

PlatinumSkink's Advance Wars

This is a document that is all about what changes I would make for the COs if I were to be put in charge of rebalancing for the next game. I wouldn't claim to be an expert, I play the games mainly casually, but I'd like to believe I generally know which COs are strong and which need rebalancing. I took help from https://awbw.fandom.com/wiki/Tier_List the Advance Wars By Web tier list for inspiration for who to nerf and who to buff. Not everything has gone smoothly, sometimes I just went for an idea I had not knowing if it was broken or balanced (read Sturm or Caulder), but in the end, this is just a document of me having fun.

That's why the Days of Ruin COs are also in this document. I took my time to imagine what abilities they'd have if they were playable in the original series, taking inspiration from their personalities and CO-powers. It's mostly for the purpose of having some creative fun. But hey, feel free to read and give feedback if you wish, it'd make me really happy.

Basics

The game is assumed to be Advance Wars 2, because that's my favourite, albeit the COs from Dual Strike have been included. The COs from Days of Ruin have been included because they are fun, and have been retooled to work as COs in base Advance Wars. Units from Dual Strike can be included, except the Black Bomb. I dislike that one.

All CO-powers give 110% offense and defense unless other offense/defense values are given, then those apply. Offense and defense are sometimes shown as 100/100, where the left value is percent of power a unit has and right number is percent of defense a unit has. 120/80 means 120% offense and 80% defense, for instance. If stats aren't mentioned, they're 100/100, or 110/110 when powers are used.

When I write "all units" it means all the CO's units, not all units on the map. Also, terrain-COs bonuses still apply to air-units. Jake's copters are strong over plains but weak over forests.

D2D is short for "day to day", and is the abilities COs have every day.

Normal luck is 0-9 damage added per attack. Each unit has 100 damage to take, each 10 representing a single HP. Power bars show how long it takes to charge the two powers.

I've added two types of weather, fog and wind. A vanilla turn has 5% for snow, 5% for rain, 5% for fog, 5% for wind and 80% for clear. Some COs double the chance of various types of weather. These don't stack, each weather-chance can only be doubled once. The only one who makes it 40% chance of weather is Penny, which suits her, she's the weather girl. Read more on weather in the very bottom of this document. Alright, let's start this already.

Basics

<u>Orange Star</u>	<u>12th Battalion</u>
<u>Andy</u>	<u>Will</u>
<u>Max</u>	<u>Brenner</u>
<u>Sami</u>	<u>Lin</u>
<u>Nell</u>	<u>Isabella</u>
<u>Hachi</u>	
<u>Jake</u>	
<u>Rachel</u>	

<u>Blue Moon</u>	<u>Lazurian Army</u>
<u>Olaf</u>	<u>Forsythe</u>
<u>Grit</u>	<u>Gage</u>
<u>Colin</u>	<u>Tasha</u>
<u>Sasha</u>	

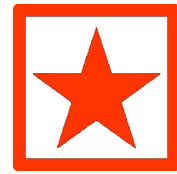
<u>Green Earth</u>	<u>New Rubinelle Army</u>
<u>Eagle</u>	<u>Greyfield</u>
<u>Drake</u>	<u>Waylon</u>
<u>Jess</u>	<u>Davis</u>
<u>Javier</u>	

<u>Yellow Comet</u>	<u>Intelligent Defense Systems</u>
<u>Kanbei</u>	<u>Caulder</u>
<u>Sonja</u>	<u>Tabitha</u>
<u>Sensei</u>	<u>Penny</u>
<u>Grimm</u>	<u>Cyrus</u>

<u>Black Hole</u>	<u>Bandit Raiders</u>
<u>Sturm</u>	<u>The Beast</u>
<u>Hawke</u>	
<u>Adder</u>	
<u>Lash</u>	
<u>Flak</u>	
<u>Jugger</u>	
<u>Koal</u>	
<u>Kindle</u>	
<u>Von Bolt</u>	



Orange Star



Andy

Power Bar: ★★☆☆☆☆

D2D: None.

Power: Hyper Repair. All units regain 3 HP and grants 120% firepower.

Super: Hyper Upgrade. All units regain 6 HP, and also gain +1 movement and 120% firepower.

Comment: Andy only has his powers, and his regular power has no reason to be used. I decided to increase the health regained by 1 each and give the firepower already with his regular power.

Max

Power Bar: ★★☆☆☆☆

D2D: Direct-attack vehicles have 120% offense. Indirects have 90% offense and -1 range.

Power: Max Force. Direct-attack vehicles get 140% attack and +1 move.

Super: Max Blast. Direct-attack vehicles get 160% offense and +2 move.

Comment: He's cool. No changes.



Sami

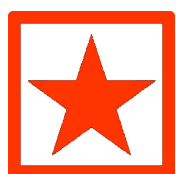
Power Bar: ★★☆☆☆☆

D2D: Infantry get 120% offense. 150% capture rate. Transports +1 movement. Direct-attack vehicles have 85% offense.

Power: Double Time. Infantry get 150% offense and +1 move.

Super: Victory March. Infantry get 170% offense, +2 move and capture cities instantly no matter health or progress.

Comment: 90% offense is often cited as not being that bad. So, 85%. Otherwise unchanged.



Orange Star



Nell

Power Bar: ★★★☆☆

D2D: All units have 0-19 luck.

Power: Lucky Star. All units have 0-39 luck.

Super: Lady Luck. All units have 0-59 luck.

Comment: I cut back on the luck from her powers a bit. Felt excessive.



Hachi

Power Bar: ★★★☆☆

D2D: -10% costs. Enemy infantry get a 140% capture bonus when capturing a Hachi property.

Power: Barter. Units cost 70% of full price to build.

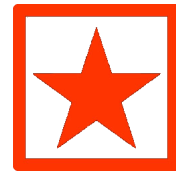
Super: Merchant Union. Units cost 70% of full price to build. Can build units in owned cities at 100% regular price.

Comment: Not sure how to balance Hachi. I nerfed the discount he gets from his powers, and made him have to pay full cost from cities in his super. Beyond that, I made his properties fragile, allowing other COs to capture his properties like they're almost Sami. Makes them far more difficult for Hachi to defend.





Orange Star



Jake

Power Bar: ★★☆☆☆☆

D2D: All units have 120/110 on plains. All units have 80% offense in woods and properties.

Power: Beat Down. All units have 140% offense on plains. +1 range for ground indirect units.

Super: Block Rock. All units have 160% offense on plains. Land vehicles gain +2 movement. +1 range for ground indirect units.

Comment: With more firepower and more defense, I've truly made Jake the king of the plains. He's like Lash in a forest on a plain, now. To compensate, he's dreadful in forests and properties. Too many trees and/or buildings in the way, disturbing his jam. I like this. His weakness could be limited to only forests, what do you think?

Rachel

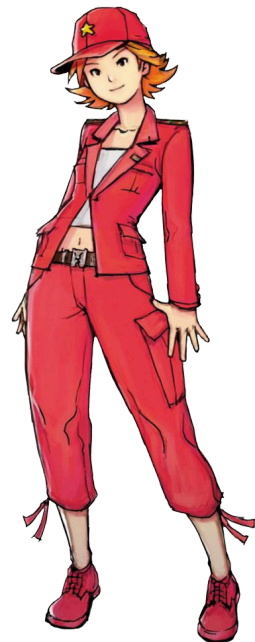
Power Bar: ★★☆☆☆☆

D2D: Owned properties repair 4 HP. Neutral properties repair 2 HP. -2 terrain stars on properties that aren't hers.

Power: Lucky Lass. All units get 0-39 luck.

Super: Covering Fire. Launches three missiles using regular rules.

Comment: Her d2d felt weak, so I made it stronger. She can now repair in neutral properties, and gain +2 repair in her own properties. To compensate, she only gets 1 terrain star on properties that aren't hers. I'm not entirely sure how strong this makes her, but it sure makes her more interesting. Her super is still absurd, but not sure what to do about it, or if I even should. Chances are the repair-bonuses I'm giving her will just serve to bleed her funds dry.



Blue Moon



Olaf

Power Bar: ★★☆☆★☆☆★

D2D: All units get 110/120 in snow and suffer no movement penalties from snow. All units get 90/80 in rain and are affected like other COs are by snow. It snows or rains twice as often when Olaf is present.

Power: Blizzard. It snows for a day.

Super: Winter Fury. All enemies lose 2 HP. It snows for a day.

Comment: Olaf is now stronger in snow and weaker in rain, as he should be. More defense than offense, because weather felt like a more defensive property.

Grit

Power Bar: ★★☆☆★☆☆★

D2D: 120% offense and +1 range indirects. All other units have 80% offense.

Power: Snipe Attack. Indirect units gain 140% offense and +1 additional range.

Super: Super Snipe. Indirect units gain 160% offense and +2 additional range.

Comment: Tier list said Grit was really good, so I gave him back his weak infantry from AW1. It is strange how his powers give him the same firepower bonus, so super gives more.



Blue Moon



Colin

Power Bar: ★★★☆☆

D2D: 20% cheaper units. All units have 90/90.

Power: Gold Rush. Multiplies current funds times 1.3.

Super: Power of Money. All units get a 3% * Funds/1000 firepower increase.

Comment: Colin sorely needs rebalancing, so I gave him 90% defense. I was debating between that and 80% offense, a discussion can be had there. I also very much nerfed Gold Rush, made it more expensive and nerfed the amount of funds he got from it.

Sasha

Power Bar: ★★☆☆☆

D2D: Gains 1100 funds per city. Gains 20% of the worth of a destroyed enemy unit as funds. Infantry in the process of capturing a city get 70% defense. Loses 30% of income her next turn if one or more of her properties are captured on the enemy turn.

Power: Market Crash. Drain the enemy's power bar 10% per 5000 funds she has.

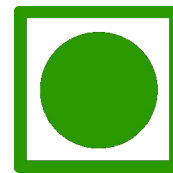
Super: War Bonds. Gains funds equal to 50% of the worth of enemy units she damages this turn.

Comment: I found Sasha really boring, so I tried giving her stuff. The idea here is that she's trying to please some rich business partners. They like when she destroys units, so she gets money from them. They dislike when she loses properties, so they cut some of her funding if she does. The infantry defense nerf is because I felt she needed another weakness. Weak CO-powers means she gets them more often.





Green Earth



Eagle

Power Bar: ★★★☆☆☆☆

D2D: Air units get 120/110. Naval units have 80% offense.

Power: Lightning Drive. Non-infantry units move again with -50% offense.

Super: Lightning Strike. Non-infantry units move again.

Comment: Eagle's the same as in Dual Strike. I rather think it suits him.

Drake

Power Bar: ★★★★★☆☆

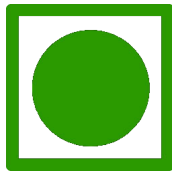
D2D: Naval units get 120/125 and +1 move. Air-units get 80% offense. Unaffected by rain. It rains twice as often.

Power: Tsunami. All enemies lose 1 HP and half their fuel.

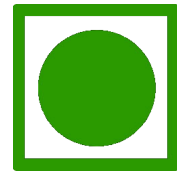
Super: Typhoon. All enemies lose 2 HP and half their fuel. It rains for a day.

Comment: Buffed navy offense and defense, making him the master of the seas. I've changed what rain does, it gives all units 80% firepower instead, which is a massive buff to Drake's super-power, effectively giving him a 20% defense bonus. Good luck fighting his unaffected navy in the rain!





Green Earth



Jess

Power Bar: ★★★☆☆

D2D: 120% offense ground-vehicles. 80% offense air and naval units.

Power: Turbo Charge. 150% offense and +1 move for ground vehicles. All units are resupplied.

Super: Overdrive. 170% offense and +2 move for ground vehicles. All units are resupplied.

Comment: Dual Strike Jess is best Jess. Made air and naval units even weaker.

Javier

Power Bar: ★★★☆☆

D2D: All units have 110% defense, which becomes 130% defense against indirect attacks. 80% offense when the enemy unit costs less funds to produce than Javier's unit. Direct-attack vehicles gain +40% offense if the unit has moved its full movement away from its starting space before attacking.

Power: Tower Shield. 120/130 for all units. Defense is increased to 160% against indirect fire.

Super: Tower of Power. 130/140 for all units. Defense is increased to 190% against indirect fire.

Comment: Significant redesign. Comm towers had to go. So, Javier is a knight. He has some extra defense. However, to make him more interesting, I gave him the thing from Wargroove where Cavalry do more damage if they move their full movement before attacking. Should make for fun mind-games, I think. In exchange, he has 80% offense if the enemy unit is worth less than his. It's not honorable combat, preying on someone weaker than you. Wouldn't you say? For his CO-powers I just went with what they would normally do if he has one comm tower. A bit boring, but works well enough.





Yellow Comet



Kanbei

Power Bar: ★★★★★★☆☆

D2D: 120/120 units. +20% unit cost. -1 vision in Fog of War, to a minimum of 1.

Power: Morale Boost. 150/140 units.

Super: Samurai Spirit. 150/160 units. Counter-attacks fired at double firepower.

Comment: Dual Strike Kanbei. He's more balanced like this. Still strong, but not obscenely so. Also, he's useless at information gathering, so -1 vision in Fog of War.

Sonja

Power Bar: ★★★☆☆

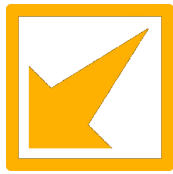
D2D: +1 Vision in Fog of War. Hides HP from enemies. 50% stronger counter-attacks. Outside Fog of War, removes 1 terrain star from enemy units. -9 to 9 luck.

Power: Enhanced Vision. +1 vision, sees through woods and reefs. -1 additional terrain star for enemy units.

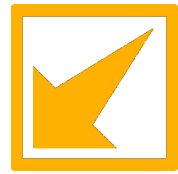
Super: Counter Break. +1 vision, sees through woods and reefs. -2 additional terrain stars for enemy units. When attacked, her units strike first.

Comment: I gave her everything she's ever had. +1 vision in Fog of War, stronger counter-attacks, bad luck, and *specifically* without Fog of War, remove one terrain star. Powers remove terrain stars regardless, however. This feels like a decently solid CO to me.





Yellow Comet



Sensei

Power Bar: ★★★☆☆

D2D: Infantry and copters have 125% offense. Transport Copters have +1 movement. Ground-vehicles and navy have 85% offense.

Power: Copter Command. Copters have 150% offense. Spawn 5 HP Infantry in all allied unoccupied cities.

Super: Airborne Assault. Copters have 180% offense. Spawn 5 HP Mechs in all allied unoccupied cities.

Comment: I primarily halved Sensei's ludicrous firepower on infantry and copters, and his powers now spawn the units with 5 HP. They can join together to become full health units. That works pretty well, I think.

Grimm

Power Bar: ★★★☆☆

D2D: All units have 140/80.

Power: Knuckleduster. All units have 160/90.

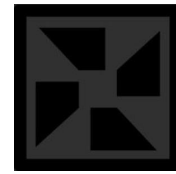
Super: Haymaker. All units have 190/90.

Comment: A very boring CO. But how would I even change him? A potential idea would be to have him be 130/100 when he attacks, but when attacked he has 100/80. Really make that first strike matter. But, eh. Feels weird. Anyway, tier lists said he's weak, so I gave him an additional 10% offense.





Black Hole



Sturm

Power Bar: ★★☆☆☆☆☆☆

D2D: All units start with 80/120. In snow, all units have 80/80. It is twice as likely to snow with Sturm on the battlefield.

Power: Strategy Switch. His D2D switches between being 80/120 and 120/80 each time this power is used.

Super: Meteor Strike. The most expensive enemy units in a 3 squared-radius diamond take 8 damage. All units operate with 120/120 for this turn.

Comment: AW1 Sturm with twist. He can use his minor power to switch between the two iterations of him. Defensive when he needs to be, offensive when he wants to be. I think that'd be cool. Removed the 1 movement cost in terrain, because hah. Oh, and he's ACTUALLY weak in the snow now.

Hawke

Power Bar: ★★★★★★☆☆

D2D: All units have 110% offense. Power bar charges only 80% the normal speed.

Power: Black Wave. All allied units healed 1 HP, all enemy units damaged 1 HP.

Super: Black Storm. All allied units healed 2 HP, all enemy units damaged 2 HP.

Comment: I honestly think Hawke is pretty boring. I would want to make him more interesting. Not sure how. Oh, and his bar ACTUALLY charges slowly this time.



Adder

Power Bar: ★★☆☆☆☆

D2D: All units except Infantry get +1 movement and -20% defense.

Power: Sideslip. +1 additional movement.

Super: Sidewinder. +2 additional movement.

Comment: I don't like blank characters (other than Andy). I'm making Adder the movement-character. He has a full +3 movement with his Super. In return, he has a slight offense decrease and takes more damage from indirects.



Black Hole



Lash

Power Bar: ★★★★★ ☆ ☆

D2D: Units gain 10% offense per terrain star. 90% offense for units if they have 0 terrain stars.

Power: Terrain Tactics. 1 movement cost on all terrain. +1 terrain star.

Super: Prime Tactics. 1 movement cost on all terrain. Double terrain stars, +1 terrain star if none.

Comment: Lash lacked a weakness, so 90% offense if she has no terrain stars. This will impact her air-force and navy. Buffed her regular power a little, an additional terrain star added.



Flak

Power Bar: ★★★ ☆ ☆ ☆

D2D: All units have 80% offense. When attacking, 50% chance of attacking with 140% offense instead.

Power: Brute Force. When attacking, 50% chance of attacking with 170% offense instead.

Super: Barbaric Blow. When attacking, 50% chance of attacking with 220% offense instead.

Comment: Flak now depends on his own luck. It's all or nothing, no in-between. This feels more fun, I think. Normal luck is included after Flak's coin-flip luck has done its part.



Jugger

Power Bar: ★★★ ☆ ☆ ☆ ☆

D2D: 130% power on ammo-using weapons. All units carry half as much ammo, rounding up. Air and naval-units use 2 more fuel per turn.

Power: Overclock. 150% power on weapons with ammo. Units use 2 ammo and 10 fuel when they fire.

Super: System Crash. 200% power on weapons with ammo. Units use all their ammo and 20 fuel when they fire.

Comment: Reworked Jugger completely. The idea is that he has extra firepower in exchange for heavy usage of ammo and fuel. With plenty of APCs, he should run like a well-oiled machine. Without them, he may just find himself stranded.





Black Hole



Koal

Power Bar: ★★★☆☆

D2D: All units have 120/120 on roads. 90% offense on all other tiles. When at 0 move, his units may move an additional 2 spaces on roads. Bridges are roads.

Power: Forced March. All units have 140% offense on roads. All units get +1 move. First 2 tiles moved on roads cost nothing for each unit.

Super: Trail of Woe. All units have 160% offense on roads. All units get +2 move. First 4 tiles moved on roads cost nothing for each unit.

Comment: Defense and firepower on roads, as well as extra movement. He can move a ludicrous amount of tiles over roads when using his powers. This feels better. This feels like a true road-warrior. Added a 90% firepower decrease on all other tiles to compensate.



Kindle

Power Bar: ★★★☆☆

D2D: All units get 140% offense on properties, but 90% offense on roads and plains.

Power: Urban Blight. All units get 180% offense on properties. All enemy units on properties take 3 HP damage.

Super: High Society. All units get 230% offense on properties. All units' offense increased by 3 times the number of owned properties.

Comment: The queen of urban warfare remains so. She gets a firepower decrease on roads and plains to compensate. I dislike COs without weaknesses.

Von Bolt

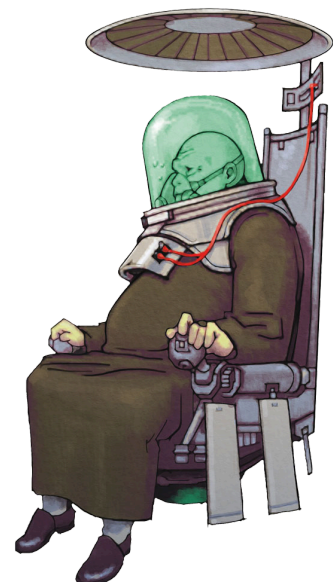
Power Bar: ★★★★★★★★★

D2D: All units except infantry have 120/120 but -1 movement.

Power: None.

Super: The most expensive collection of enemy units in a 3 squared-radius diamond take 3 damage and cannot move on their next turn.

Comment: Taking inspiration from Oozium, Von Bolt's units are really powerful, but slow. This feels fitting for a would-be intimidating final boss. I like this way more than what he had before.





12th Battalion



Will

Power Bar: ★★★☆☆

D2D: 120% offense when the enemy unit cost more than Will's unit to produce. 90% offense otherwise.

Power: Rally Cry. All units get +1 movement. All units gain +15% offense per adjacent ally unit when attacking.

Super: New Era. All units get +2 movement. All units gain +30% offense per adjacent ally unit when attacking.

Comment: Will's a young determined fighter that fights to win against all odds. To represent this, I give him an attack-bonus when he fights up-tech, when the enemy unit is more expensive than his. Otherwise he loses some firepower due to being an inexperienced commander. His powers are all about heroes fighting together, getting more firepower from fighting close to one another.

Brenner

Power Bar: ★★★☆☆

D2D: All units get +15% defense per adjacent ally unit. Lonely units get 90% firepower.

Power: Reinforce. Ally units in a 3 squared-radius diamond are healed 4 HP and get 140% defense. Targets most funds healed on the battlefield.

Super: Lifeline. Ally units in a 3 squared-radius diamond are healed 8 HP and get 160% defense. Targets most funds healed on the battlefield.

Comment: Based on the idea that everyone's stronger together, Brenner's units gain more defense when they're fighting together. Alone, however, they lose faith and lose some firepower. His powers are basically the inverse of Sturm's power, healing in an area and giving them more defense for a turn. It's beneficial for him to huddle damaged units together before using his power.





12th Battalion



Lin

Power Bar: ★★☆☆☆☆

D2D: All units get 130% offense in woods and reefs, but have 90% defense in plains or open sea.

Power: Night Vision. +1 vision, sees through woods and reefs. Causes Fog of War for a turn if playing without it. +20% offense if the opponent couldn't see the unit before it moved/attacked.

Super: Supreme Logician. +2 vision, sees through woods and reefs. Causes Fog of War for a turn if playing without it. Hides all her units like they're in woods/reefs, regardless of terrain. Her units always have 2 terrain stars unless the terrain naturally has more. +20% offense to all units.

Comment: While Sonja's an expert at seeing in fog of war, I figured I'd make Lin the expert at *hiding* in Fog of War. Bonus firepower in woods and reefs, and cause Fog of War with her powers. Disadvantage on plains and sea, hard to hide on those.

Isabella

Power Bar: ★★★★★☆

D2D: All units have 110/110. -10% capture rate with infantry.

Power: Deep Strike. All units have 120/120 and +1 movement. +1 range for indirect units.

Super: Overlord. All units have 130/130 and +2 movement. +2 range for indirect units.

Comment: Isabella gives off this weird, intimidating feeling of superiority, and I wanted to maintain that by giving her 110/110. Still, she needs a weakness to compensate. I gave her inefficient capturing capabilities, she needs a minimum of 3 days to capture a property. Will that make her ridiculously weak? She'll have an advantage as soon as she gets going, but. I genuinely don't know. Oh, well!





Lazurian Army



Forsythe

D2D: All units have 110/110. No CO-power.

Comment: Faithful to his role in Days of Ruin, Forsythe gives all units 110/110, but he has no CO-power. He's exceedingly reliable, but will have to survive the enemy CO-powers without having a reply. Will he be considered strong or weak like this? He can be simulated by just playing Von Bolt, hah. Pretty strong, I would assume.



Gage

Power Bar: ★★☆☆☆☆

D2D: Indirect and naval units get 120/110. Direct-attack ground vehicles and air-units get 85% offense.

Power: Longshot. +1 range for indirect units. First indirect unit to fire does so with +5 range.

Super: Long Barrel. +2 range for indirect units. Direct-combat units may fire indirectly with 2-3 range if they don't move.

Comment: Gage is an indirect fire/naval specialist. Unlike Grit, he doesn't naturally get +1 range. His powers are cool. I like the idea of a single unit being allowed to snipe across the battlefield, or that his super allows all units to be indirect attackers for a turn. It's interesting and different. He's good at sea, too.



Lazurian Army



Tasha

Power Bar: ★★★☆☆

D2D: 130% offense air-units. 90% defense all units. Her units only lose half as much firepower from damage as other COs.

Power: Sonic Boom. +1 movement. Counter-attacks are performed as if with full HP at all times.

Super: Goddess of Revenge. +2 movement. All units may attack as if with full HP regardless of current health.

Comment: As the figurehead of revenge, Tasha loses less firepower than other COs from damage. 5 HP fire as if they had 7.5 HP, 2 HP fire as if they had 6 HP. In exchange, all units have 90% defense, because of recklessness. I find that work for her excellently. Super power makes her always fire as if with full health... spicy.





New Rubinelle Army



Greyfield

Power Bar: ★★☆☆☆☆

D2D: 130% defense naval units and helicopters. Transport Copters and Landers can Supply. Infantry suffer 80% defense. Cannot hide units in woods or reefs during Fog of War, they'll be seen anyway.

Power: Supply Chain. All units resupplied. All units on allied properties are healed 2 HP for no charge.

Super: High Command. Allows units that can carry other units to produce the kind of units they can carry for full cost. They're added to the contents of the unit as a free action, and if dropped off, they can move immediately.

Comment: Greyfield is a naval- and logistics expert, so more vehicles can Supply. His poor treatment of his men results in them being defensively weak, however, and his insistence on his troops being strong prevents them from hiding in woods or reefs. His super allows infantry to be produced in APCs or TCs, any land unit in Landers, Copters in Cruisers and (if they're in the game) any air-unit in Carriers. Should be terrifying.



Waylon

Power Bar: ★★★☆☆

D2D: 130% defense for air-units. His units gain 20% offense when attacking units that cost less to produce than his. If his units fall under 50% health they can't attack or move to spaces where enemy units can attack them. During Fog of War this only applies if the enemy is visible.

Power: Wingman. 160% defense air-units. If an air-unit capable of attacking the enemy is adjacent to the enemy unit you're attacking, gain offense equal to half of what the other unit would damage the enemy.

Super: Bad Company. 190% defense air-units. If a unit capable of attacking the enemy is adjacent to the enemy unit you're attacking, gain offense equal to half of what the other unit would damage the enemy.

Comment: Waylon relishes in fighting easy battles, doing increased damage on weaker units. However, his men are cowards, and will not try attacking or even move closer to enemies if they're too damaged.

His powers invoke the feelings of birds of prey gathering around the enemy to hunt it down together. With Wingman, it's only air-units. With Bad Company, any unit will do.



New Rubinelle Army



Davis

Power Bar: ★★☆☆☆☆

D2D: +2% offense per unit-number advantage his team has.
-2% per same if at a disadvantage. His transports can transport an ally's units. Waiting in an ally's property gives them the unit. Doing so charges his Power Bar as if he lost the unit. If Davis loses all allies, he loses too. Does not apply if he starts alone.

Power: Winning Side. Heal all his ally's units 2 HP and give them a 10% offense and defense bonus. Davis gives them half his funds, split equally if he has multiple allies.

Super: False Salvation. The next ally may move Davis' units on their turn with 75% offense and defense. Any captured properties are given to the controlling ally. Davis gives them half his funds, split equally if he has multiple allies.

Comment: A CO dedicated to helping a stronger CO. He's eternally dedicated to just serving someone, and so his powers are useless without an ally. He gives them his units, his CO-powers, and his funds. He can drop ally units on his turn and then they can move them on their turn without the enemy getting to move if Davis goes first of them. The one thing he has going for himself is that he grows more confident when his team has the advantage, giving him a firepower bonus. But, as soon as they start losing, he goes the other way. Spam a lot of infantry to give him a major firepower bonus. I'm curious, do you guys have a better idea for a CO that's dedicated to helping another CO? That was my idea for Davis, so. Perhaps there's some way for his CO-powers to still be ally-directed but still be beneficial for him when he's playing alone. Eh.





Intelligent Defense Systems



Caulder

D2D: All units have 120/120. Not-property tiles repair units 1 HP for 1.5 times the costs. No CO-power.

Comment: The idea here is that you modestly damage his units and bleed his funds dry from repairs. Like in Days of Ruin, all his units have superior firepower (though not to the same extent) and heal each turn. It's pretty hard to balance that. At least he has no CO-power, which is a significant weakness. How does one balance this? Hm. Still, this gives Caulder reason to delete his units when they're no longer useful. This amuses me.

Tabitha

Power Bar: ★★★★★★☆☆☆☆

D2D: All units that cost 12,000 or more to produce gain 140/140. All units that cost 11,000 or less to produce get 80/80.

Power: Firestorm. The most expensive enemy units in a 3 squared-radius diamond take 3 damage. All units have 140/140.

Super: Apocalypse. The most expensive enemy units in a 3 squared-radius diamond take 6 damage. All units have 160/160.

Comment: Tabitha embodies a feeling of having a few units that are super-powerful but the rest are weak. To represent this, everything that costs like Missiles or above gain a supreme boost, while everything weaker, that is, everything that's usually bread and butter, gets significantly weaker. Tabitha sees no reason to bother with anything that isn't the best of the best. Her powers are still mini-Sturms, while also spreading her CO-zone (obscene bonuses) to all units for a turn. Going to be significantly stronger on high-fund maps, yeah. I'm not sure if she'd be super-broken or excessively weak, hah.





Intelligent Defense Systems



Penny

Power Bar: ★★ ★ ★ ★ ★ ★

D2D: All units have 1 movement cost on all traversable terrain, but get 90/90. All units are unaffected by all weather. Penny being present doubles the chance of weather.

Power: Stormfront. Causes a random weather to form for 1 turn.

Super: Enigma. Causes a random weather to form for 3 turns.

Comment: The all-weather girl. I gave her Sturm's thing of being able to move through any terrain effortlessly, suits her creepy vibe. In exchange, 90% stats. Her super power causes weather for 3 turns, allowing her to store for a new power the second and third turns of weather. With four different kinds of weather (detailed at the bottom of this document), it's kind of a power-lottery, you don't know what your power is going to do. That's kinda fun. I wonder, is there going to be weather more turns than it's going to be clear? Man, she'll be really annoying. :D

Cyrus

Power Bar: ★★★ ★ ★ ★ ★

D2D: Enemy units take 1 HP damage when destroying a Cyrus unit. All units have 90% defense. Units cannot be repaired or joined.

Power: Sudden Sabotage. Enemy units cost 25% more funds to produce this turn. Enemy attacks use twice the ammo, enemy movement uses twice the fuel.

Super: Unexpected Heroism. All units do a flat +20 extra damage on attack, regardless of type or health. Enemy units take 3 HP damage when destroying a Cyrus unit.

Comment: I like the idea of Cyrus the saboteur. His units have low defense, but they hurt the enemy when they fall. His CO-power makes the enemy pay more for units for a turn, and his super allows for some REALLY cost-effective exchanges. Flat extra 2 HP damage is really good, plus martyrdom when they kill themselves on enemy units to do 3 damage. His infantry are probably a menace, despite 90% defense.





Bandit Raiders



The Beast

Power Bar: ★★★☆☆

D2D: Direct-attack ground units have 115% offense. Gets 900 fund income per property. Units gain 2 HP and are resupplied when they destroy an enemy unit.

Power: All-Out Plunder. Earns tomorrow's funds today, no funds earned tomorrow. Units heal equivalent to half the damage they inflict.

Super: Wasteland Scourge. Direct-attack ground units get 140% offense. 900 funds earned per owned property. Units heal equivalent to half the damage they inflict.

Comment: As a raider without a government, he's inefficient in collecting taxes and gets 10% less funds per turn. However, his direct-attack ground-units have a firepower bonus and they loot enemy units when they destroy them, replenishing 2 HP and resupplying. His CO-power allows him to drain cities of tomorrow's funds, in exchange of getting nothing tomorrow, while his Super drains them of money they didn't know they had, getting a free day's funds. And, his powers also allow his units to heal half of the damage they deal. Raiding their health. I think this sounds like a fun CO.



Change-log of this document.

Andy - Decided to change him from vanilla.

Comment: Andy's regular power is too weak. It needed a reason to be used.

Max - Reverted his nerf. Back to 90% offense on indirects instead of 80%

Comment: The Internet is not in agreement on Max. They either think he's in an entirely okay position or maybe even somewhat high tier, or he's in a poor spot and desperately needs a buff. I'm not sure, but he probably didn't deserve my indirect nerf, his indirects are useless as it is, hah.

Nell - Reverted the infantry nerf.

Comment: Maybe all COs don't need a weakness.

Hachi - Enemy infantry get 140% bonus capturing his properties, down from 200%.

Comment: Letting enemy infantry capture his properties in a single turn was a little excessive. Instead, they get Sami-like abilities capturing his properties, making it difficult but not impossible for him to interrupt the cap.

Jake - All units get 80% firepower in forests and properties, up from 70%.

Comment: Because plains are basically everywhere, I consider the bonuses I gave him on plains really darn good. That said, 70% on properties was a bit harsh. Make that 80%.

Javier - Charging gives +40 offense, down from +50. No longer overrides the offense penalty against cheaper units.

Comment: 150% increase was a little much on charge, but I do want it to be major. 10% less. Also, it no longer overrides the penalty, meaning on charge he has 120% against units cheaper than his.

Sensei - Copter Command gives copters 150% offense, down from 180%.

Comment: I was being faithful to the original Sensei, who gives the same bonuses to copters for power and super. But, since I nerfed his copter power, a stepladder makes more sense. Minor power now increases to 150%, while the super gives 180%.

Adder - All units except Infantry get 90% offense and +1 movement.

Comment: +1 movement with no offense penalty was a bit excessive. Infantry no longer benefit from +1 movement D2D, it's a little extreme. Still affected by his powers, though.

Flak - Powers no longer decreases his regular offense.

Comment: Because why would one want to get WEAKER when using your powers!? I was being faithful to his original design, but his original design feels terrible, so.

Penny - Stats made 90/90, down from 100/90.

Comment: I gave her Sturm's free movement, it makes sense to make her units weak.

Cyrus - Defense raised to 90%, up from 80%.

Comment: Really unsure about this one, but perhaps 80% defense was a bit too much. I did want him to have weak units but you take damage by taking them out. I'd have to playtest to find out for sure. Which is a bit hard.

The Beast - Wasteland Scourge heals half of damage inflicted, down from equal.

Comment: The extra healing from the Super comes from the offense increase instead.

Random ending thoughts

Other options for Tabitha were “your currently most costly unit gets 150/150, the rest 80/80”, or “your most expensive 3-by-3 diamond of units gets 130/130 at the start of your turn, the rest 80/90”. I’m kinda wondering if she’s going to be crushed early-game before she ever fields an Md-Tank...

Davis is here almost entirely because I wasn’t happy with the New Rubinelle Army only having two COs. Cyrus is here because I *really* liked my idea for him, while The Beast is here because I’ve always wanted to play as him. Yupp.

Greyfield was the most difficult to come up with something for. His speciality is carriers, seaplanes and temporary bases, but those just ain’t a thing in earlier installments. That, and a CO-power that just refuels suck. Greyfield and Waylon were the two that went through the most rewrites.

I had one person tell me Lin’s super is too strong and another say it’s fine. Hm.

Nell’s infantry weakness wasn’t super-well received. May need to switch it to something else.

This would obviously need playtesting to find out if any of this is actually balanced or not... alas.

I made it a rule that I can’t change Andy. But, if I did, I’d probably make Hyper Repair only cost two stars. Ooh, what if Hyper Upgrade ACTUALLY upgraded his units? Like, gave them a permanent 120% firepower for as long as they stick around. Hah. ... Not to mention, as the repair-guy, he really should have Rachel’s D2D. Not sure what I’d give Rachel in return. Actually, maybe she should be the one with no advantages or disadvantages, she’s just a hardworking CO, hah.

I’m kinda aware that the COs I’ve come up with new things for have way more text than the classic ones. Perhaps I’m going over some rule about how much each CO should have. Eh.

If you’ve come this far... I’m honoured! Thank you for reading! I hope you enjoyed yourself! I sure did, that’s the only reason this document exists! :D

Weathers.

Deep Snow - +1 movement cost for infantry, tires and treads on plains and forests. +1 movement cost on open sea for naval-units. +1 movement cost for airplanes everywhere. +1 movement cost in mountains for Infantry and Mechs.

Comment: Snow is unchanged from Advance Wars 1&2. I like it like this. Makes Olaf potent.

Heavy Rain - 80% offense for all units. +1 movement cost for tires and treads on plains and forests.

Comment: I never thought rain obscuring vision made that much sense. It makes more sense that it makes the gunpowder wet, troops inaccurate and as such making attacks ineffective. This makes Drake's Super much more potent, too, as it effectively makes his super give 20% defense for him, and he's also immune to the firepower decrease. Potent rain-CO.

Thick Fog - Creates Fog of War. -1 vision for all units.

Comment: I replaced the rain-effect with thick fog. It does exactly the same. Hm, maybe I should make Lin's power generate Thick Fog instead of just causing Fog of War, heh.

Wind - All units have -1 movement. All indirect units have -1 range.

Comment: Somewhat stolen from Wargroove, but modified to be negative. With wind blowing in their faces, all units reach one space shorter. It's also harder to aim indirect attacks, resulting in a range-decrease. Max laughs at you.

General weather comments:

Penny's powers cause weather randomized among these four. She then proceeds to be unaffected by said weather. A requirement for each weather to be negative came with Penny being unaffected by all weathers. This also kinda makes Penny's powers a power lottery, it can have one of four effects on enemy units, some maybe better than others. It's kinda fun.

I'll steal Wargroove's idea of showing tomorrow's weather. Each player can see what weather there will be next turn, and on what player's turn the weather will start. With a weather-forecast, the players can prepare for it and it'll feel less random.