

War Room 2025

Created by **Kartal**

karsahyena@protonmail.com

Testing & CO/Map Balance Ideas: **Meow**

Defense Display Patch, Pointer Hack Ultra by **Xenesis**

The Mod was created with full respect to **Nintendo** and **Intelligent Systems**. **Not for sale or rent.**

How to Patch

Use either of these ROMs as a base:

- Advance Wars 2 - Black Hole Rising (USA, Australia).gba
- Advance Wars 2 - Black Hole Rising (USA).gba

Hash

Database match: Advance Wars 2 - Black Hole Rising (USA)

Database: No-Intro: Game Boy Advance (v. 20210227-023848)

File/ROM SHA-1: 14DD0B22C894865867AFF89E8116B2DFFAE25605

File/ROM CRC32: 5AD0E571

(confirm your ROM here: <http://www.romhacking.net/hash/>)

The patch was created with Lunar IPS.

<https://www.romhacking.net/utilities/240/>

Alternatively, use this online patcher:

<https://www.romhacking.net/patch/>

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Scoring

Complete the map in the set amount of Days to achieve 100 Speed score. 100 Power is usually 10% of all enemy units destroyed in a single Day and 100 Technique is no more than 10% of your army lost; there can be special rules on a map (the game tells when there are).

Speed = (Limit x4 – Win Day) / (Limit x3) x 100

Power = (Max destroyed in a Day x10) / (Total enemy count) x 100

Technique = 1 – (Lost units / Deployed units) x 100 + 10

New Ranks: S – [290;300], A – [270;289], B – [250;269], C – [0;249]

Map	Limit	Test
Chill Welcome	14 Days	Andy, 11 Days, 300 pts
River's Bounty	23 Days	Nell, 23 Days, 300 pts
Plain Brawl	20 Days	Adder, 18 Days, 300 pts
Sea Flower	26 Days	Nell, 28 Days, 300 pts (old test, didn't have Capture Battle)
Airborne Hero	23 Days	Nell, 22 Days, 300 pts
Missile Swamps	20 Days	Jess, 18 Days, 300 pts
Cruise A	18 Days	Flak, 18 Days, 300 pts
Revisit	20 Days	Andy, 20 Days, 300 pts
Navy Scramble	30 Days	Flak, 28 Days, 300 pts
Midwinter Trial	32 Days	Sonja, 30 Days, 300 pts
He's Arrived!	20 Days	Drake, 19 Days, 300 pts
Sami's Debut	22 Days	Eagle, 22 Days, 300 pts
Hillside	23 Days	Sami, 23 Days, 300 pts
Snipe Range	23 Days	Adder, 23 Days, 300 pts
Captain Drake	25 Days	Lash, 21 Days, 300 pts
Misty Isles	25 Days	Hawke, 22 Days, 300 pts
Enigmatic	35 Days	Olaf, 31 Days, 300 pts
Crescents	25 Days	Nell, 24 Days, 300 pts
Dark Woods	23 Days	Hawke, Max, Drake, 20 Days, 300 pts
Jigsaw Islands	35 Days	Andy, 27 Days, 300 pts
Chilly Lakes	25 Days	Flak, 23 Days, 300 pts
Snow Ball	24 Days	Sturm, 17 Days, 300 pts
Ghost Range	24 Days	Hawke, 23 Days, 300 pts
Snake Road	24 Days	Jess, 22 Days, 300 pts
The Crater	20 Days	Max, 17 Days, 300 pts
Money & Cannons	28 Days	Andy, 26 Days, 300 pts
Swoop	25 Days	Nell, 23 Days, 300 pts
Andy's Factory	20 Days	Adder, 13 Days, 300 pts
Sea Puzzle	30 Days	Andy, 22 Days, 300 pts
Hawke is Coming	20 Days	Lash, Grit, Andy, 14 Days, 300 pts

Gameplay Changes

1. Md Tanks and Subs act during the AI's Indirect phases
2. Snow no longer slows Naval, veh. on Plains, Infantry Mountain cost 4 -> 3, veh. Woods cost increased to the same as in rain (3 tread and 4 tire cost).
3. Missiles +1 range, movement and vision
4. Ships can traverse Shoal, River, Bridge
5. Cruisers take 20 less damage from Bombers (85 -> 65) and B-Copters (55 -> 35)
6. Battleships can attack Air (Fighter – 45, Bomber – 65, Copters – 75)
7. Shoal defense 1 -> 2

Unit Price Changes

- Mech: 3,000G -> 2,500G
- Recon: 4,000G -> 3,500G
- APC: 5,000G -> 4,000G
- Rockets: 15,000G -> 13,500G
- A-Air: 8,000G -> 7,000G
- Missiles: 12,000G -> 9,000G
- Battleship: 28,000G -> 20,000G
- Cruiser: 18,000G -> 10,000G
- Sub: 20,000G -> 12,000G

CO Changes

- Stats are listed as *OFFENSE/DEFENSE, +x move, +x range*
- Each CO gets +10 defense during power mode. This isn't indicated below.
- A star represents 9000G unit value in damages (halved charge rate for attacker)

Nell

	new	original
Stars	3/6	3/6
Passive	30 luck	20 luck
COP	70 luck	60 luck
SCOP	120 luck	100 luck

* Luck adds to the base (10 HP) damage of a unit a random number between [0;luck-1). The damage then gets adjusted by HP and defenses (terrain, CO boost). Base value is 10 (base damage is adjusted by 0~9).

Andy

	new	original
Stars	3/7	3/6
Passive	-	-
COP	Heal 2 HP, 120/100	Heal 2 HP
SCOP	Heal 5 HP, 120/100, +1 move	Heal 5 HP, 120/100, +1 move

Max

	new	original
Stars	3/7	3/6
Passive	Direct veh. 120/100, Foot 100/100, Indirect 90/90, -1 range	Direct veh. 120/100, Foot 100/100, Indirect 90/100, -1 range
COP	Direct veh. 140/100, +1 move Transport +1 move	Direct veh. 140/100, +1 move
SCOP	Direct veh. 187/100, +1 move Transport +1 move	Direct veh. 160/100, +2 move

Sami

	new	original
Stars	3/8	3/8
Passive	150% capture, Foot 120/110, Direct veh. 90/100 Transport +1 move	150% capture, Foot 130/100, Direct veh. 90/100, Transport +1 move
COP	Foot 150/110, +1 move, terrain and weather ignore Transport +2 move	Foot 150/100, +1 move
SCOP	350% capture, Foot 150/110, +2 move, terrain and weather ignore Transport +3 move	2000% capture, Foot 180/100, +2 move

* Capture rate is rounded down.

Hachi

	new	original
Stars	4/7	3/5
Passive	90% price	90% price
COP	90% price, Deploy ground units from cities	50% price
SCOP	60% price, Deploy ground units from cities	50% price, Deploy ground units from cities

* Modified unit price affects power charge.

Olaf

	new	original
Stars	2/6	3/7
Passive	100/110, Snow bringer 10, Clear movement in snow, Rain slows Foot as snow would (air not slowed)	Clear movement in snow, Snow movement in rain
COP	Snow for 1 Day, 110/120	Snow for 1 Day
SCOP	Snow for 1 Day, 110/120 Damage 1 HP	Snow for 1 Day, Damage 2 HP

* Snow no longer slows vehicles on Plains, but Woods slow like in rain (3 tread cost, 4 tire cost), Infantry can cross Mountains (4 -> 3 cost).

Grit

	new	original
Stars	4/7	3/6
Passive	Indirect 110/100, +1 range, Direct veh. 80/100, Foot 90/100	Indirect 120/100, +1 range, Direct 80/100
COP	Indirect 110/100, +3 range	Indirect 150/100, +2 range
SCOP	Indirect 160/100, +3 range	Indirect 150/100, +3 range

Colin

	new	original
Stars	4/7	2/6
Passive	80% price, 90/100	80% price, 90/100
COP	+50% G at the time of usage	+50% G at the time of usage
SCOP	+1/400G offense	+1/300G offense

* Modified unit price affects power charge.

Kanbei

	new	original
Stars	3/7	4/7
Passive	120% price, 120/120	120% price, 130/130
COP	140/120	150/130
SCOP	160/130,	150/150, +50% counter-attack

* Modified unit price affects power charge.

Sonja

	new	original
Stars	3/5	3/5
Passive	Hidden HP, +1 vision, Veh. 100/110, +50% counter-attack, 5 bad luck	Hidden HP, +1 vision, +50% counter-attack, 10 bad luck
COP	Piercing Vision, +2 vision, +50% counter-attack, 5 bad luck	Piercing Vision, +2 vision, +50% counter-attack, 10 bad luck
SCOP	Piercing Vision, +2 vision, Pre-emptive Counter, 5 bad luck	Piercing Vision, +2 vision, Pre-emptive Counter, 10 bad luck

* Piercing Vision: woods and reefs within vision range are revealed. Pre-emptive Counter: counter-attacks happen first, but they don't get the +50% offense bonus.

Sensei

	new	original
Stars	4/7	2/6
Passive	Foot 140/100, Copter 150/100, Transport +1 move, Ground and Naval 90/100	Foot 140/100, Copter 150/100, Transport +1 move, Ground and Naval 90/100
COP	Deploy 9 HP Infantry in owned cities, Copter 175/100	Deploy 9 HP Infantry in owned cities, Copter 175/100
SCOP	Deploy 9 HP Mech in owned cities, Copter 175/100	Deploy 9 HP Mech in owned cities, Copter 175/100

Eagle

	new	original
Stars	3/8	3/9
Passive	Air 115/110, -2 fuel upkeep, Naval 80/100	Air 115/110, -2 fuel upkeep, Naval 70/100
COP	Air 130/130, +1 move	Air 130/130
SCOP	Foot 100/100, Vehicles 70/70, Moved non-Foot can act again	Air 130/130, Moved non-Foot can act again

Drake

	new	original
Stars	4/7	4/7
Passive	Naval 110/110, +1 move, Rain bringer 7, Clear movement in rain, Air 80/100,	Naval 100/110, +1 move, Rain bringer 7, Clear movement in rain, Air 70/100,
COP	Damage 1 HP, (no fuel halve) Rain for 1 Day, Naval 110/110, +2 move	Damage 1 HP, halve fuel
SCOP	Damage 1 HP, halve fuel Rain for 1 Day, Ground 110/100, Naval 120/110, +2 move	Damage 2 HP, halve fuel, Rain for 1 Day

Jess

	new	original
Stars	3/6	3/6
Passive	Ground veh. 110/100, Foot 100/100, Air and Naval 90/90	Ground veh. 110/100, Foot 90/100, Air and Naval 90/100
COP	Ground veh. 130/100, +1 move, Supply	Ground veh. 130/100, +1 move, Supply
SCOP	Ground veh. 150/100, +2 move, Supply	Ground veh. 150/100, +2 move, Supply

Flak

	new	original
Stars	3/6	3/6
Passive	15 luck, 10 bad luck, 110/95	15 luck, 10 bad luck
COP	15 luck, 15 bad luck, 140/95	40 luck, 20 bad luck
SCOP	15 luck, 20 bad luck, 170/95	80 luck, 30 bad luck

Lash

	new	original
Stars	3/7	4/7
Passive	Terrain firepower	Terrain firepower
COP	Ignore movement costs and weather (except Air)	Ignore movement costs in clear and rain
SCOP	Ignore movement costs in clear and rain, Double Terrain	Ignore movement costs in clear and rain, Double Terrain

* Gains +10% offense per terrain star, regardless of HP.

Adder

	new	original
Stars	2/5	2/5
Passive	-	-
COP	+1 move, Direct 110/100	+1 move
SCOP	+2 move, Direct 120/100, 150% capture	+2 move

Hawke

	new	original
Stars	5/9	5/9
Passive	110/100	110/100
COP	Heal 1 HP, Damage 1 HP	Heal 1 HP, Damage 1 HP
SCOP	Heal 2 HP, Damage 2 HP	Heal 2 HP, Damage 2 HP

Sturm

	new	original
Stars	-/7	-/10
Passive	110/120 , Clear: terrain ignore, Rain: only Woods slow	120/120, Ignore movement costs in clear and rain
COP	-	-
SCOP	140/ 120 , Meteor 4 HP	140/140, Meteor 8 HP