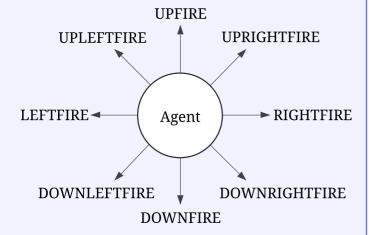


## **Move Actions**





Fire Actions

