trd
Movement Range: 6
Vision Range: 3
Fuel: 70
Main Weapon: Cannon (9 rounds)

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 Sub Weapon: Machine Gun
 Description: Cheaper and easier to move around than the Mid Tank,
but not as powerful. Still tough against bullets.


 RECON
 Cost: 4000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Tyr
 Movement Range: 8
 Vision Range: 5
 Fuel: 80
 Main Weapon: None
 Sub Weapon: Machine Gun
 Description: Very weak. Good only for recon during Fog of War, and
for attacking indirect fire units. They do a fair amount of damage
and have the ability to slip in under their attack ranges (most of
the time).


 APC
 Cost: 5000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Trd
 Movement Range: 6
 Vision Range: 1
 Fuel: 70
 Description: APCs do not engage other units. Instead, they are used
supportively. Their applications are threefold: one, they draw enemy
fire like you wouldn't believe. Two, they transport Soldier class
units to the HQ easily, and help take the heat off them by drawing
fire and blocking the way. Three, they have an endless supply of
fuel and ammo- any unit located next to an APC will get its fuel and
ammo reloaded. Interestingly enough, an APC cannot refill its own
fuel supply. Other APCs will top it up, however.


 AA GUN
 Cost: 8000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Trd
 Movement Range: 6
 Vision Range: 2
 Fuel: 60
 Main Weapon: Vulcan (9 rounds)
 Sub Weapon: None
 Description: AA Guns do heavy damage against Soldier and Long class
units, as well as aircraft. However, their weapons are just about
useless on tanks.


 FIGHTER
 Cost: 20000
 Unit Type: Plane
 Traverses: Air
 Movement Type: Air
 Movement Range: 9
 Vision Range: 2
 Fuel: 99

 [In addition to using one unit of fuel per space moved, Fighters
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and Bombers use 5 per turn, even if they stay still. All other air
and ocean units use two per turn.]

 Main Weapon: Missiles (9 rounds)
 Sub Weapon: None
 Description: Used to eliminate other air units. They're quite good
at this, but once the air units are gone, their only use is as
roadblocks.

 BOMBER
 Cost: 22000
 Unit Type: Plane
 Traverses: Air
 Movement Type: Air
 Movement Range: 7
 Vision Range: 2
 Fuel: 99
 Main Weapon: Bombs (9 rounds)
 Sub Weapon: None
 Description: Bombers are like Mid Tanks in that they annihilate
pretty much anything that gets in their way. The only thing that
can stop them from the ground is AA guns and Missile units, and
neither of these can take a shot from a healthy Bomber. Helpless
against Fighters, though.

 BATTLE COPTER
 Cost: 9000
 Unit Type: Cptr
 Traverses: Air
 Movement Type: Air
 Movement Range: 6
 Vision Range: 3
 Fuel: 99
 Main Weapon: Missiles (6 rounds)
 Sub Weapon: Machine Gun
 Description: While not lethal against anything in particular,
Battle Copters can attack any unit type other than Planes, are
tough against machine gun bullets and aren't as expensive as
some other units.

 TRANSPORT COPTER
 Cost: 5000
 Unit Type: Cptr
 Traverses: Air
 Movement Type: Air
 Movement Range: 6
 Vision Range: 2
 Fuel: 99
 Description: A transport-only unit, like the APC. Can carry one
Soldier class unit.

 CRUISER
 Cost: 18000
 Unit Type: Ship
 Traverses: Ocean
 Movement Type: Shp
 Movement Range: 6
 Vision Range: 3
 Fuel: 99
 Main Weapon: Missiles

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 Sub Weapon: AA Machine Gun
 Description: A modified Machine Gun allows Cruiser units to destroy
Copter units, as well as damage Planes. Crusiers can only fire on
Submarines, but they are the only units other than Subs that can
fire on them while they are submerged. Cruisers can also carry two
Copter type units.


 LANDER
 Cost: 12000
 Unit Type: Ship
 Traverses: Ocean
 Movement Type: Trn
 Movement Range: 6
 Vision Range: 1
 Fuel: 99
 Description: A transport. Can carry two of any land-based unit.


 SUBMARINE
 Cost: 20000
 Unit Type: Sub
 Traverses: Ocean
 Movement Type: Shp
 Movement Range: 5
 Vision Range: 5
 Fuel: 60


 [Subs use 5 units of fuel while submerged. They can't dive or rise
on the same turn that they attack. If a sub is underwater when
another sub tries to join with it, both will rise.]


 Main Weapon: Torpedoes
 Sub Weapon: None
 Description: Can only fire on Ships and Subs, but their large
vision range and ability to hide underwater make them useful and
difficult to eliminate.



 ~iii. Long Class~


 ARTILLERY
 Cost: 6000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Trd
 Movement Range: 5
 Vision Range: 1
 Attack Range: 2-3
 Fuel: 50
 Main Weapon: Cannon (9 rounds)
 Sub Weapon: None
 Description: While not as powerful as Rockets and with less range,
Artillery are easier to move and cheaper to produce.

 ROCKETS
 Cost: 15000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Tyr
 Movement Range: 5
 Vision Range: 1
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 Attack Range: 3-5
 Fuel: 50
 Main Weapon: Cannon (6 rounds)
 Sub Weapon: None
 Description: Rockets do much more damage to naval units than
Artillery can. They are tough to move off road.


 MISSILES
 Cost: 12000
 Unit Type: Veh
 Traverses: Land
 Movement Type: Tyr
 Movement Range: 4
 Vision Range: 5
 Attack Range: 3-5
 Fuel: 50
 Main Weapon: Missiles (6 rounds)
 Sub Weapon: None
 Description: Will severely weaken or destroy all air units,
however, they can't fire on anything else. Their Vision Range is
unusually high for a Long class unit.


 BATTLESHIP
 Cost: 28000
 Unit Type: Ship
 Traverses: Ocean
 Movement Type: Shp
 Movement Range: 5
 Vision Range: 2
 Attack Range: 2-6
 Fuel: 99
 Main Weapon: Cannon (9 rounds)
 Sub Weapon: None
 Description: The most powerful Long range unit is also the most
expensive, however, its worth it. It boasts good movement, the
largest attack range in the game, and the maximum alloted fuel
supply. As a ship, it is also very difficult to deal with sans Subs
or Bombers. It can fire on Land or Ocean units, and anything it hits
won't be happy about it.



 ~iv. Movement Ranges, Vision Ranges, Attack Ranges~

 For reference, here is the basic data for all types of units in the
game. Refer to the CO Data to see if there are any differences.
 Name / Movement / Vision / Attack
 Infantry:  3    2
 Mech:      2    2
 Mid Tank:  5    1
 Tank:      6    3
 Recon:     8    5
 APC:       6    1
 Artil'ry:  5    1   (2-3)
 Rockets:   5    1   (3-5)
 Anti-Air:  6    2
 Missiles:  4    5   (3-5)
 Fighter:   9    2
 Bomber:    7    2
 B Copter:  6    3
 T Copter:  6    2
```

```
 Btl.ship:  5   2   (2-6)
 Cruiser:   6   3
 Lander:    6   1
 Sub:       5   5
```

 These are the movement ranges over all terrain types, and how
weather affects them. For each column, the first number is Clear,
the second Rain and the third Snow. Remember that with increased
movement cost comes increased fuel consumption.

```
 Terrain / Clear / Rain / Snow
       Inf Mch Tyr Trd Trn Shp Air
Sea    -   -   -   -   112 112 112
Reef   -   -   -   -   222 222 112
River 222 111  -   -   -   -   112
Mt.   224 112  -   -   -   -   112
Road  111 111 111 111  -   -   112
Brdg  111 111 111 111  -   -   112
Plain 112 111 233 122  -   -   112
Wood  112 111 344 233  -   -   112
Airport, Base, City, Headquarters
      111 111 111 111  -   -   111
Shoal 111 111 111 111 111  -   112
Port  111 111 111 111 112 112 112
```

~4. Other Information~

~i. Health and Damage~

 Up until now, all the percentages quoted in this guide have assumed
that the attacker is at full HP. But what happens if a unit is
damaged when it goes up against something? Interestingly enough, the
damage done falls in 10% increments as your HP goes down just as the
damage you do falls by 10% as the defence rating goes up.

 On roads, a full health Mid Tank will do 55% damage to another Mid
Tank. At 8 HP, it will do 44%. 4 HP, 22%. 2 HP, 11%. See the
pattern? The damage done drops by 5.5% for each HP lost, which is
10% of the original damage. But keep in mind that the remaining HP
of your opponent makes absolutely no difference in how much damage
you do to it. The tank at 2 HP will do 11% damage to every Mid Tank
it finds on the roads, whether it's at 10 or 2 HP. However, the
remaining HP WILL have a factor in how much damage your unit takes
back. If you use a full health Mid Tank to knock a full health Mid
Tank to 4 HP, it'll do 4 HP's worth of damage back- 22%. The
attacker always goes first, so if it can destroy its target
entirely, it'll get off scot free.

 This is why it's always a good idea to attack from the best defence
point possible. If you can run a Mech up a mountain to fire on a
Tank, the Mech will take much less damage than it would on the
ground. The Tank will take the same amount of damage no matter what,
but your Mech will be in much better shape.

ii. Damage Chart

This will give you an idea of how much damage your units will do. It was done Andy VS Andy and on roads (no Defence Terrian bonus). Remember that all damages are relative- as you can see, Andy's Mid Tank does 105% to an Infantry. Max's Mid Tank would do 150% that value, or 157%. Grit's Mid Tank would do 80%- 84%. You get the idea.

```
      INFT MECH MTNK TANK RCON APC* ARTL RCKT AAGN
INFT  55%  45%   1%   5%  12%  14%  15%  25%   5%
MECH  65%  55%  15%  55%  85%  75%  70%  85%  65%
MTNK 105%  95%  55%  85% 105% 105% 105% 105% 105%

TANK  75%  70%  15%  55%  85%  75%  70%  85%  65%
RCON  70%  65%   1%   6%  35%  45%  45%  55%   4%
APC*   X    X    X    X    X    X    X    X    X

ARTL  90%  85%  45%  70%  80%  70%  75%  80%  75%
ROKT  95%  90%  55%  80%  90%  80%  80%  85%  85%
AAGN 105% 105%  10%  25%  60%  50%  50%  55%  45%

MISL   X    X    X    X    X    X    X    X    X
FIGT   X    X    X    X    X    X    X    X    X
BMBR 110% 110%  95% 105% 105% 105% 105% 105%  95%

BCPR  75%  75%  25%  55%  55%  60%  65%  65%  25%
TCPR   X    X    X    X    X    X    X    X    X
BSHP  95%  90%  55%  80%  90%  80%  80%  85%  85%

CRSR   X    X    X    X    X    X    X    X    X
LNDR   X    X    X    X    X    X    X    X    X
SUBM   X    X    X    X    X    X    X    X    X


      MISL FIGT BMBR BCPR TCPR BSHP CRSR LADR SUBM
INFT  25%   X    X    7%  30%   X    X    X    X
MECH  85%   X    X    9%  35%   X    X    X    X
MTNK 105%   X    X   12%  45%  10%  55%  35%  10%

TANK  85%   X    X   10%  40%   1%   5%  10%   1%
RCON  28%   X    X   10%  40%   X    X    X    X
APC*   X    X    X    X    X    X    X    X    X

ARTL  80%   X    X    X    X   40%  65%  55%  60%
RCKT  90%   X    X    X    X   55%  85%  60%  85%
AAGN  55%  65%  75% 120% 120%   X    X    X    X

MISL   X  100% 100% 120% 120%   X    X    X    X
FIGT   X   55% 100% 100% 100%   X    X    X    X
BMBR 105%   X    X    X    X   75%  85%  95%  95%

BCPR  65%   X    X   65%  95%  25%  55%  25%  25%
TCPR   X    X    X    X    X    X    X    X    X
BSHP  90%   X    X    X    X   50%  95%  95%  95%

CRSR   X   55%  65% 115% 115%   X    X    X   90%
LNDR   X    X    X    X    X    X    X    X    X
SUBM   X    X    X    X    X   55%  25%  95%  55%
```

iii. Calculating Damage

 It's time to bring it all together.

 The first thing you have to do is arrange everything you've got into
two numbers: Offence and Defence. Offence is things like Max's
natural power boost and CO Power Bonus, which are positive, and the
number of HP the unit has lost, which is negative. Defence is the
defence of the other unit. Kanbei would have his natural unit's
defence ratings as well as that of the terrain the unit is on.

 An example. Max's half health Mid Tank opens fire on Kanbei's Rocket
unit parked in a forest. Find the value on the Damage Chart and
you'll see that the 'base' value is 105%. +50% for Max's attack
boost: 157%. Now, subtract 20% because the unit is Kanbei's (and has
+20% Defence) and then take off another 20% because the unit is in
Woods. Now, cut the value in half because your Mid Tank is at half
health. This will give you 49% damage. (If you ran the numbers, you'd
find that the value should be 50%, however, the game doesn't seem to
round numbers the way it should.) Remember, you must subtract the
second 20% from the new value, and factor in the unit's Health last.

 ~5. Credits/Legal~

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