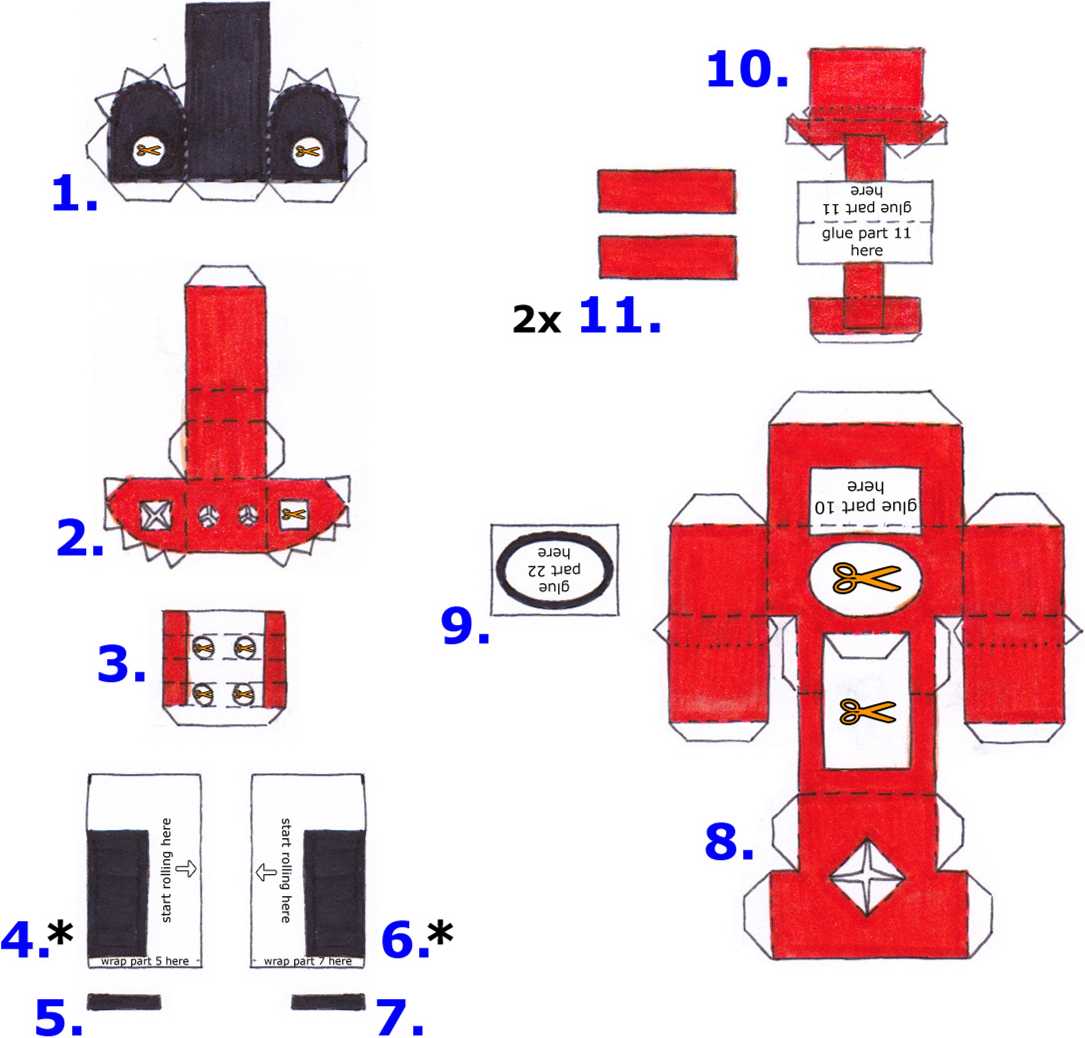


Orange Star Anti-Air

In the 2001 Game Boy Advance turnbased strategy game Advance Wars, Anti-Air units deal a fair amount of damage to enemy Bombers and Fighters.

Their real forte, though, is against Copters, which they can normally take down in one turn, and against foot soldiers like Infantry and Meeh units, against which they are just as and sometimes even more effective than an MD Tank!

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





roll up parts 4 and 6 as tight as possible

-X3

dashed line: mountain fold

X

dotted line: valley fold

■s’

Illllllllllllllll

о

£

к

м

*Zl* }jed oi эп|б

11^1

N

00

01

■ ■

lllllllllllll

III II1411111 n 11 '

> M

a

■kt

