

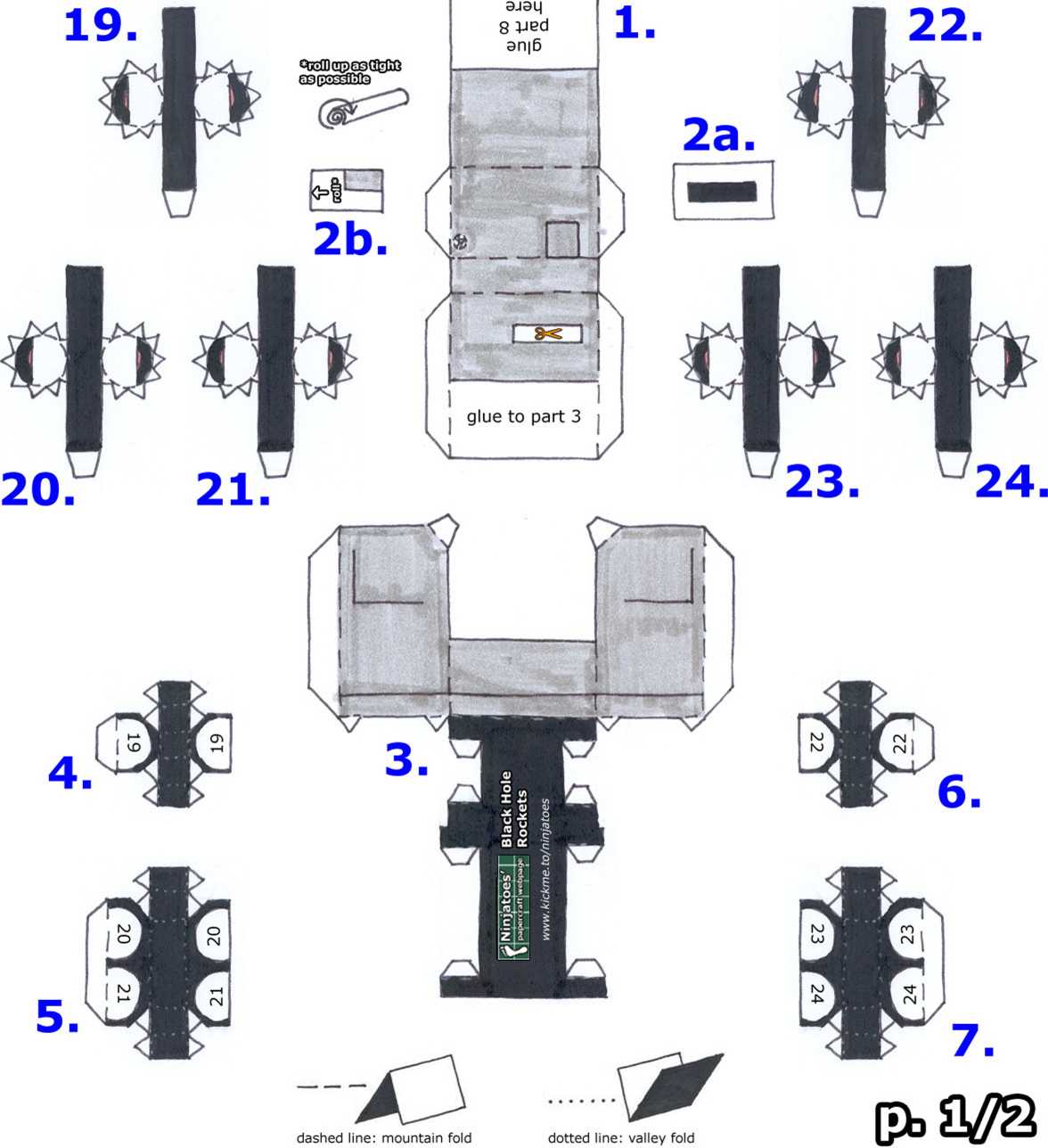
None

Black Hole Rockets

One of the weaknesses of the Rocket unit in the 2003 Game Boy Advance turnbased strategy game Advance Wars 2, is that it cannot Fire directly after moving.

And of course the enemy will try to stay out of range as much as possible, trying to make you move your Rockets on each turn so that you can't Fire them, making one of your most expensive and powerful ground units pretty much useless...

game site: <http://www.advancewars.com/>



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