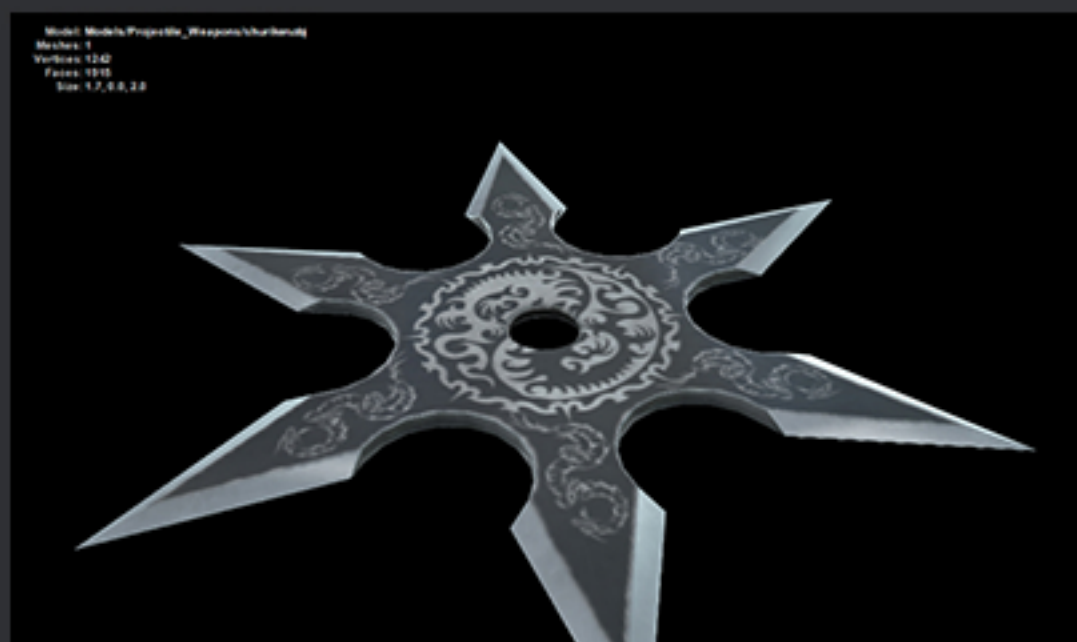
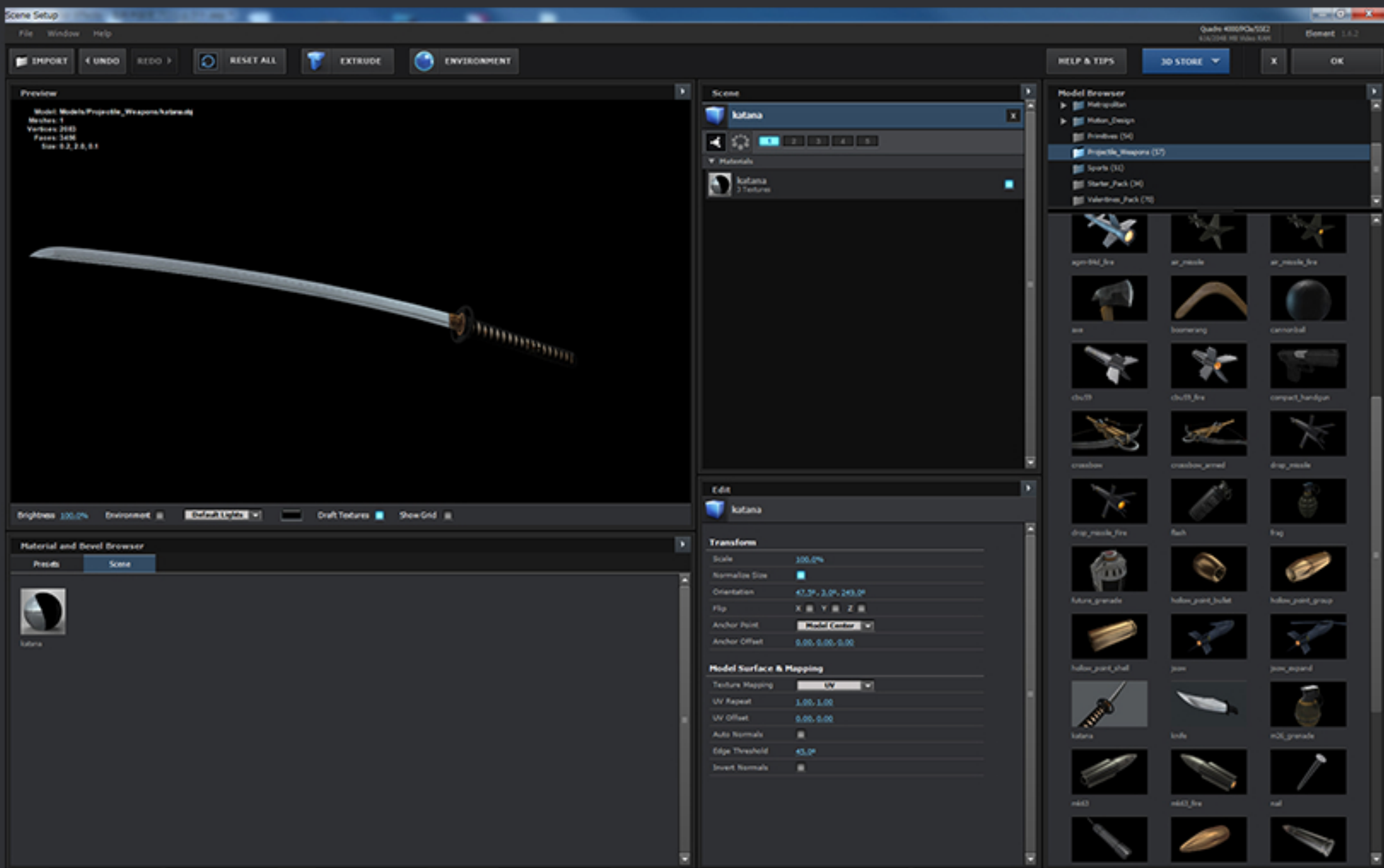


## Projectile Weapons



## Projectile Weapons

