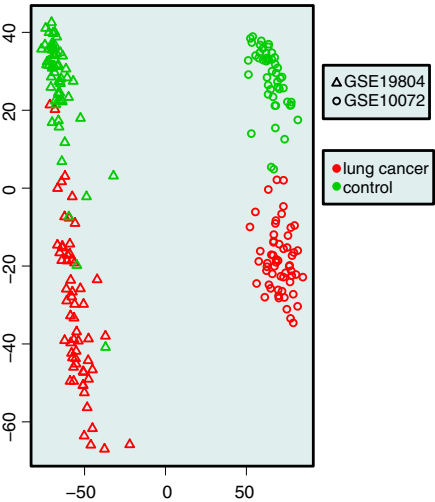


NONE (No Transformation)



COMBAT

