Advance Wars Game Spec – To be expanded

**Part 1 – Unit List**

**-Overview**

**-Ranged Units**

**-Direct Units**

**-Transport**

**-Unit Interactions**

**Part 2 – Movement Mechanics**

**-Unit movement in Combat**

**-Unit movement across terrain types**

**-Transport mechanics**

**-Infantry abilities**

**Part 3 - Art work and animations**

**Part 4 – CO Abilities and Modifiers**

Advance wars is superficially simple, players take turns moving their entire set of units across the battlefield. This will focus on the rules governing combat, and unit movement across terrain.

There are 3 basic groups of units, Ranged, Direct, and Transport

Direct units are those that can move and then attack adjacent units after the movement action.

Ranged units are ones that can either move, or attack at range. There is a minimum range as well as a maximum range.

Transport units can carry certain types of units and move them. The units have to move to the transport and load themselves in, the transport is then free to move, and then unload after moving to any adjacent space.

The entire battle occurs on a rectangular grid of squares. Each unit occupies a square and has a movement range, movement type, fuel and sight range. Sight range only plays a role on fog of war maps.

Units are considered as potentially having 2 weapons. One of these is a weapon with ammo which can be depleted but replenished. If a unit has 2 weapons, then the 2nd will be a machine gun with unlimited ammo.

Direct units

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Movement Type | Movement Range | Fuel | Weapon 1 | Weapon 2 | Sight Range | Cost |
| Infantry | 3 | Foot | - | Mach Gun | - | 2 | 1000 |
| Mech | 2 | Mech | - | Mach Gun | Bazooka (10) | 2 | 3000 |
| Recon (Jeep) | 8 | Tires | 99 | Mach Gun | - | 5 | 4000 |
| Small Tank | 6 | Tread | 60 | Mach Gun | Tank Shells 10 | 3 | 7000 |
| Medium Tank | 5 | Tread | 50 | Mach Gun | Bigger Tank Shells 10 | 1 | 16000 |
| Anti-Air | 6 | Tread | 60 | Flak Gun | - | 2 | 8000 |
| Helicopter | 6 | Air | 99/1 | Mach Gun | Rockets 10 | 3 | 9000 |
| Bomber | 7 | Air | 99/5 | - | Air-Ground Bombs 10 | 2 | 22000 |
| Fighter | 9 | Air | 99/5 | - | Air-Air Rockets 10 | 2 | 20000 |
| Submarine | 6 | Sub | 60/1/5 | - | Torpedoes 10 | 5 | 20000 |
| Cruiser | 5 | Ship | 99/2 | Flak Gun | Depth Charges 10 | 3 | 18000 |

Units with Fuel written as 99/5 means that they consume 5 units of fuel as a static cost per turn. Submarines have two costs, 1 unit per turn while on top of the water, 5 units while underwater and hidden.

Indirect Units

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Movement Type | Movement Range | Fuel | Weapon Range | Sight Range | Cost |
| Artillery | Tread | 5 | 99 | 2-4 | 1 | 6000 |
| Rockets | Tires | 5 | 99 | 3-6 | 1 | 15000 |
| Missiles | Tires | 4 | 99 | 3-6 air only | 5 | 12000 |
| Battleship | Ship | 5 | 99/1 | 2-6 | 2 | 28000 |

Each indirect unit has ammunition of 10, which can be replenished (more on this later).

Transport Units

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Movement Type | Movement Range | Fuel | Sight Range | Cost |
| APC | Treads | 6 | 70 | 1 | 5000 |
| Transport Helicopter | Air | 6 | 99/2 | 2 | 5000 |
| Lander | Ship | 6 | 99/1 | 1 | 12000 |

The main point here is that an APC will refuel all units next to it at the beginning of the turn as well as giving them more ammo, if an APC is commanded to move with or without a unit, it will also refuel vehicles next to it at the end of its turn. This includes air and naval units.

**Unit Interaction**

Unit interactions are fairly straightforward. You cannot move any unit through a space where an enemy unit is located; this means that even if a fighter plane is parked over a bridge, you cannot move units to the other side (even though the plane is clearly in mid air). You can load one infantry or Mech into an APC or a transport copter. You can move 2 of any units onto a Lander except another naval unit, or an air unit. And bizarrely you can land two of any kind of helicopter onto a cruiser. Submarines, even when submerged cannot move over an enemy unit.

If a unit is injured, another unit can move to the same space and “join together” their hp will be a combined total of the two, capped at 10, and they will combine ammunition and fuel stores. If there combined hp could have been more than 10, the player is refunded cash equal to the difference. If two units are joined, their turns end regardless of whether or not the unit that was stationary had moved.

A unit at less than full hp, cannot join with a unit at full hp, although the reverse is true.

Air/Naval units that run out of fuel die at the beginning of the next turn (unless they start the turn on an airport/navy yard respectively, or are next to an APC)

Units without ammo will try to use their secondary weapon if its usable against their target. So a tank out of ammo, will fire its machine gun onto another tank doing about as much damage as infantry would, a fighter without ammo is useless except as a dummy. A helicopter without rockets will fire its machine gun. Naval units, Fighters, and Bombers cannot be struck by machine guns, and as such can only be attacked by secondary weapons.

In fog of war, things change slightly. Units cannot see what is inside a forest (more on terrain later) unless they are next to it, a unit who accidentally moves through an occupied space forfeits its turn. In water, reefs act the same.

Submerged subs behave the same even on non fog maps, if a unit tries to move over it, that unit loses that turn and the sub is revealed. Areas that a player cannot see are greyed out, but the sounds of units moving across during the opponents turn are played as well as revealing the rough area, so you can hear tanks going through the woods even if you cant see them.

Units cannot blind fire into grey territory, a unit must finish the move before the contents of a forest is revealed (so you cant repeatedly start and cancel a move to see what is adjacent to the end space).

**Part 2 – Movement Mechanics**

**-Unit movement in Combat**

**-Unit movement across terrain types**

**-Transport mechanics**

**-Infantry abilities**

Units in combat move slightly differently than normally, as mentioned previously, Direct combat units, such as tanks, infantry, or submarines (in short anything without a ranged attack) can move before attacking, but not after. On the contrary, units with range can only move or attack, but not both. Units cannot move through or end a turn on top of an enemy unit, and a unit that unknowingly encounters an enemy unit in its path will end its turn without being able to attack.

Transport units can only unload at the end of their turn, but units can load into transports before the transport moves, or after it moves as long as it has space.

Units move based on their movement type. There are several types of locomotion: Foot (for infantry), Mech (just for mechs), Tires, Treads, Ship, Air. Each unit has a type of locomotion as well as a movement range. This creates a unique movement effect for each unit as well as a unique behavior. The cost of moving over a certain square of terrain is determined by the terrain type. For example the cost of moving over anything for an air unit is 1. The cost of moving over water is 1 for all ships, and 2 for a reef. If a unit has some movement range left, but not enough to move through the next square, it can stop on it.

For example, in Advance Wars, a rocket unit has an attack range of 3-5. A Movement type of Tires, and a range of 5. Over a road (where movement cost is 1) the unit can move 5 spaces before stopping. In a forest, where over trees the movement cost is 3. The unit can move 2 spaces before stopping even though 2x3=6 which is more than 5. Furthermore, the unit can move one space over a road, one space over a tree, and into the next tree as well. Treads have a slightly different value over trees, so although a rocket unit is literally bogged down by trees, an artillery unit with a movement range of 6 and treads can move 3 spaces into the woods because treads cost 2 to move over trees.

**Transport Mechanics**

Before a transport moves, any unit can move onto it by ending the turn on the transport providing that unit can be carried by the transport. APCs can only carry infantry and mechs, Landers can carry any land unit including an APC that is carrying another unit and carry two units at once compared to 1 for the APC. A helicopter is much like an APC except that it flies and only carries infantry and mechs. None of these units can attack whether or not they are carrying a unit.

The lone exception is the Cruiser. The cruiser can fire flak guns at aircraft, it can fire powerful torpedoes at submarines even if they are submerged (making them the only unit except a sub that can attack a submerged sub) and it can carry two helicopters which can be either transport or battle copters.

A transport cannot “pick up a unit” either by moving over it, or ending a turn on it. These options are not available.

The APC is unique, in that it can refuel and rearm any unit. At the beginning of each turn, the APC will rearm and refuel any unit next to it. This occurs before any unit moves. At the end of its move, the APC can unload any unit it was carrying as well as refuel and rearm all the units it ended the turn next to. The APC can re-arm planes, and ships (if it ends the turn next to them) but it cannot refuel itself (hows that for irony).

**Infantry Abilities**

When I refer to infantry, I mean either the normal infantry or the mech unit. Infantry has a movement range of 4 and a movement cost of 1 over everything except mountains (which is 2). Mechs have a powerful rocket launcher as a 2nd weapon, and have a movement cost of 1 over everything.

Infantry can capture enemy or neutral cities by using the capture command. They can only capture or attack, but they cannot do both. Infantry.. can deal minor damage to nearly any unit with the assault rifles, (or whatever shit they carry), but are mostly inconsequential. Mech units can take a big chunk of health out of any land unit with the rocket launchers, but have limited ammo, when they run out of ammo they are no better or worse than infantry.

Capture works by reducing a city’s capture hp by the capturing units health. All cities and headquarters have 20 hp and take 2 turns to capture with a full hp, so a unit can start one turn, and then get damaged to extend the capture time.

Each faction, or team, starts each battle with a headquarters which is usually in a well defended place, If this headquarters is capture, the battle instantly ends to the demise of the captured faction.