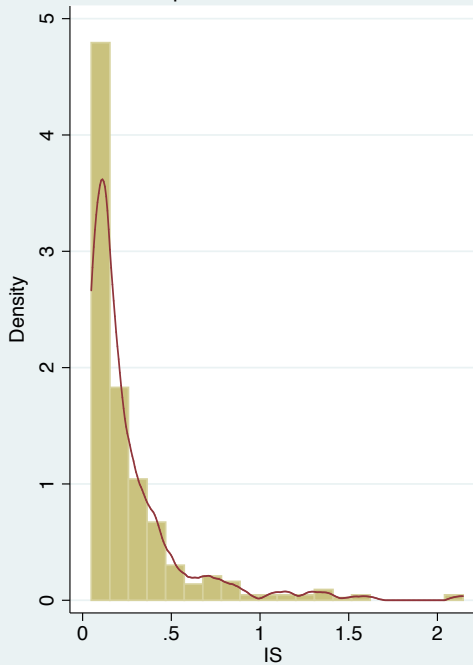


# Import Penetration Shock



# Export Penetration Shock (XD)

