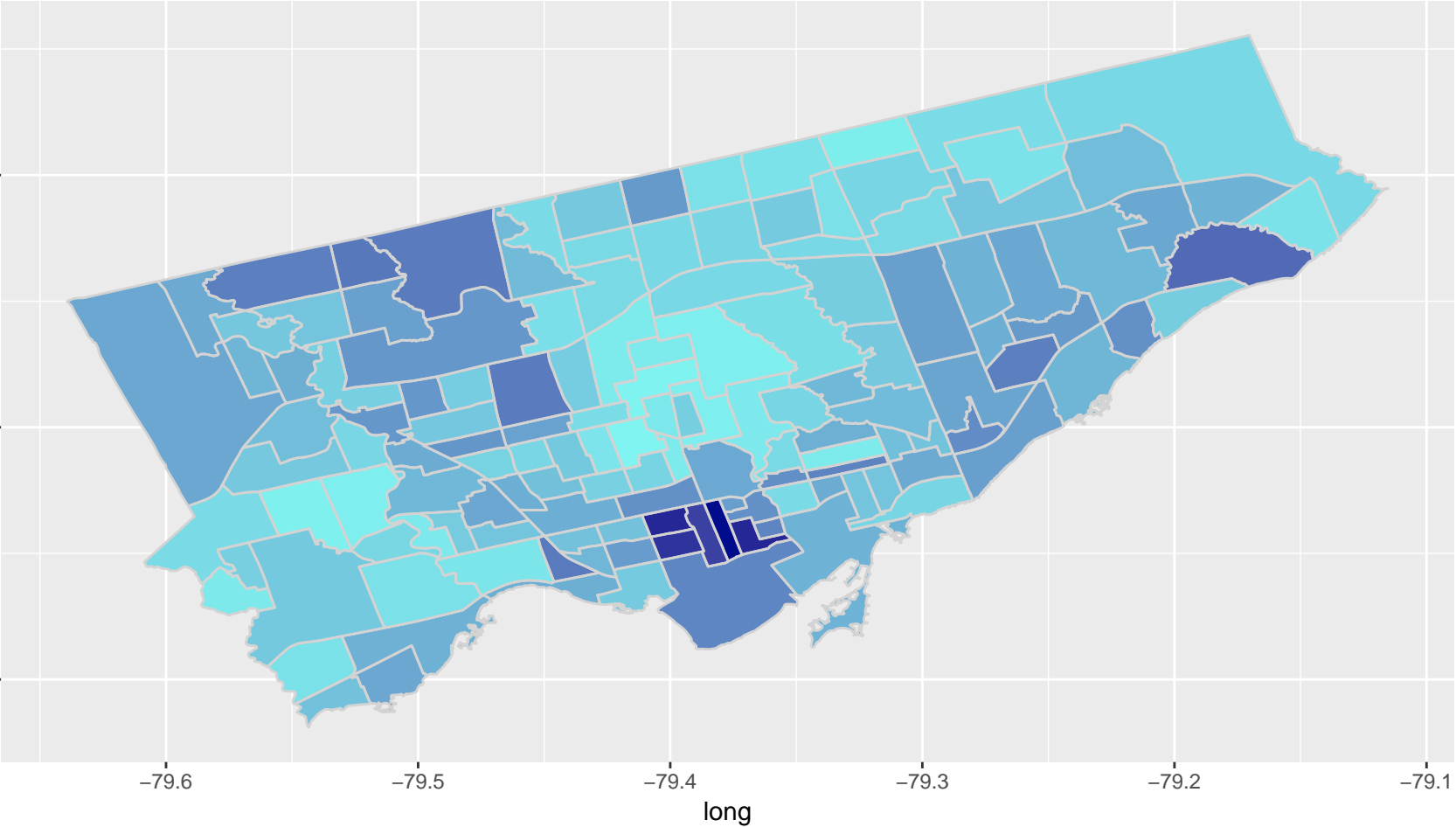


assault.per.tenthsnd



assault.per.tenthsnd



150

100

50