

ACTIVATIONS



WOUNDS / DAMAGE



MORALE / STUNNED



## OBJECTIVES



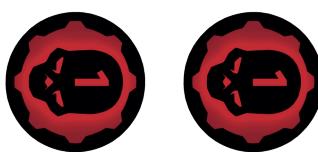
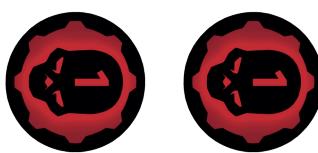
## GENERIC / OTHER EFFECTS



ACTIVATIONS



MORALE / STUNNED



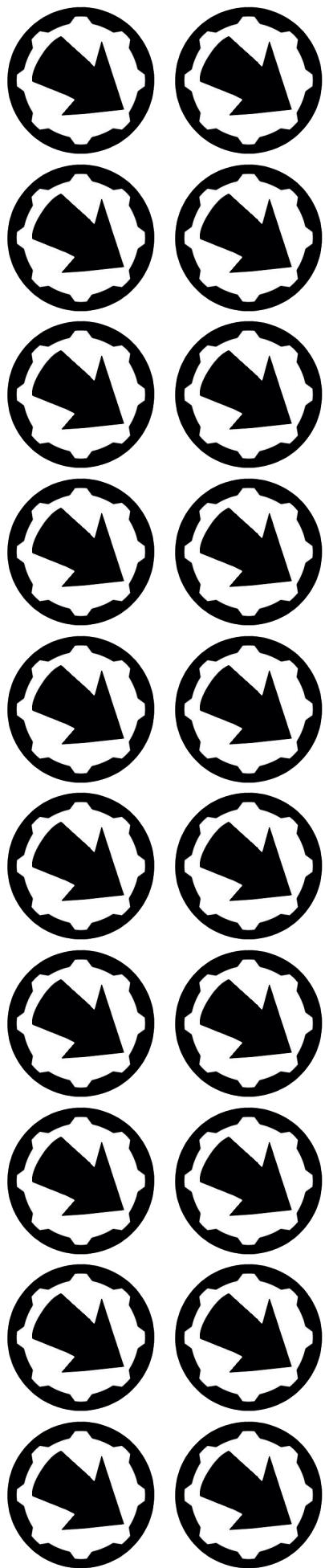
OBJECTIVES



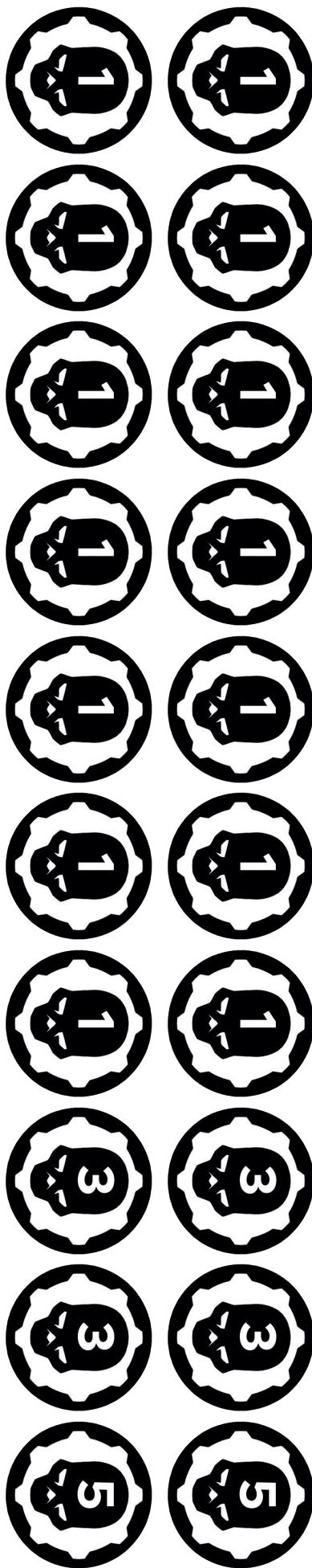
GENERIC / OTHER EFFECTS



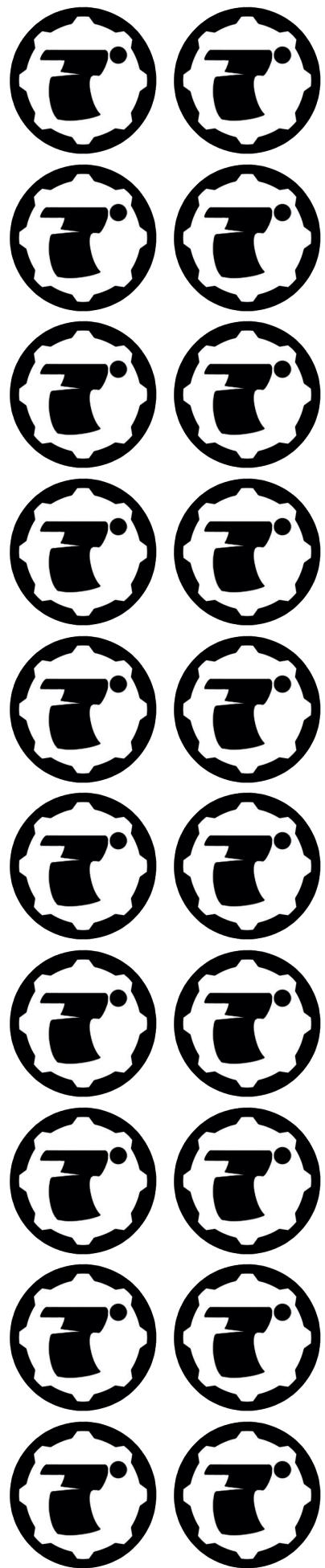
ACTIVATIONS



WOUNDS / DAMAGE

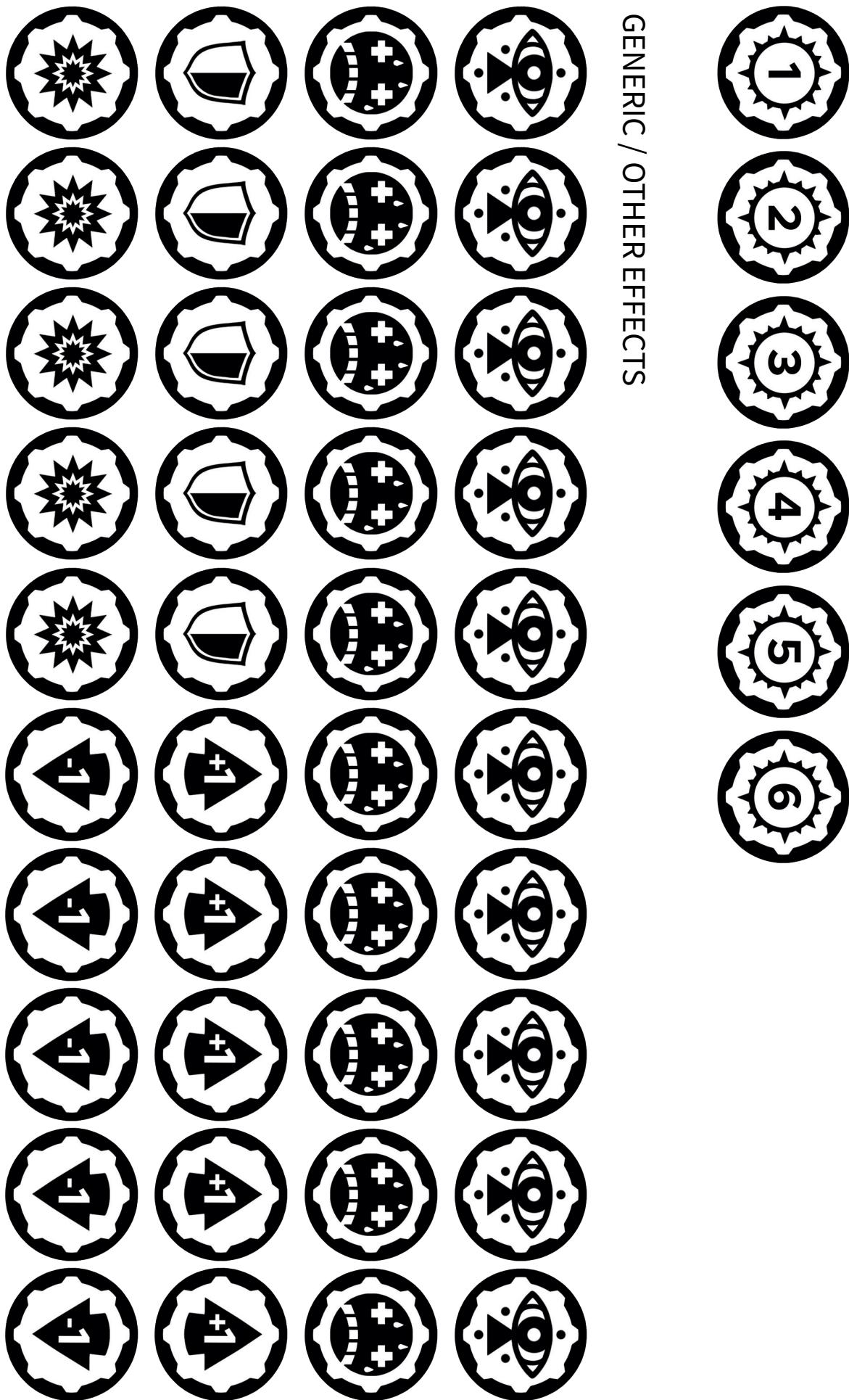


MORALE / STUNNED

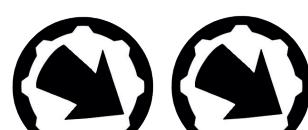
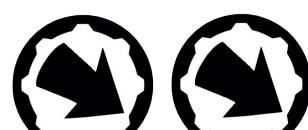
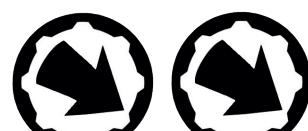
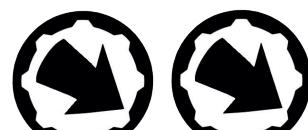
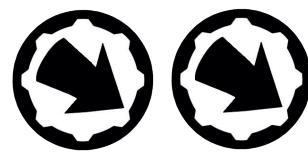
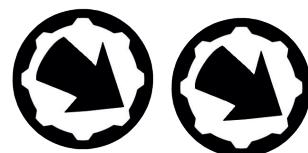


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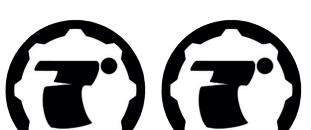
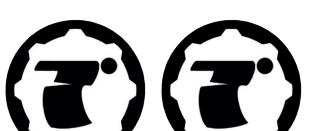
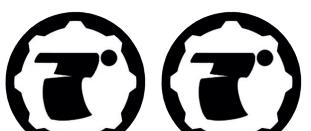
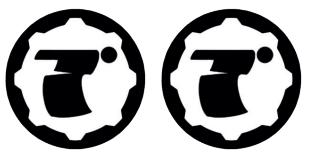
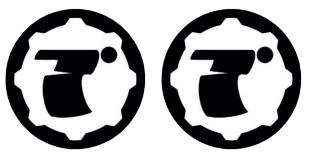
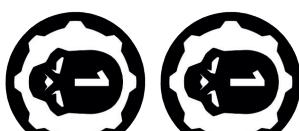
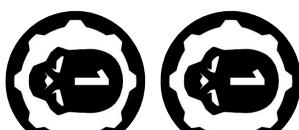
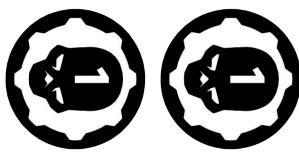
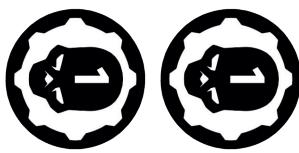
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