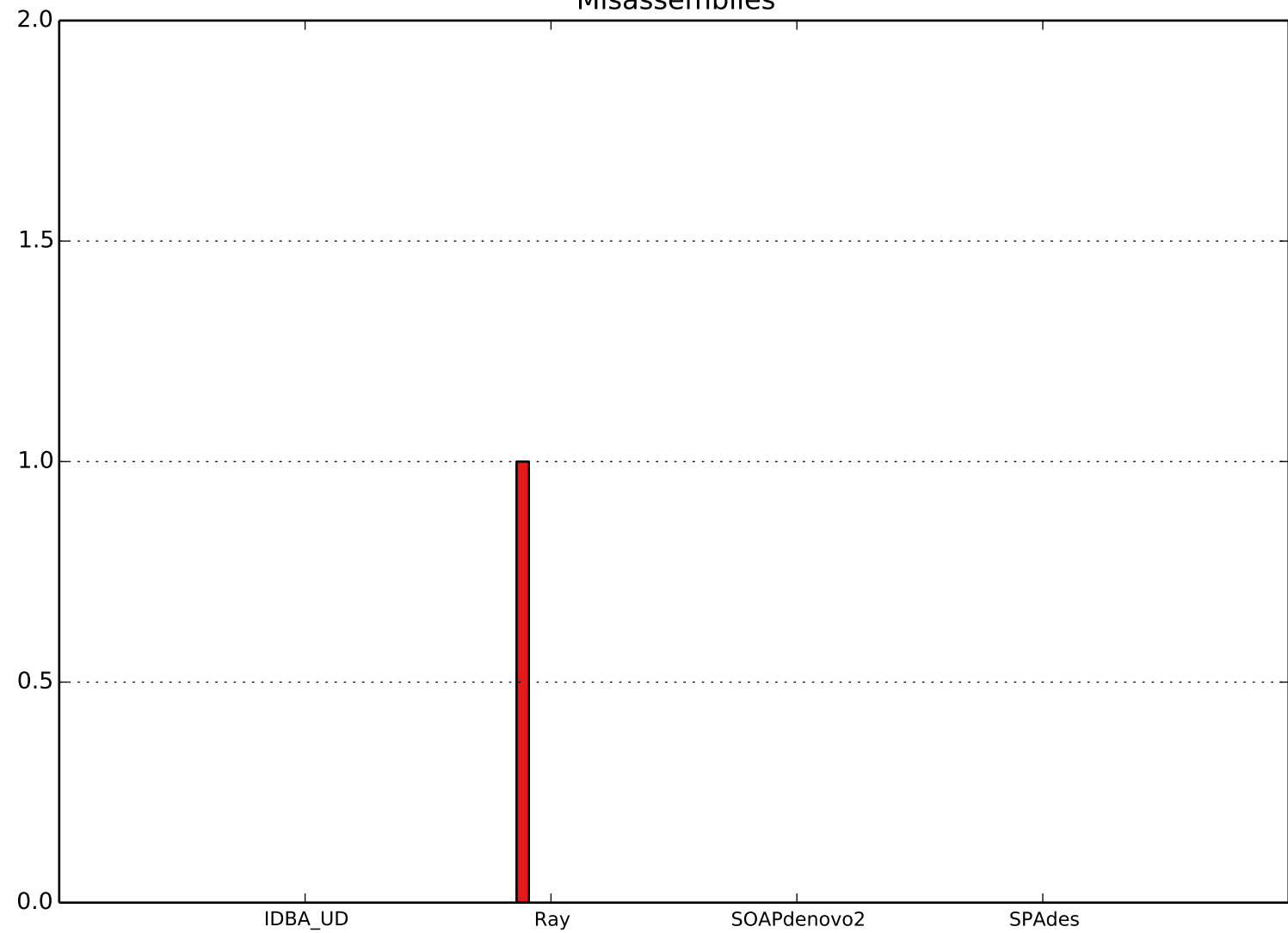



# Misassemblies



 # relocations