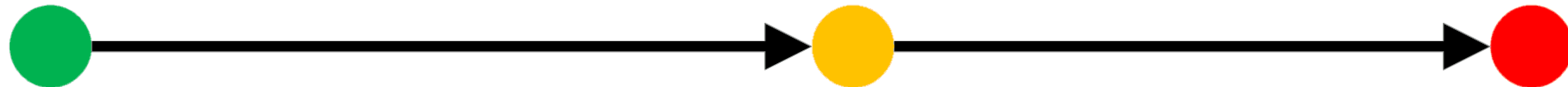


Fuel\_suspension

Fuel\_breakdown



*Normal*

*Minor damage*

*Critical damage*