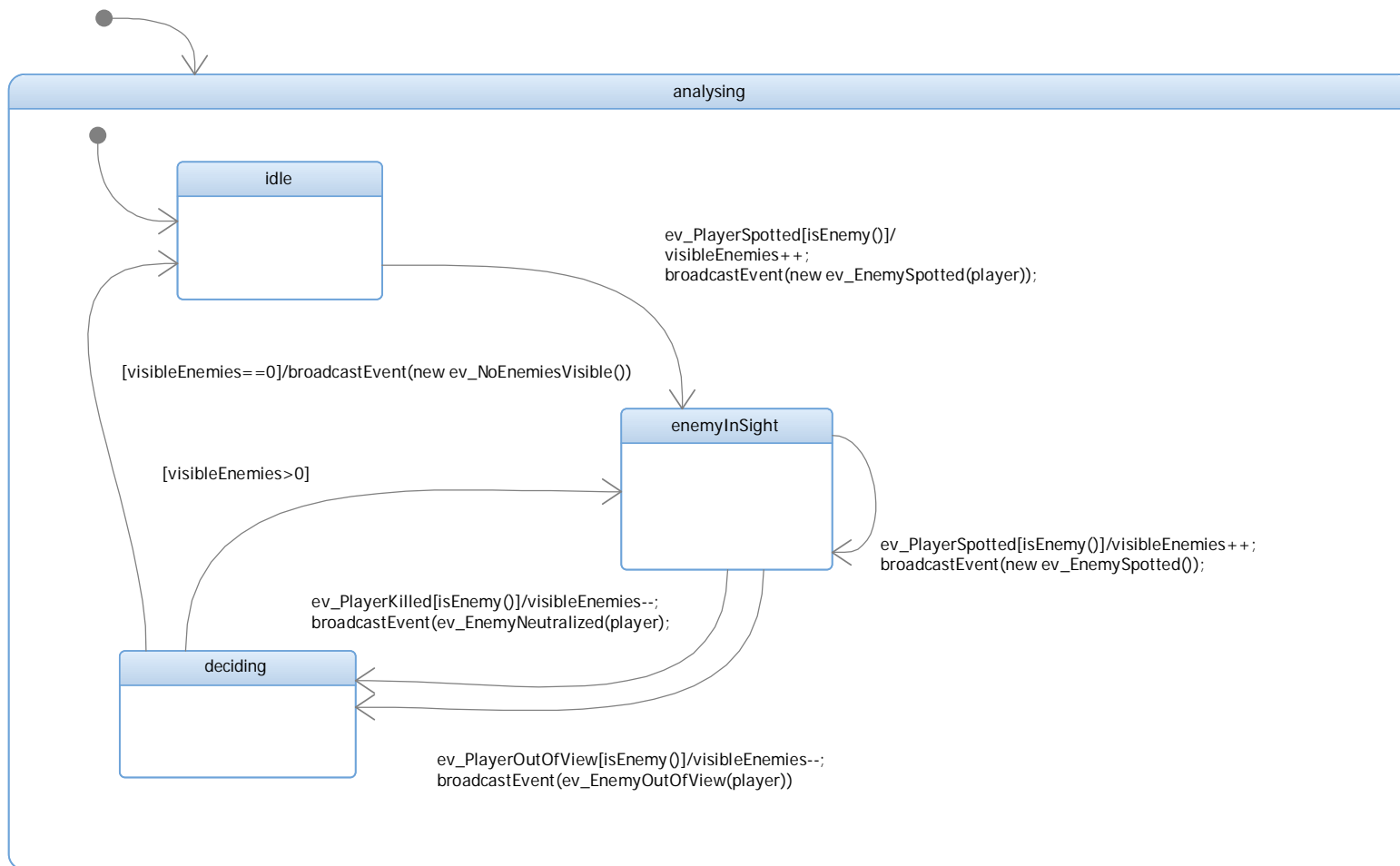
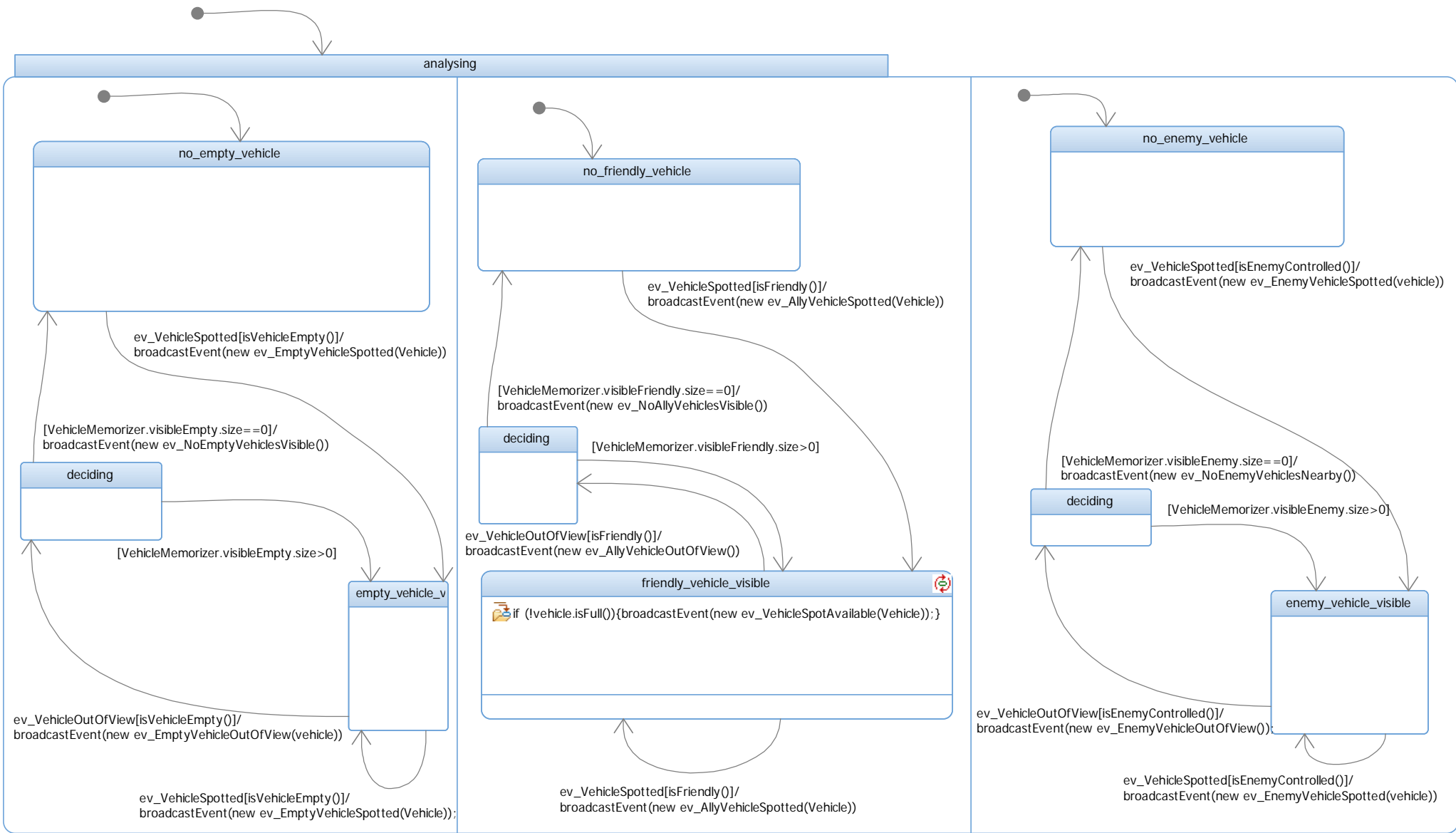
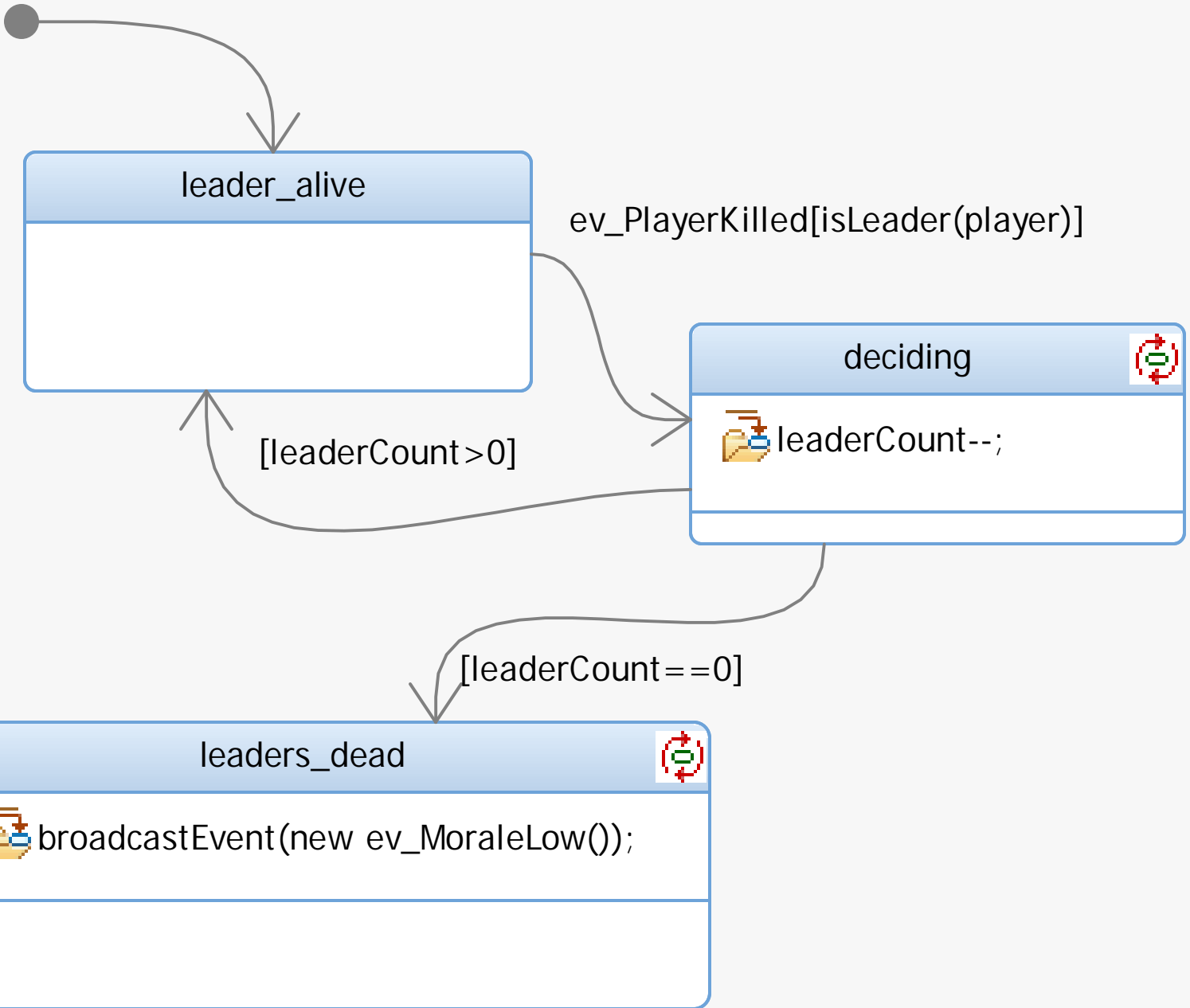


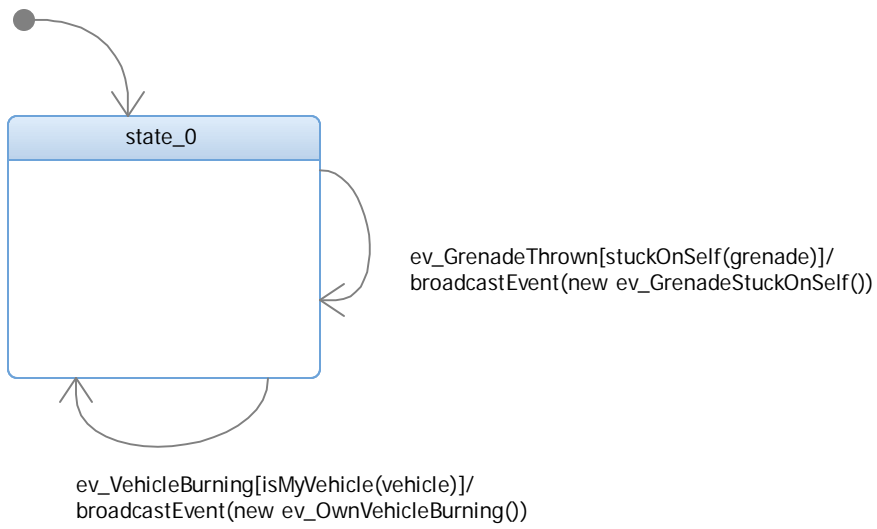
EnemyAnalyzer

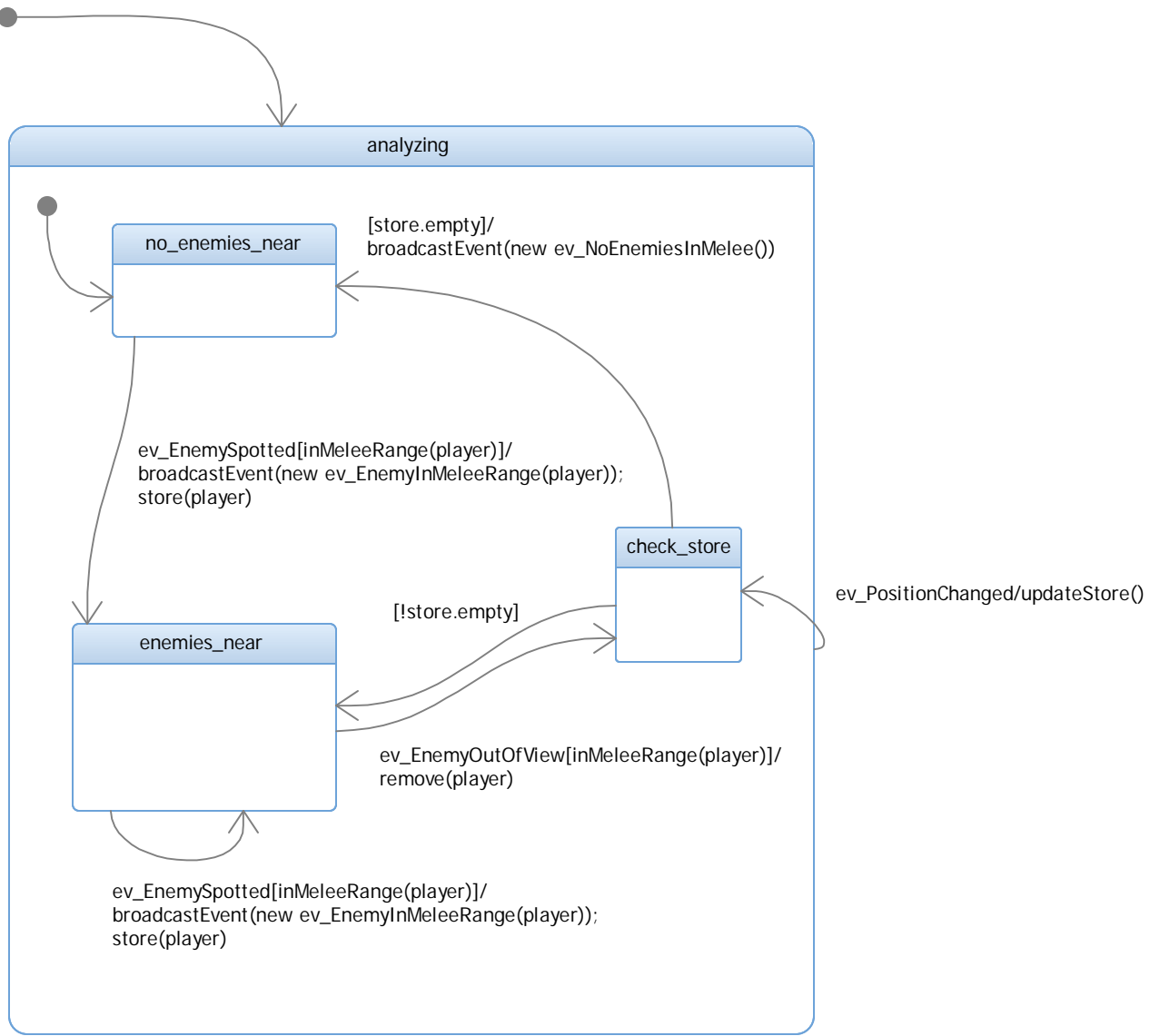




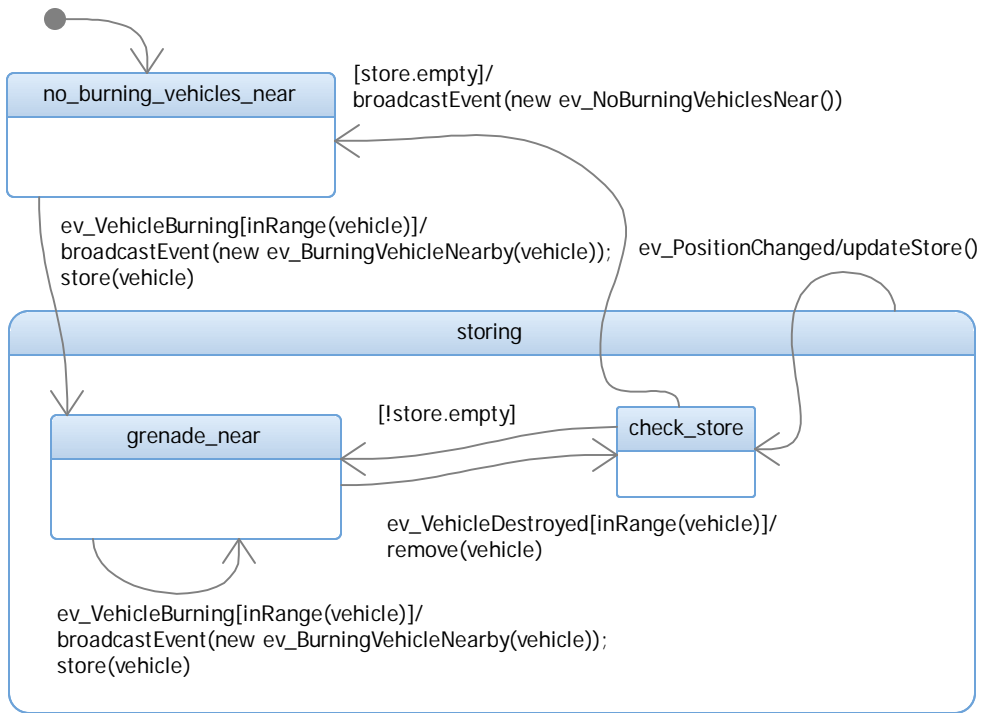
LowMoraleAnalyzer

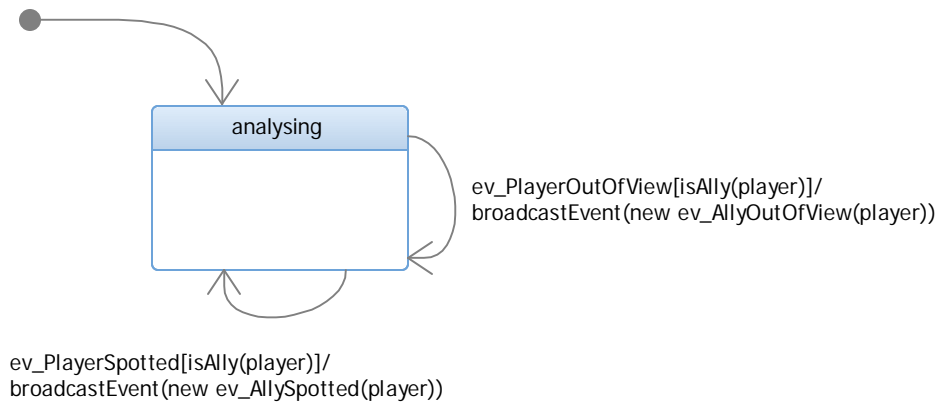


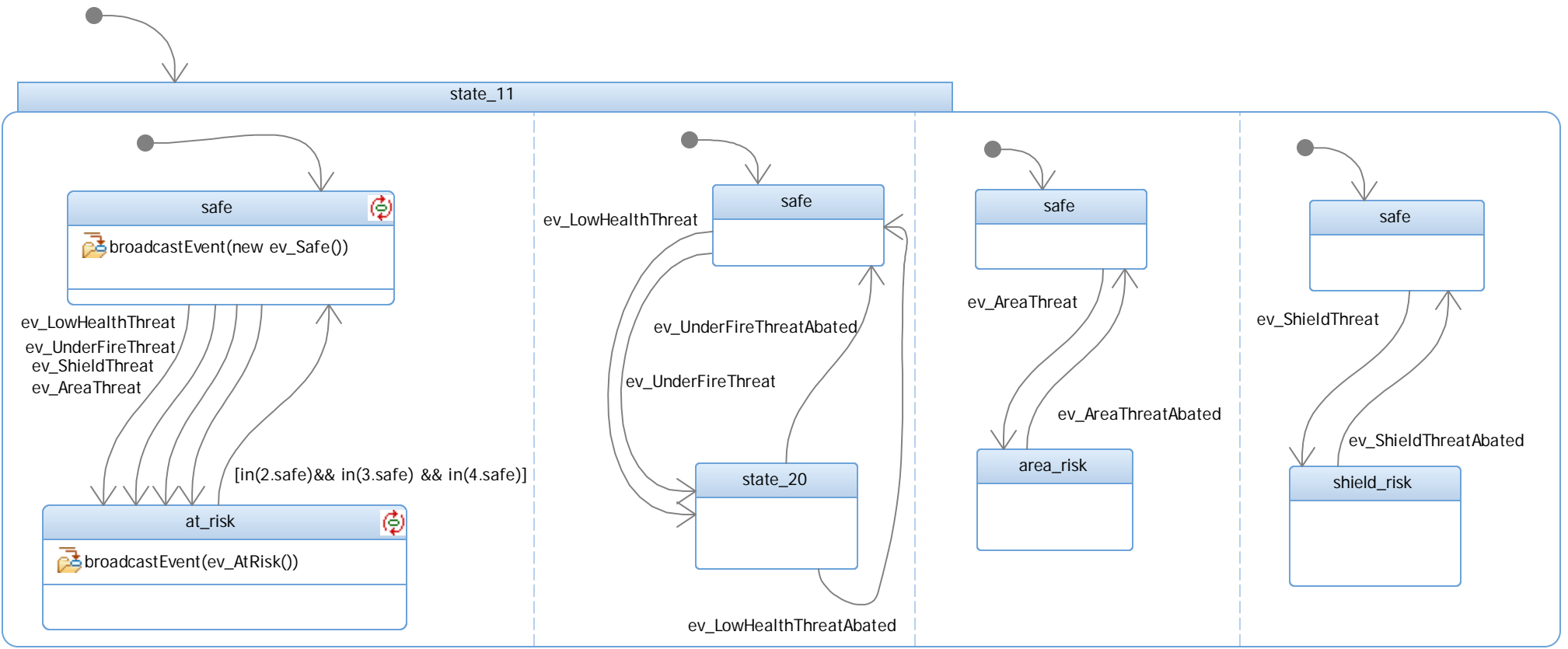




VehicleProximityAnalyser







GrenadeProximityAnalyser

