

Advance Wars 3: Dual Strike – CO Chart

All boosts and penalties are to ATK unless otherwise indicated. Power effects are cumulative. All powers provide +10% ATK and DEF to all units in addition to any other effects. This is applied last. (Eagle's land units during COP are 60/110)

Regular tag affinity (+5% luck per star) – 130 or 120: 3 stars, 120 or 115 or 110: 2 stars, 110 or 105: 1 star. Snow doubles fuel consumption per MP used. Rain forces fog. Sandstorm applies -1 indirect range; however, Max's artillery is unaffected.

		Andy		Max		Sami		Nell	
Orange Star (Original)		115 – Eagle	+20% direct, -1 indirect range all	<u>110</u> – Grit	+20% soldier, +50% cap rate, -10% direct	<u>120</u> – Eagle	Luck range 0 to +20	130 – Rachel	
	3: Hyper Repair	110 – Max	3: Max Force	110 – Andy	3: Double Time	110 – Sonja	3: Lucky Star	105 – Andy, Max, Sami	
	+2 HP	<u>105</u> – Hawke	+30% direct	105 – Sami, Nell	+30% soldier, +1 MP soldier	105 – Andy, Max, Nell	Luck range 0 to +60	90 – Von Bolt	
	6: Hyper Upgrade	105 – Sami, Nell	6: Max Blast	90 – Von Bolt	8: Victory March	90 – Von Bolt	6: Lady Luck		
	+5 HP, +1 MP all, +20% all	90 – Von Bolt	+60% direct		+60% soldier, +2 MP soldier, instant cap		Luck range 0 to +100		
Orange Star (AW2/3)	Hachi		Jake		Rachel		GipFace – Aug 2010 – warsworldnews.com		
	-10% cost	2 stars – Sensei	+10% on plains terrain	120 – Rachel	+1 HP urban repair	130 – Nell			
	3: Barter	90 – Von Bolt	3: Beat Down	110 – Jess	3: Lucky Lass	120 – Jake			
	-40% cost		+10% plains, +1 indirect range vehicle	105 – Sasha	Luck range 0 to +50	105 – Sasha			
	5: Merchant Union		6: Block Rock	90 – Kindle, Von Bolt	6: Covering Fire	90 – Von Bolt			
-40% cost, cities become bases		+30% plains, +1 indirect range vehicle, +2 MP vehicle		3 rad 2 silo strikes (-3 HP): Sldr, S, HP concentration	65 – Koal				
Blue Moon	Olaf		Grit		Colin		Sasha		
	Unaffected by snow, +20% all during snow	115 – Grit (1 star)	+20% indirect, +1 indirect range all, -20% direct	115 – Olaf (1 star)	-20% cost, -10% all	130 – Sasha	Extra \$100 income per property owned	130 – Colin	
	3: Blizzard	105 – Colin	3: Snipe Attack	<u>110</u> – Max	2: Gold Rush	105 – Olaf, Grit	2: Market Crash	105 – Jake, Rachel, Grimm	
	Snows for two days	90 – Von Bolt	+30% indirect, +1 indirect range all	105 – Colin	+50% current funds	90 – Lash, Von Bolt	-1% enemy power meter (out of 10 stars) per \$500	90 – Von Bolt	
	7: Winter Fury	80 – Lash	6: Super Snipe	90 – Von Bolt	6: Power of Money		6: War Bonds		
Snows for two days, -2 enemy HP		+30% indirect, +2 indirect range all		+1% all per \$300		50% damage converted into funds			
Yellow Comet	Kanbei		Sonja		Sensei		Grimm		
	+20% all ATK and DEF, +20% cost	130 – Sonja	? HP, +1 vision, -1 enemy t.star, luck -5 to +10	130 – Kanbei	+50% BCop, +10% sldr, +1 MP transport, -10% sea	110 – Grimm	+30% all ATK, -20% all DEF	110 – Sensei	
	4: Morale Boost	110 – Javier	3: Enhanced Vision	110 – Sami	2: Copter Command	105 – Kanbei, Sonja, Javier	3: Knuckleduster	105 – Sasha, Javier	
	+30% all	105 – Sensei	+1 vision, -1 enemy t.star, reef/woods reveal	<u>105</u> – Lash	+20% B-Copter, 9 HP infantry on all cities	2 stars – Hachi	+20% all	90 – Von Bolt	
	7: Samurai Spirit	90 – Von Bolt	5: Counter Break	105 – Sensei	6: Airborne Assault	90 – Von Bolt	6: Haymaker		
+30% all ATK and DEF, counterattack doubled		+1 vision, -2 enemy t.star, reef/wood reveal, first strike	90 – Von Bolt	+20% B-Copter, 9 HP mech on all cities		+50% all			
Green Earth	Eagle		Drake		Jess		Javier		
	+20% air, -2 air fuel consumption, -10% sea	<u>120</u> – Sami	+20% sea, -10% air	115 – Eagle	+20% vehicle, -10% air, -10% sea	110 – Jake, Javier	+20% DEF against indirect, +10% DEF per tower	110 – Kanbei, Jess	
	3: Lightning Drive	115 – Andy, Drake	4: Tsunami	105 – Jess	3: Turbo Charge	105 – Eagle, Drake	3: Tower Shield	105 – Sensei, Grimm	
	Non-soldier extra turn, non-soldier ATK halved	105 – Jess	-1 enemy HP, halves enemy fuel	90 – Hawke, Von Bolt	+20% vehicle, +1 MP vehicle, restock	90 – Hawke, Von Bolt	+20% DEF against indirect, tower bonuses doubled	90 – Von Bolt	
	9: Lightning Strike	90 – Lash, Von Bolt	7: Typhoon		6: Overdrive		6: Tower of Power		
Non-soldier extra turn	70 – Hawke	-2 enemy HP, halves enemy fuel, rains for one day		+40% vehicle, +2 MP vehicle, restock		+60% DEF against indirect, tower bonuses tripled			
Black Hole	Flak		Adder		Lash		Hawke		
	Luck range -10 to +25	110 – Lash		110 – Koal	+5% non-air per terrain star	110 – Flak, Hawke	+10% all	110 – Lash	
	3: Brute Force	105 – Adder	2: Sideslip	105 – Flak	4: Terrain Tactics	<u>105</u> – Sonja	5: Black Wave	<u>105</u> – Andy	
	Luck range -20 to +50		+1 MP all	105 – Lash, Hawke (only if Adder leads, and only Adder gets the bonus)	MP cost reduced to 1	90 – Colin, Eagle	+1 HP, -1 enemy HP	90 – Drake, Jess	
	6: Barbaric Blow		5: Sidewinder		7: Prime Tactics	80 – Olaf	9: Black Storm	80 – Kindle	
Luck range -40 to +90		+2 MP all		MP cost reduced to 1, terrain stars doubled		+2 HP, -2 enemy HP	70 – Eagle		
Bolt Guard	Jugger		Koal		Kindle		Von Bolt		
	Luck range -15 to +30	<u>110</u> – Koal	+10% on road terrain	<u>110</u> – Jugger	+40% on urban terrain	<u>105</u> – Jugger, Koal	+10% all ATK and DEF	90 – All allied COs	
	3: Overclock	<u>105</u> – Kindle	3: Forced March	110 – Adder	3: Urban Blight	90 – Jake			
	Luck range -25 to +55		+10% road, +1 MP all	<u>105</u> – Kindle	+40% urban, -3 HP enemy units on property	80 – Hawke			
	7: System Crash		5: Trail of Woe	65 – Rachel	6: High Society		10: Ex Machina		
Luck range -45 to +95		+20% road, +2 MP all		+80+3%/prop urban, +3%/prop non-urban		-3 HP in a rad 2 area (\$), units hit are stunned			

Advance Wars 3: Dual Strike – Damage Chart

Power stars – 0.4: Inf, Mech – 0.6: Bk Bomb – 0.8: APC – 1.0: Recon, Tank, AntiAir, Artillery, T-Copter, Bk Boat – 1.2: B-Copter, Lander – 1.4: Rockets, Missiles – 1.6: Md Tank, Cruiser – 1.8: Neotank, Fighter, Bomber, Sub – 2.0: Piperunner, Stealth, Sub – 2.2: Megatank, Battleship, Carrier – 3.0: Oozium – +20% per invoke

	Infantry	Mech	Recon	Tank	Md Tank	Neotank	Megatank	AntiAir	Artillery	Rockets	Piperunner	Missiles	APC	Oozium	Fighter	Bomber	Stealth	B-Copter	T-Copter	Bk Bomb	Cruiser	Submarine	Battleship	Carrier	Lander	Bk Boat	
Infantry	55	45	12	5	1	1	1	5	15	25	5	25	14	20				7	30								
Mech	65	55	85	18	55	6	15	1	15	1	5	1	65	6	70	32	85	35	55	6	85	35	75	20	30	20	
Recon	70	65	35	6	1	1	1	4	45	55	6	28	45	20				10	35								
Tank	75	70	85	40	55	6	15	1	15	1	10	1	65	6	70	45	85	55	55	6	85	30	75	45	20	20	
Md Tank	105	95	105	45	85	8	55	1	45	1	25	1	105	7	105	45	105	55	85	8	105	35	105	45	30	20	
Neotank	125	115	125	65	105	10	75	1	55	1	35	1	115	17	115	65	125	75	105	10	125	55	125	65	35	20	
Megatank	135	125	195	65	180	10	125	1	115	1	65	1	195	17	195	65	195	75	180	10	195	55	195	65	45	30	
AntiAir	105	105	60	25	10	5	1	45	50	55	25	55	50	30	65	75	75	105	105	120							
Artillery	90	85	80	70	45	40	15	75	75	80	70	80	70	5							50	60	40	45	55	55	
Rockets	95	90	90	80	55	50	25	85	80	85	80	90	80	15							60	85	55	60	60	60	
Piperunner	95	90	90	80	55	50	25	85	80	85	80	90	80	15	65	75	75	105	105	120	60	85	55	60	60	60	
Missiles															100	100	100	115	115	120							
APC	Cannot attack																										
Oozium	Always deals a one-hit KO by absorbing the enemy unit																										
Fighter															55	100	85	120	120	120							
Bomber	110	110	105	105	95	90	35	95	105	105	105	105	105	35							50	95	75	105	95	75	
Stealth	90	90	85	75	70	60	15	50	75	85	80	85	85	30	45	70	55	85	95	120	35	55	45	40	65	65	
B-Copter	75	75	55	30	55	6	25	1	20	1	10	1	25	6	65	25	65	35	55	6	65	35	60	20	25	20	
T-Copter	Cannot attack																										
Bk Bomb	Always deals 5 HP damage in a radius 3 area (cannot destroy). Oozium is unaffected.																										
Cruiser															85	100	100	105	105	120	25	90	5	5	25	25	
Submarine																					25	55	65	75	95	95	
Battleship	95	90	90	80	55	50	25	85	80	85	80	90	80	20							95	95	50	60	95	95	
Carrier															100	100	100	115	115	120							
Lander	Cannot attack																										
Bk Boat	Cannot attack																										
	Infantry	Mech	Recon	Tank	Md Tank	Neotank	Megatank	AntiAir	Artillery	Rockets	Piperunner	Missiles	APC	Oozium	Fighter	Bomber	Stealth	B-Copter	T-Copter	Bk Bomb	Cruiser	Submarine	Battleship	Carrier	Lander	Bk Boat	
MP/V/A/F	3/2/-/99	2/2/3/70	8/5/-/80	6/3/9/70	5/1/8/60	6/1/9/99	4/1/3/50	6/2/9/60	5/1/9/50	5/1/6/50	9/4/9/99	4/5/6/50	6/1/-/70	1/1/-/-	9/2/9/99	7/2/9/99	6/4/6/60	6/3/6/99	6/2/-/99	9/1/-/45	6/3/9/99	5/5/6/60	5/2/9/99	5/4/9/99	6/1/-/99	7/1/-/60	