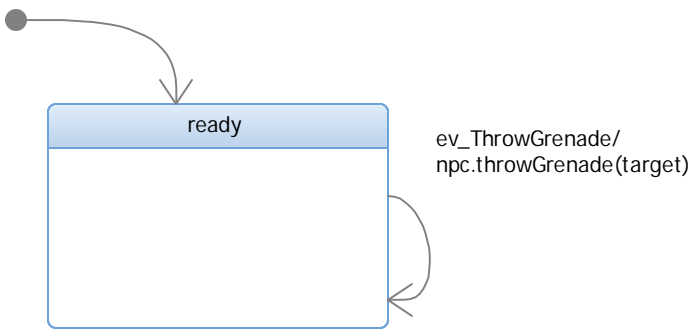
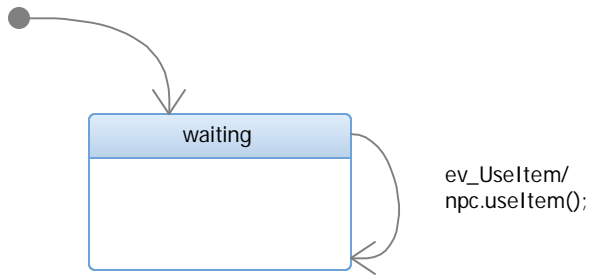
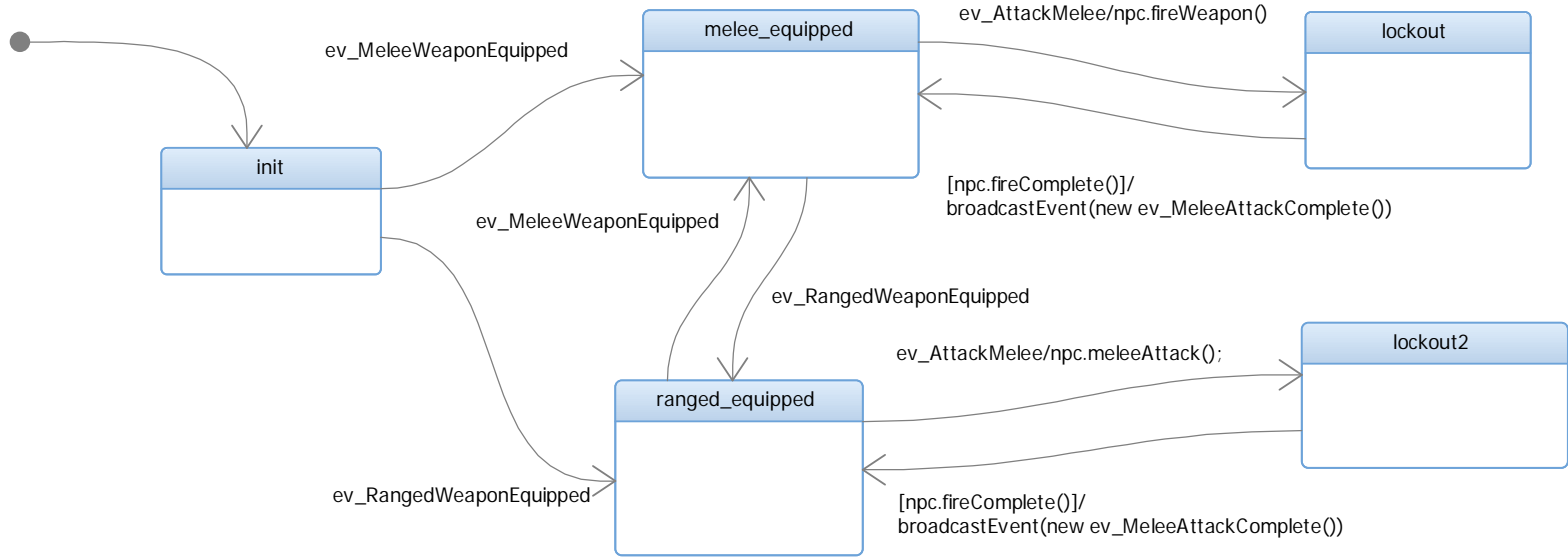


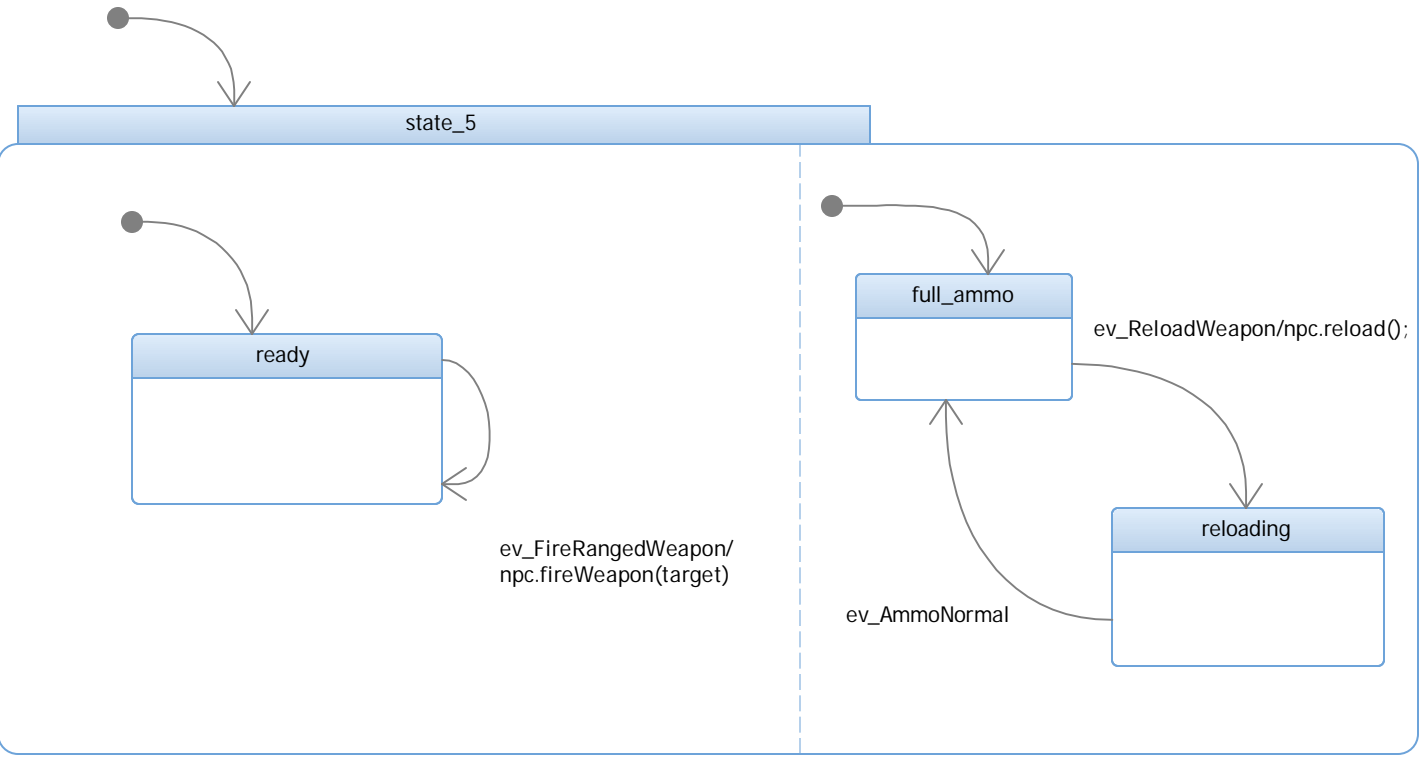
GrenadeActuator

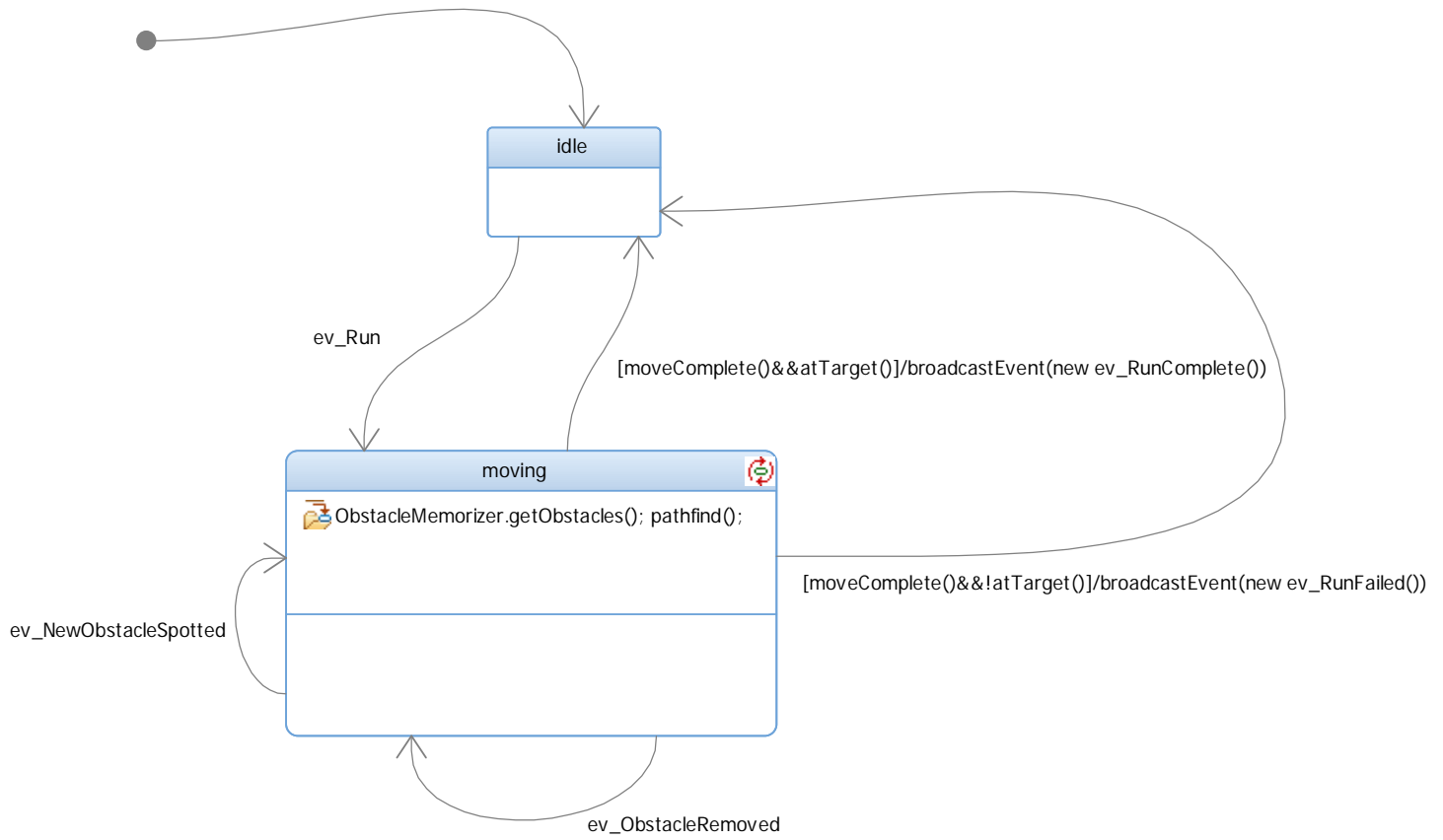


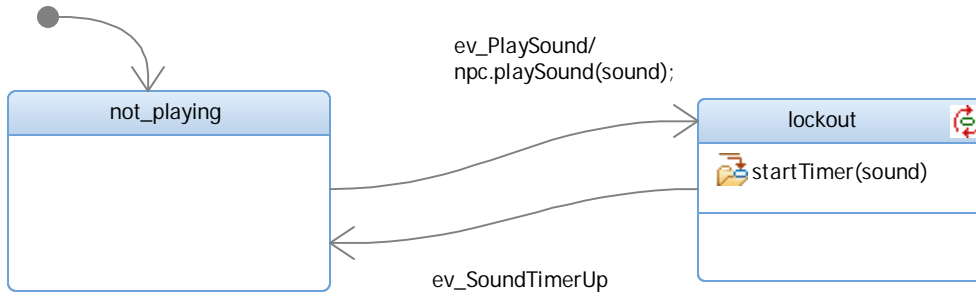


MeleeActuator









VehicleActuator

