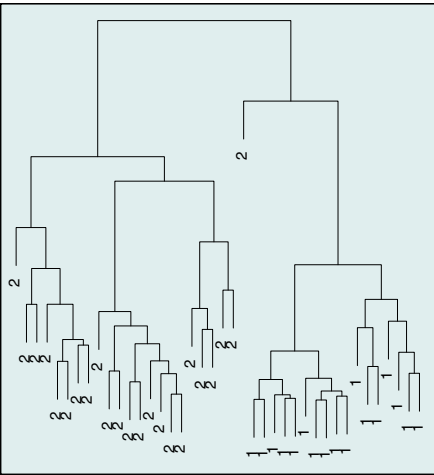


**NONE (No Transformation)**



**COMBAT**

