

Advance Wars 4: Days of Ruin – CO and Base Damage Chart

	Infantry	Mech	Bike	Recon	Flare	AntiAir	Tank	Md Tank	War Tank	Artillery	AntiTank	Rockets	Missiles	Rig	Fighter	Bomber	Seaplane	Duster	B-Copter	T-Copter	Gunboat	Cruiser	Submarine	Carrier	Battleship	Lander		
Infantry	55	45	45	12	10	3	5	5	1	10	30	20	20	14					8	30								
Mech	65	55	55	85	18	80	15	55	5	55	8	25	5	15	1	70	15	55	35	85	35	85	35	75	20			
Bike	65	55	55	18	15	5	8	5	1	15	35	35	35	20					12	35								
Recon	75	65	65	35	30	8	8	5	1	45	25	55	55	45					18	35								
Flare	80	70	70	60	50	45	10	5	1	45	25	55	55	45					18	35								
AntiAir	105	105	105	60	50	45	15	10	5	50	25	55	55	50	70	70	75	75	105	120								
Tank	75	70	70	85	40	80	35	75	8	55	8	35	5	20	1	70	45	30	1	85	55	85	55	75	45			
Md Tank	90	80	80	95	40	90	35	90	8	70	8	55	5	35	1	85	45	35	1	90	60	90	60	90	45			
War Tank	105	95	95	105	45	105	40	105	10	85	10	75	10	55	1	105	45	40	1	105	65	105	65	105	45			
Artillery	90	85	85	80	75	65	60	45	35	75	55	80	80	70							100	55	55	45	45	65		
AntiTank	75	65	65	75	75	75	75	65	55	65	55	70	70	65					45	55								
Rockets	95	90	90	90	85	75	70	55	45	80	65	85	85	80							105	65	65	55	55	75		
Missiles															100	100	100	100	120	120								
Rig	Cannot attack																											
Fighter															55	65	65	80	120	120								
Bomber	115	110	110	105	105	85	105	95	75	105	80	105	95	105							120	50	95	85	85	95		
Seaplane	90	85	85	80	80	45	75	65	55	70	50	80	70	75	45	55	55	65	85	95	105	40	55	65	45	85		
Duster	55	45	45	18	15	5	8	5	1	15	5	20	20	15	40	45	45	55	75	90								
B-Copter	75	65	65	75	30	75	30	10	1	70	8	45	8	35	1	65	25	20	1	75	35	55	25	70	20			
T-Copter	Cannot attack																											
Gunboat																					75	40	40	40	40	55		
Cruiser															105	105	105	105	120	120	85	28	95	38	38	40		
Submarine																					120	20	55	110	80	85		
Carrier															35	35	40	40	45	55								
Battleship	75	70	70	70	70	65	65	50	40	70	55	75	75	65							95	65	65	50	45	75		
Lander	Cannot attack																											
MP/V/A/F	3/2/-99	2/2/3/70	5/2/-70	8/5/-80	5/2/3/60	6/3/6/60	6/3/6/70	5/2/5/50	4/2/5/50	5/3/6/50	4/2/6/50	5/3/5/50	5/5/5/50	6/1/1/99	9/5/6/99	7/3/6/99	7/4/3/40	8/4/9/99	6/2/6/99	6/1/-99	7/2/1/99	6/5/9/99	6/5/6/70	5/4/4/99	5/3/6/99	6/1/-99		

CO	Radius	Tier	Ability	Power
Tabitha	0	Fair 6	+50/+50	8 HP radius 2 strike
Lin	1	Fair 2	+20/+20 land	+2 vision land, reveal concealed terrain
Tasha	1	Poor 3	+40/+20 air	+2 MP air
Gage	2	Fair 4	+20/+10 sea and indirect land	+2 indirect range
Isabella	2	Great	+10/+10	+2 MP, +2 indirect range
Waylon	2	Fair 5	+20/+30 air	+0/+270 air (regular air units are 130/410)

Terrain star bonus
0 Sea, road, bridge, beach, all air
1 Plain, ruins, mist, temps
2 Reef, rough, city, silo
3 Wood, industries, c-tower, radar
4 Mountain, HQ

CO	Radius	Tier	Ability	Power
Will	2	Fair 1	+20/+0 direct land	+2 MP direct land
Brenner	3	Fair 3	+0/+20	+3 HP (including loaded units)
Caulder	3	Boss	+50/+50, +5 HP/day (costs \$)	None
Greyfield	3	Awful	+10/+40 sea, seaplane, copters	Restocks ammo, fuel, and materials
Penny	3	Poor 2	Unaffected by weather (static)	Random weather change (lasts 3 days)
Forsythe	5	Poor 1	+10/+10	None

In addition to abilities, all zone units get +10/+10 (ex: Forsythe's regular zone units are 120/120). Invoking a CO power extends the zone to the entire map for the day (ex: all of Tabitha's regular units become 160/160).

Regular units: +0/+0 – Level I: +5/+0 – Level II: +10/+0 – Veteran: +20/+20. Terrain is +0/+1 per star per 1 HP. Com towers are +5/+5 each. Sandstorm weather makes all units -30/-0.

Damage formula: base damage * attacker HP / 10 * total attack power / total defensive power. Luck range is from 0 to attacker HP. HP is always health rounded up (81 health = 9 HP).