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**Machine Gun**

**Orange Star Megatank**

In the 2005 Nintendo DS turnbased strategy game Advance Wars Dual Strike, you will want to be following your Megatank with an APC everywhere.

This to re-supply it with fuel and ammo when needed, because nothing's worse than having a unit that can normally obliterate pretty much anything in its path, having to use its machine gun instead of its five megacannons...

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

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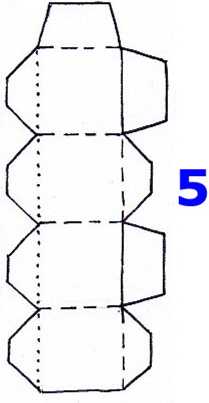
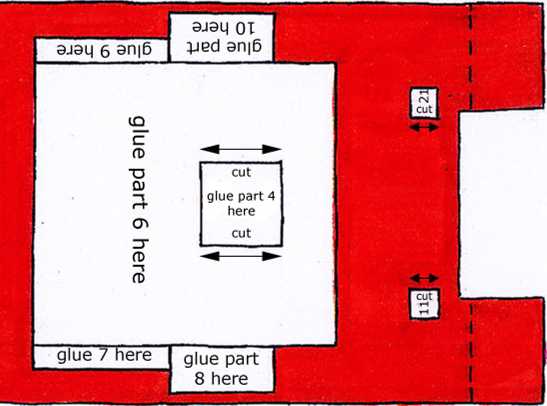
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dashed line: mountain fold

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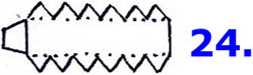
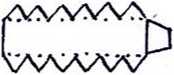
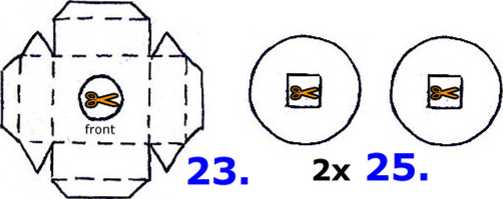
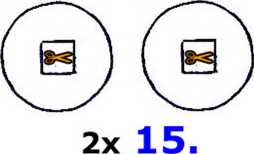
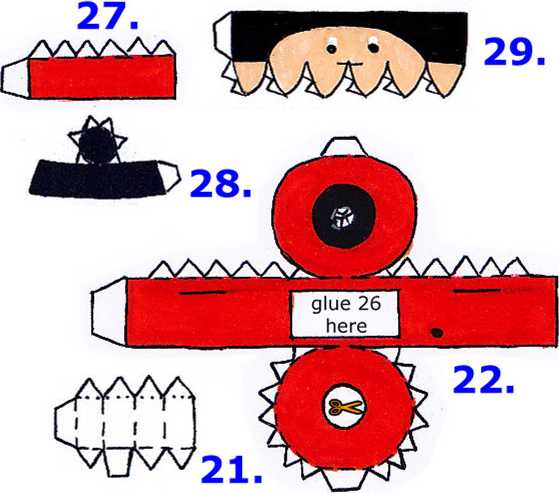
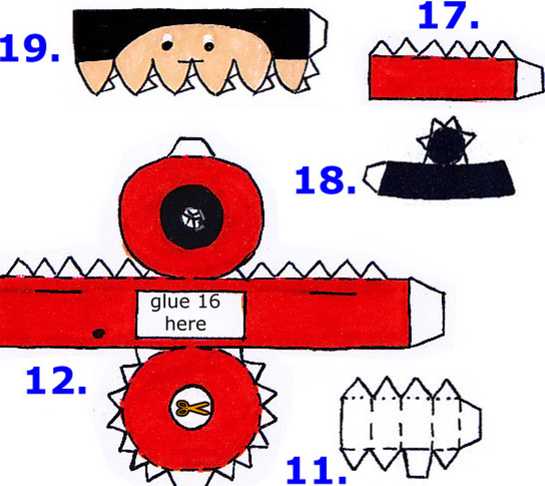
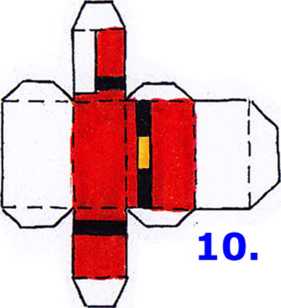
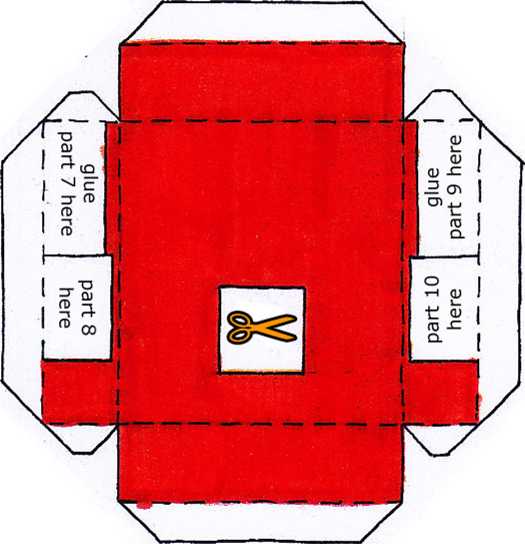
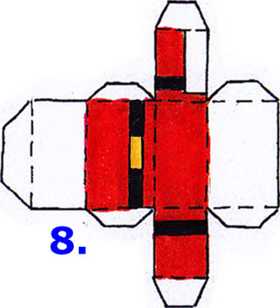
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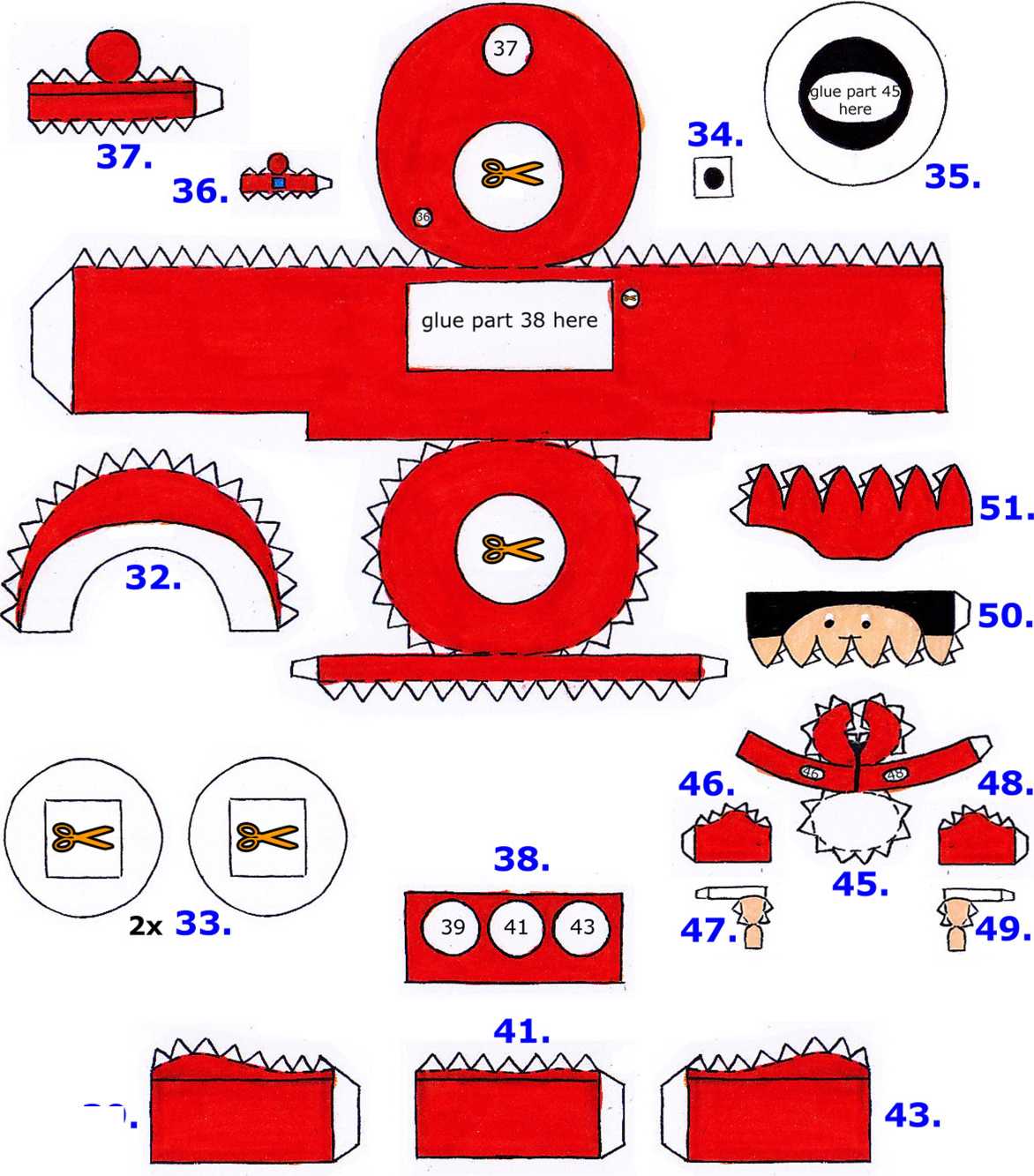
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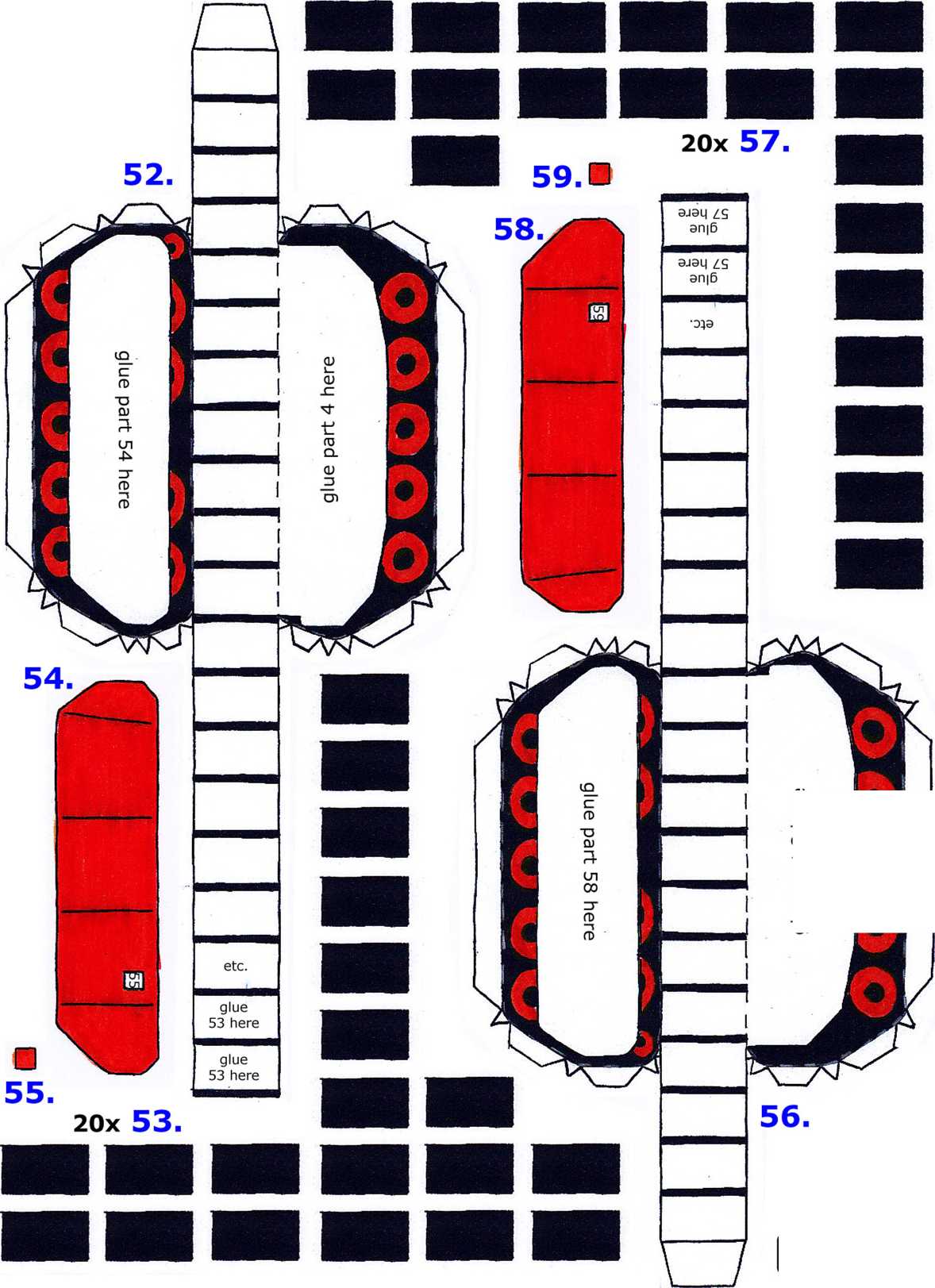


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