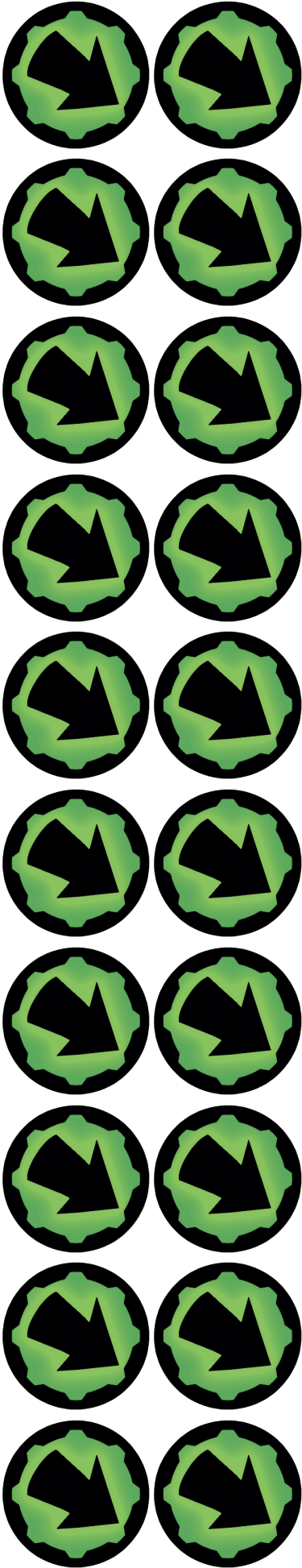


ACTIVATIONS



WOUNDS / DAMAGE



MORALE / STUNNED



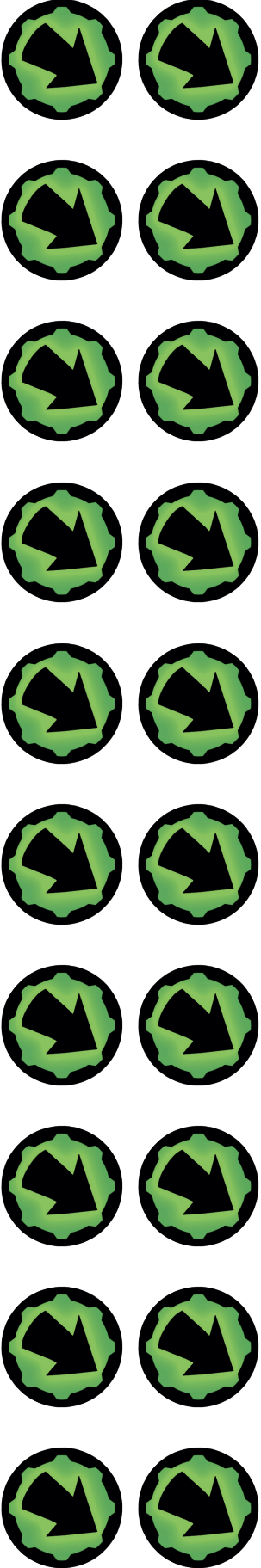
OBJECTIVES



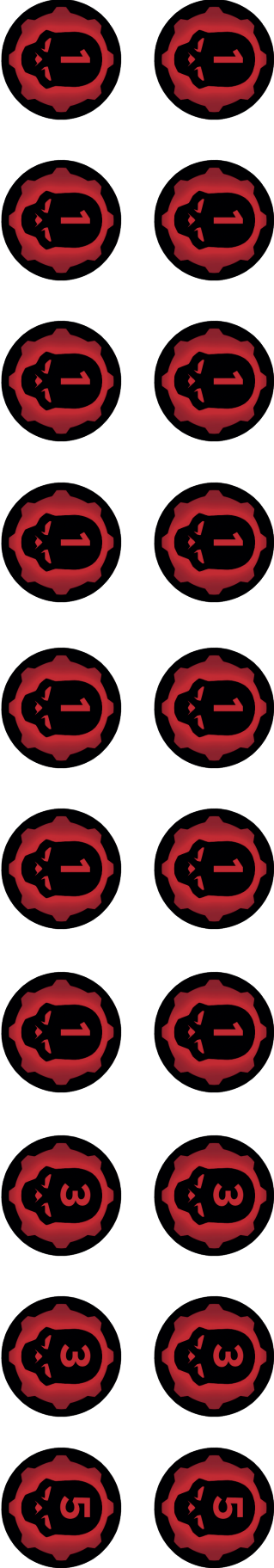
GENERIC / OTHER EFFECTS



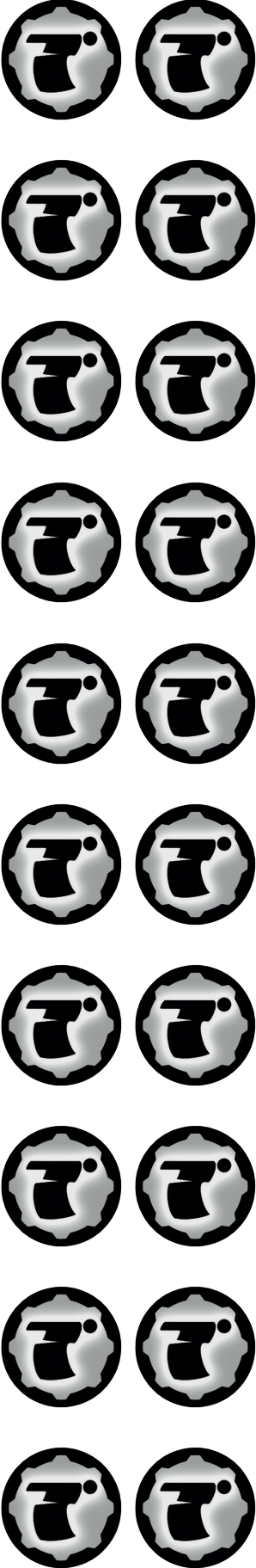
ACTIVATIONS



WOUNDS / DAMAGE



MORALE / STUNNED





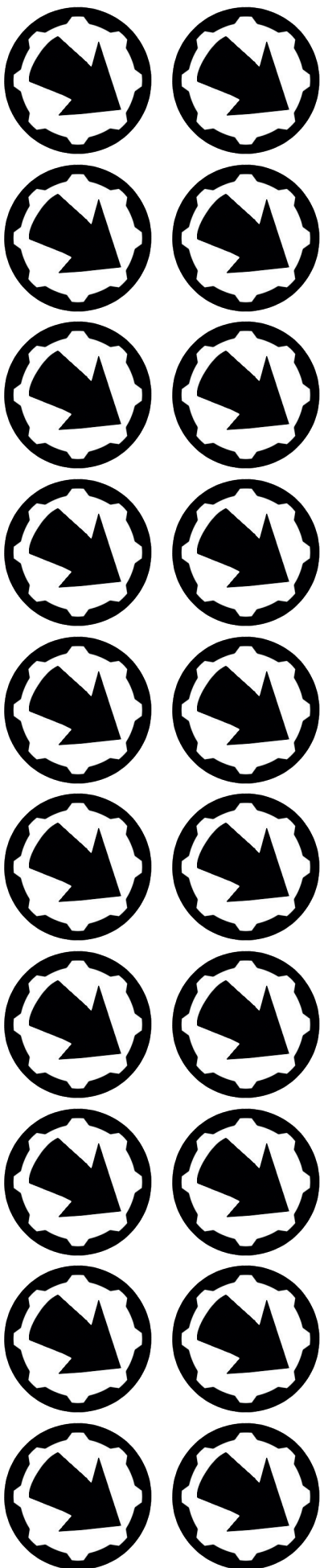
OBJECTIVES



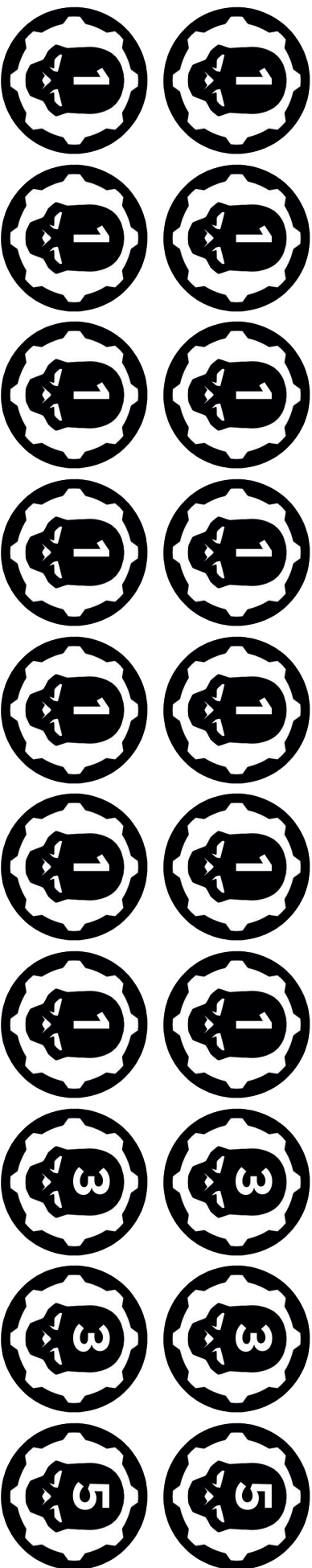
GENERIC / OTHER EFFECTS



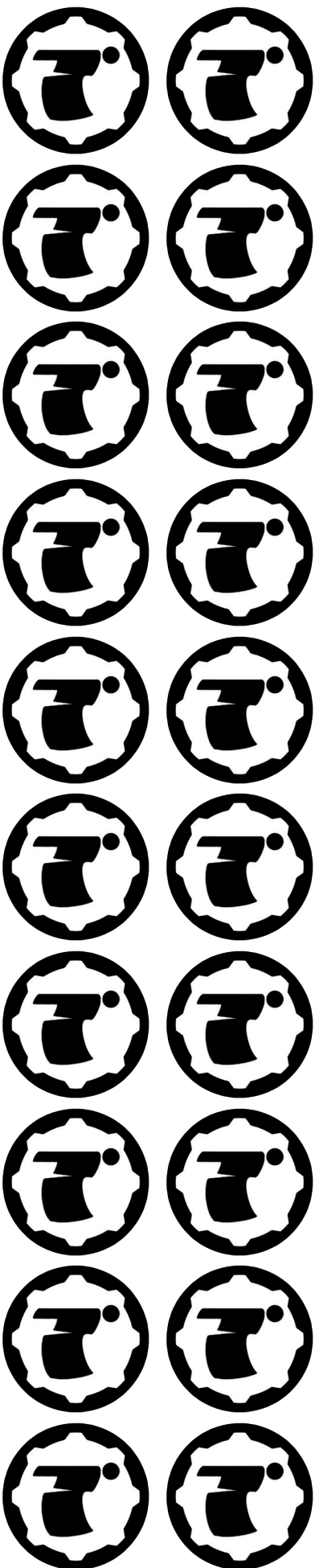
ACTIVATIONS



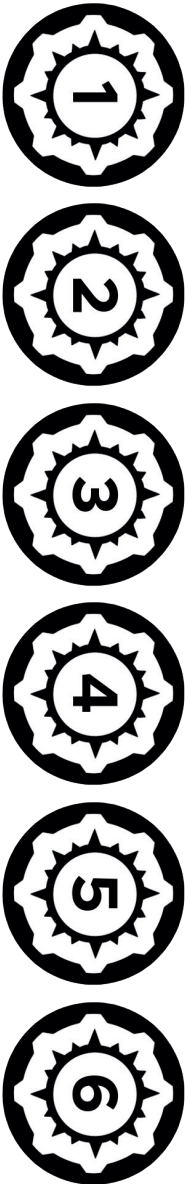
WOUNDS / DAMAGE



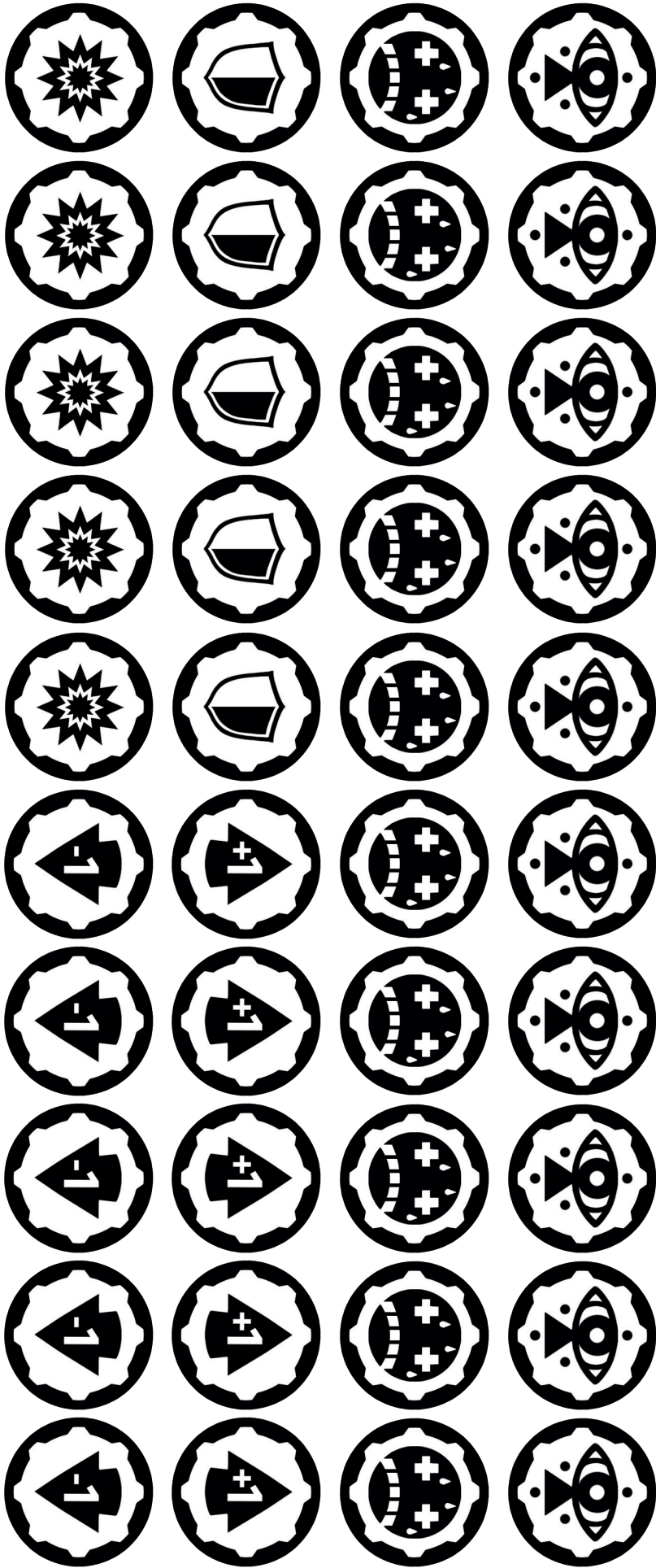
MORALE / STUNNED



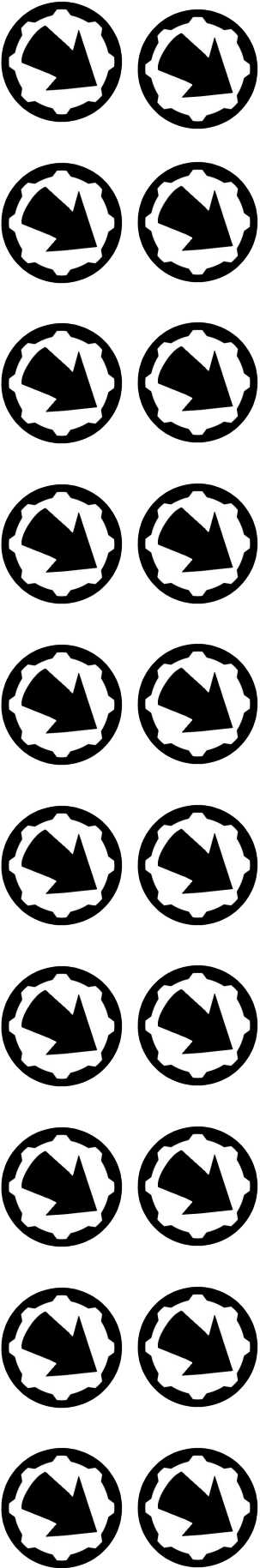
OBJECTIVES



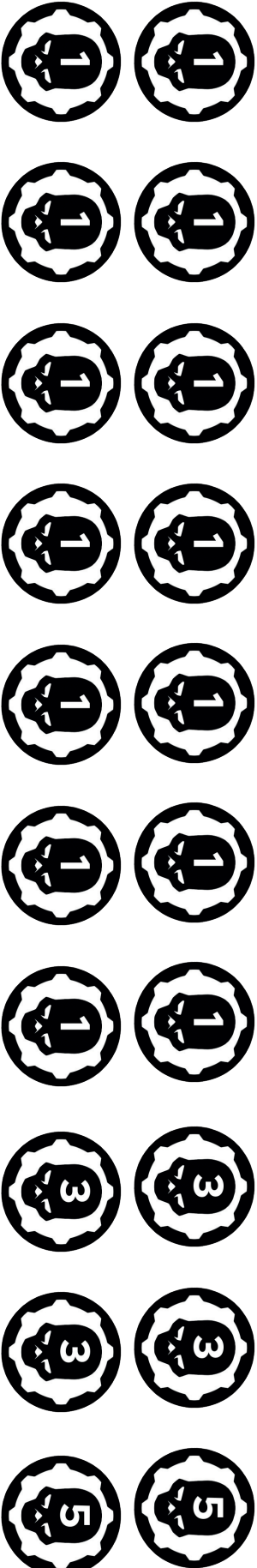
GENERIC / OTHER EFFECTS



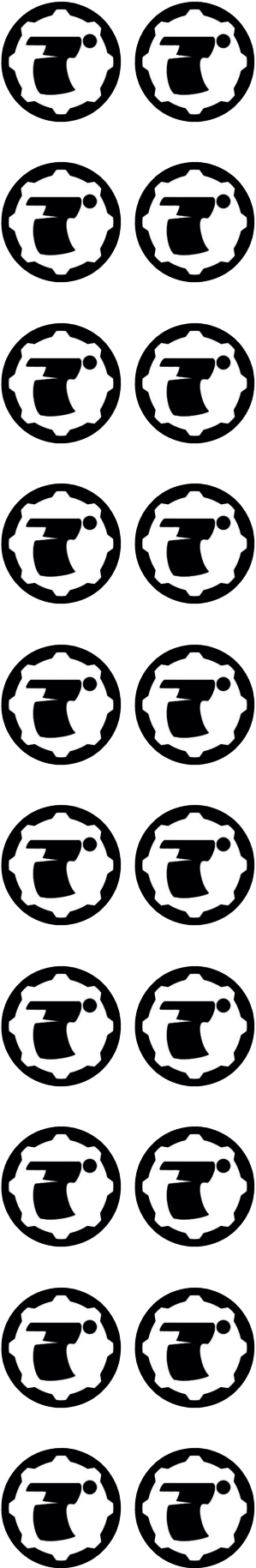
ACTIVATIONS



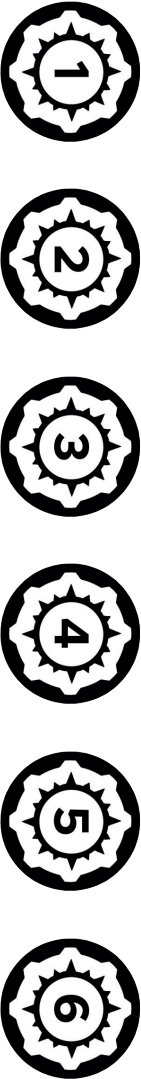
WOUNDS / DAMAGE



MORALE / STUNNED



OBJECTIVES



GENERIC / OTHER EFFECTS

