



Advance Wars XP Engine

Version 0.1b

User Manual

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Scene Controls

Basic Button Mapping

C / Left Click	—	Confirm
X / Right Click	—	Cancel
Arrow Keys / Mouse	—	Move cursor

CO Select Screen

C	—	Confirm
X	—	Cancel / Go back to Map Select screen
Q / W	—	Change nation tabs
Enter	—	Confirm / Start Battle (when displaying player choices)
Arrow Keys	—	Move cursor

***Note: Mouse controls have not been implemented for CO selection*

In Battle

C / Left Click	—	Confirm Open Menu (when cursor is not over a unit)
X / Right Click	—	Cancel Check Attack Range (when cursor is over a unit) See Map / Fast scroll (when cursor is not over a unit)
Arrow Keys / Mouse	—	Move cursor

Build Menu

C / Left Click	—	Confirm
X / Right Click	—	Cancel Exit out of building a unit
Up and Down Arrows	—	Move cursor to next index
Left and Right Arrows	—	Change active window

***Note: Mouse controls have not been implemented for viewing unit stats*

CO Bio Window

C / Left Click	—	Next Page
X / Right Click	—	Exit out of Window
Up and Down Arrows	—	Previous / Next Page

Gameplay

Objective

Defeat all enemy units (rout) or capture the enemy Headquarters

Basic Map Detail



- 1 – Your army's CO. Displays your CO Power bar and current funds.
- 2 – Headquarters. If this is captured, your army loses.
- 3 – Unit. A unit that has already moved is darkened.
- 4 – Cursor
- 5 – Cursor Info window. Displays all the information that your cursor is currently over. Displays terrain defense, capture points (if applicable), and the unit's HP, Fuel, and Ammunition.

Important Notes

Income

At the start of every day, you generate daily income based on the number of properties you own. Funds are necessary as they are needed to build and repair units. Thus, it is important to build infantry units to capture as many buildings as possible to increase your funds. Normally, each building you own generates 1000G each day. Certain buildings, such as COM Towers, do not provide income.

Repair

At the start of every day, units left on a property belonging to its army make repairs and get supplies. Units may only be repaired for 2 HP each day. Repairs cost money proportionally equal to the unit's cost and the amount of HP healed (e.g. a tank that

costs 7000G must pay 1400G to be repaired 2 HP). Land units may be repaired by standing on a city, base, or headquarters. Air and Sea units may only receive repairs on airports and seaports respectively.

Building

The heart of any game revolves around building your army. Move the cursor over a base, airport, or seaport without a preexisting unit there and select it to open up the build menu. The window on the left displays the list of units to buy and their relative costs. The window on the right displays the unit's stats (which can be accessed by pressing the Right Arrow key). The window below will explain in detail what each unit is capable of. Once you make your selection, the unit will be deployed; however, it cannot be given commands until the next day.

Super/CO Powers

Every commanding officer has access to CO Powers. To activate a Power, access it from the main menu and select it. Powers grant boosts to your units whether it be power, movement, or healing. CO Powers can only be used when the CO bar is filled. A normal Power can be used when the small stars are filled while a Super Power requires that all stars are filled. CO Powers can be charged up by doing and receiving damage in battle. *The more times you use a CO Power, the longer it takes to charge up again.*

Battle Phases

Pre-turn

Before the beginning of your turn, a number of actions are performed. Firstly, if you activated a Super/CO Power on the previous day, it will be removed. You will then receive your daily income. Each unit is checked for daily fuel costs, destroying any units if necessary. Repairs and supplies are then provided to your units if they are parked on the correct property or are standing near an APC. *Do note that daily fuel costs are processed **before** supplies are distributed. A plane with zero fuel will crash before it can be supplied by an APC!*

Cursor

The player now has full control of the cursor. Here, the player may move around the map, check unit ranges, build units, and open the menu.

Command

Upon selecting your own unit, you may move your unit to a valid position. A menu of commands will appear; the types of commands displayed depends on the unit and the location of the spot you chosen. After making your selection, the process will carry out.

Ending Turn

Open up the menu and select "End Turn" when you are done giving commands and buying units. It will now be the next player's turn. One day will advance at the start of Orange Star's turn.

Unit Commands

Move



When selecting a unit to move, blue tiles will appear. This signifies all the possible tiles this unit may move to. Depending on your unit's move type, some terrain types may reduce your unit's full movement capacity. Enemy units cannot pass one-another nor can any two units occupy the same space. For each point of movement spent (not necessarily each tile moved), 1 unit of fuel is consumed.

Join



When a unit moves over a damaged unit of the same type, you may join the two units. The two units combine their HP, fuel, and ammo. However, these values cannot exceed the unit's maximum. Regardless if the unit you are joining with acted or not, this process will take both units' turns.

You may not join units together while they are carrying other units. Also, should the combined HP of the units exceed 10, any HP leftover is reverted back into funds.

Load



Certain units have the ability to carry other units. To load a unit, you must move the cargo onto the carrier, not the carrier onto the cargo. Some units have special effects for carrying units. Beware that any units held in a destroyed carrier will be destroyed along with it.

Drop



To unload the cargo your unit may be carrying, move the carrier to a valid spot where it can empty its hull. Green tiles will illuminate around your selected spot. Choose one of these tiles to drop your unit off.

Attack



When viewing a unit's attack range, all possible tiles that this unit can attack are displayed in red. After moving a unit, if the unit is a direct-combat type, it can engage any adjacent enemy units. Indirect-units, however, cannot move and attack on the same turn. Units highlighted in red are available to attack. The predicted damage that your

attack will do is displayed above the cursor info window (10% damage roughly translates to 1 HP). Be careful when attacking—direct-combat enemy units can counter attack.

Capture



Infantry-based units are capable of capturing properties. When moving over a neutral or enemy property, the option to capture the property will appear. Properties have Capture Points, indicating how much longer it will take for your infantry to finish capturing. All properties start off with 20 Capture Points and decrease based on the HP of your infantry unit. Thus, a full 10 HP infantry can capture a property in 2 days.

As long as your infantry remains on the property and never moves, the property's Capture Points will not reset back to 20. You may attack with your infantry while capturing and not reset the capturing process (as long as the enemy unit is next to your infantry).

Launch

When an infantry moves onto a missile silo, this command will appear. This allows the user to launch a guided missile to any location on the map. All units within the designated area are damaged for 3 HP, friend or foe. The missile cannot destroy units at low HP values. Note that missile silos are good for only one shot.

Supply

This command will immediately give all friendly units surrounding it full supplies i.e. fuel and ammo. At the beginning of each day, units nearby will also receive full supplies. APCs are the only units that have this command.

Hide/Dive



Few units have the ability to hide or dive. Doing so will make the unit invisible to your enemy. To reveal the unit, the enemy must move a unit next to your hidden unit. While hiding, only a selected few units may actually engage it. Note that doing this usually comes at a cost for greater fuel consumption. Also note that any hidden unit located over an enemy's property will be visible to the enemy army.

Wait

The unit will not perform any action other than moving.

Unit Stats

Health

Units may only have a maximum HP of 10. Health is represented as a percentage (i.e. 91-100% is 10 HP; 81-90% is 9 HP; etc.). When a unit's HP decreases, the damage it can do and the terrain defense bonuses it receives are lowered proportionally. Units can make repairs by ending its turn on a corresponding property that you own, repairing up to 2 HP. A unit at 0 HP is destroyed and removed from the map.

Move

The maximum distance this unit may travel. Certain terrain types may impede the full movement this unit may travel.

Movement Type

Units travel via different modes of transportation. The movement cost over difficult terrain varies based on the movement type. For example, wheel units must spend 2 movement points to cross one plains tile while units traveling on treads spend 1 point.

Vision

The unit's vision range in Fog of War. The value indicates how many spaces the unit may see. No matter how large the number is, no unit may see through thick terrain without being next to it. (Fog of War is not implemented in this version and has no purpose as of yet.)

Fuel

For each movement point spent, the unit will burn 1 point of fuel. When its fuel drops to zero, the unit can no longer move until it is supplied. Air and sea units burn fuel at the start of every day; should fuel their fuel drop to zero, the unit will crash or sink. Units that are hiding or submerged burn even more fuel each day.






















Attack Range







The unit may launch an attack this many spaces away from its current position. The number on the left indicates the minimum range while the number on the right indicates maximum range. Units with a defined maximum range are considered indirect-units. Units without an apparent range are classified as direct-combat units. Units with a minimum range of 1 are capable of counter attacking direct-combat units.

Ammo

For every primary attack this unit makes, it burns 1 point of ammo. When the unit runs out of ammo, it can no longer attack with its primary weapon. Secondary weapons do not use ammo at any point. Note that if a unit can attack with its primary or secondary weapon on a specific unit, it will always attempt to attack with its primary weapon.

Terrain

	Plains		Plains are generally the most common terrain in most maps. Generally easy for most units to traverse over, plains only offer minimal defense cover.
	Roads and Bridges		Roads and bridges allow all land units to quickly traverse over. However, they provide no defensive cover.
	Woods		In Fog of War, woods make it impossible for units to see through unless they stand near it. They provide good defense from attacks.
	Mountains		Only foot soldiers and air units can cross these. They provide amazing defensive cover. In Fog of War, foot soldiers can see 3 spaces further while on a mountain.
	Rivers		Rivers cannot be crossed by wheeled vehicles. They also greatly slow down other land units. There is no defensive cover to be had in a river.
	Seas		Seas make up a large majority of naval battles. The sea unit equivalent to plains, seas provide no means of defense.
	Shoals		Shoals allow landers to load and drop land units. They cannot be traversed by other sea units. Shoals do not provide defensive cover.
	Reefs		Similar to woods, reefs can hide sea units in Fog of War. Although somewhat difficult to traverse, they provide sea units with some defense.
	Pipes and Seams		Pipes are impassible terrain to all units (that includes air units). Pipes may have seams that can be attacked and destroyed, allowing units to pass through.
	Headquarters (HQ)		Each army has a headquarters that acts as a base of all operations. They repair land units and provide excellent defense. If captured, the army loses.
	Cities		Cities are the basic means of income to any army. They can also repair land units. Infantry should focus on capturing cities whenever possible.
	Bases		Bases allow the player to build land units. It has great defensive cover and allows repairs to land units.
	Airports		Airports can build air units and repair them. They provide great defensive cover to land units but not to air units.

	Seaports		Seaports are the deployment points for sea units. Much like its predecessors, sea units can receive great defense and repairs while parked on one.
	Communication Towers		COM Towers do not provide daily income. However, because it improves the communication between your units, it raises your units' attack power.
	Missile Silos		Missiles can only be launched by infantry. It allows one missile to be launched anywhere on the map and damage any unit in range for 3 HP.