

# CASTLES BOOK 1

JUDGES GUILD

campaign hexagon sub-system



**CAMPAIGN GUIDLINES & CASTLES  
ON NUMBERED HEX GRIDS \$2.75**

This booklet is intend to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are left purposely sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the building and other terrain features. The maps are printed in gray to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

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## WALL SECTIONS

Die Roll	Citadel Number of Wall Sections	Castle Number of Wall Sections
1	2-12	1-6
2	4-24	2-12
3	6-36	3-18
4	8-48	4-24
5	10-60	5-30
6	12-72	6-36

## Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10'	10'	20'	40'	2' Latticed	1" dia. B*
2	20'	20'	25'	50'	4'	2" dia. B
3	30'	30'	30'	60'	6'	3" dia. B
4	40'	40'	35'	70'	8'	1" dia. I*
5	50'	50'	40'	80'	10'	2" dia. I
6	Wood	Brick	Stone	Marble	Grate	3" dia. I

\*B = Bronze  
\*I = Iron

\*\*Add Technological Level

## Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

## Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

## Wall Characteristics

1. Secret Gate
2. Stained
3. Carved
4. Batter 3"-18"
5. Spiked Top
6. Pointed Top
7. Castellated
8. Arrow Slits (1/10')
9. Crumbling
10. Cantilever Platform
11. Parapets (1/30')
12. Glass Embedded
13. Overgrown
14. Dry Ditch
15. Moat
16. Iron Reinforced
17. Magically Reinforced
18. Small (Postern) Gate
19. Gate Tower
20. Tower Both Ends

## Wall Defenses

1. None
2. Taboo Symbols
3. Multiple Crossbow
4. Iron Pellets
5. Spear Trap
6. Arrow Trap
7. Nets
8. Gas Spheres
9. Tar Pots
10. Mirrors
11. Watch Creatures
12. Pits
13. Magically Protected
14. Portable Catapult
15. Maze
16. Invisible Blade Barrier
17. Counter Mine
18. Dart Thrower
19. Greek Fire
20. None

## Moat Creatures

1. Crocodiles
2. Sharks
3. Giant Snake
4. Giant Eel
5. Giant Slugs
6. Giant Crab
7. Sea Spider
8. Giant Leeches
9. Giant Otter
10. Giant Lizard

## Ditch Creatures

1. Lions
2. Tigers
3. Hyenas
4. Panthers
5. Giant Scorpions
6. Bears
7. Trolls
8. Owlbears
9. Saber-toothed Tiger
10. Salamander

## Random Locations

1. Outer Curtain
2. Inner Curtain
3. Drawbridge
4. Cistern
5. Great Hall
6. Barracks
7. Kitchen
8. Smithy
9. Well
10. Outer Ward
11. Inner Ward
12. Cesspit
13. Ramp
14. Moat
15. Ditch
16. Stables
17. Stores
18. Dungeon
19. Cellar
20. Escape Tunnel



RANDOM GARRISON CHART

Garrison Size	Garrison Technical Level	Garrison Morale Level	Abbreviations			
1 10-60	1 Levies	1 Shakey	LF	Light foot	LB	Long bow
2 10-100	2 Militia	2 Green	HF	Heavy foot	HCB	Heavy crossbow
3 10-200	3 Irregulars	3 Experienced	AF	Armored foot	LH	Light horse
4 30-180	4 Barbarian	4 Veteran	PK	Pikemen	MH	Medium horse
5 40-240	5 Regulars	5 Elite	SB	Short bow	HH	Heavy horse
6 50-300	6 Mercenary	6 Palace guard	CMB	Composite bow	CPT	Cataphract
			CB	Crossbow		

Garrison Composition by Technical Level

Levies

1	90% LF	10% SB	
2	90% LF	10% CB	
3	80% LF	20% SB	
4	80% LF	20% CB	
5	70% LF	20% HF	10% SB
6	70% LF	20% HF	10% CB
7	70% LF	10% HF	20% SB
8	70% LF	10% HF	20% CB
9	60% LF	20% HF	20% SB
10	60% LF	20% HF	20% CB

Militia

1	70% LF	30% CB		
2	70% LF	30% HF		
3	60% LF	20% HF	20% CB	
4	60% LF	20% CB	20% LH	
5	60% LF	10% CB	20% LH	
6	50% LF	50% LH		
7	50% LF	25% HF	25% LH	
8	40% LF	20% CB	20% HF	20% LH
9	40% LF	30% CB	30% LH	
10	30% LF	30% HF	30% CB	10% LH

Irregulars

1	50% LF	10% CMB	10% HF	30% LH	
2	50% LF	10% CMB	40% HF		
3	50% LF	10% SB	40% LH		
4	50% LF	20% CB	20% HF	10% LH	
5	40% LF	20% CB	30% HF	10% LH	
6	40% LF	10% CMB	10% CB	40% HF	
7	40% LF	25% SB	25% HF	10% LH	
8	40% LF	30% CB	20% LH	10% MH	
9	30% LF	30% CB	30% HF	10% LH	
10	30% LF	10% CMB	10% HF	40% LH	10% MH

Barbarian

1	50% LF	40% HF	10% LB		
2	50% LF	25% HF	25% LB		
3	50% LF	40% HF	10% CMB		
4	50% LF	25% HF	25% CB		
5	40% LF	30% HF	30% LB		
6	40% LF	40% HF	20% CMB		
7	40% LF	20% HF	40% CB		
8	40% LF	30% LB	40% LH		
9	30% LF	40% HF	30% LB		
10	30% LF	20% HF	10% CMB	30% LH	10% MH

Regulars

1	60% LF	20% HF	10% LB	10% LH		
2	60% LF	10% HF	10% CB	20% LH		
3	50% LF	20% HF	10% PK	10% LB	10% LH	
4	50% LF	20% HF	10% AF	10% CB	10% LH	
5	40% LF	20% AF	10% LB	20% LH	10% MH	
6	40% LF	20% HF	10% AF	20% CB	10% MH	
7	30% LF	20% AF	20% PK	20% CB	10% LH	
8	30% LF	20% HF	20% CB	20% LH	10% HH	
9	20% LF	20% HF	20% PK	10% CB	20% LH	10% MH
10	20% LF	30% HF	10% AF	10% LB	20% LH	10% MH

Mercenary

1	30% LF	20% HF	10% AF	30% LH	10% HH	
2	20% LF	10% HF	30% PK	20% LB	20% MH	
3	20% LF	30% PK	10% CB	20% LH	20% MH	
4	20% LF	20% AF	20% LB	30% MH	10% HH	
5	50% LF	20% AF	20% HCB	10% HH		
6	20% HF	10% AF	50% PK	20% HCB		
7	30% HF	10% AF	20% CMB	20% LH	10% MH	10% HH
8	30% HF	30% PK	10% HCB	20% MH	10% CPT	
9	30% HF	20% AF	10% LB	30% LH	10% HH	
10	10% AF	40% PK	20% HCB	20% LH	10% CPT	

Note the percentages represent the portions of the total garrison that are a particular class.



RANDOM CASTLE SIEGE ENGINES

Technical Level

Die Roll	Levies	Militia	Irregulars
1	1-ON	1-ON	1-ON 1-BA
2	1-ON	1-BA	1-BA 1-SP
3	1-BA	1-SP	1-SP 1-MA
4	1-BA	1-ON 1-BA	1-ON 1-MA
5	2-ON	2-ON 1-BA	2-ON 1-SP 1-MA
6	2-BA	2-ON 2-BA	2-ON 1-BA 1-MA
7	1-ON 1-BA	1-ON 1-BA 1-SP	2-BA 1-SP 1-MA
8	2-ON 1-BA	2-ON 1-BA 1-SP	2-ON 2-SP
9	1-ON 2-BA	1-ON 2-BA 1-SP	2-ON 2-BA 1-SP
10	2-ON 2-BA	2-ON 2-BA 2-SP	3-ON 2-BA 1-MA 1-SP

Die Roll	Barbarians	Regulars	Mercenary
1	2-ON	3-ON	3-ON 2-BA 3-SP 2-MA
2	2-ON	3-BA	3-ON 3-BA 2-SP 3-MA
3	1-ON 1-BA	3-ON 3-BA	4-ON 3-BA 2-SP 2-MA 1-CAT
4	2-ON 1-BA	3-ON 2-MA	4-BA 2-SP 2-MA 1-HON
5	3-ON	3-ON 2-MA 2-SP	4-ON 3-BA 2-MA 1-HON
6	3-ON 1-BA	3-BA 2-SP 2-MA	4-ON 2-BA 2-MA 1-SP 2-HON
7	3-ON 1-SP	2-ON 2-BA 2-MA	4-ON 2-BA 2-MA 2-SP 1-TR
8	4-ON	2-BA 1-MA 1-HON	4-ON 3-BA 3-MA 1-SP 1-HON 1-TR
9	4-ON 1-BA	3-ON 3-BA 1-HON	4-ON 5-BA 2-SP 1-HON 1-TR
10	4-ON 1-SP	3-ON 3-BA 2-HON	3-ON 4-BA 3-MA 2-SP 2-HON 2-TR

Abbreviations

ON	Onagre
BA	Ballista
MA	Mangonel
SP	Springald
CAT	Catapult
TR	Trebuchet

For every fifty foot of wall and every gate there is a separate chance of 1-4 cauldrons of oil, 1-4 grappling hooks, 1-4 balled chains, 3-18 large stones, 1-6 ladder repelling poles, and 2-12 brush fire balls equal to the technical level of the defenders...Roll for each.

<u>Attendants</u>	<u>Retainers</u>	<u>Servants</u>	<u>Kinsman</u>	<u>Random Arms</u>
1. Secretary	1. Henchman	1. Menial	1. Sire	1. Cestus
2. Clerk	2. Liegeman	2. Page	2. Grandsire	2. Mace
3. Agent	3. Chamberlain	3. Waiter	3. Mother	3. Bludgeon
4. Mate	4. Squire	4. Butler	4. Grandmother	4. Quarterstaff
5. Servitor	5. Steward	5. Livery	5. Spouse (1-20)	5. Bow
6. Messenger	6. Huntsman	6. Footman	6. Grandchildren (1-6)	6. Crossbow
7. Neighbor	7. Thank	7. Valet	7. Son (1-20)	7. Pike
8. Patron	8. Sage	8. Groom	8. Daughter (1-20)	8. Javelin
9. Crony	9. Librarian	9. Chaperone	9. Uncles (1-6)	9. Dart
10. Bodyguard	10. Scribe	10. Housemaid	10. Aunts (1-6)	10. Boomerang
11. Champion	11. Alchemist	11. Handmaiden	11. Cousins (2-12)	11. Broadsword
12. Assistant	12. Agent	12. Nursemaid	12. Second Cousins (1-6)	12. Rapier
13. Tumbler	13. Bailiff	13. Chambermaid	13. Granduncle	13. Dirk
14. Poet	14. Sheriff	14. Scullion	14. Brothers (1-6)	14. Halberd
15. Acquaintance	15. Artist	15. Cook	15. Sisters (1-6)	15. Axe
16. Ally	16. Soothsayer	16. Guard	16. Nephews (1-6)	16. Bolo
17. Consort	17. Bard	17. Harem Girl	17. Nieces (1-6)	17. Sling
18. Courtier	18. Cleric	18. Major-Domo	18. Bastards (2-12)	18. Hammer
19. Sycophant	19. Kinsman	19. Almoner	19. Tribesmen (2-12)	19. Morning Star
20. Jester	20. Comrade	20. Falconer	20. Clansmen (2-12)	20. Battle-axe





RANDOM LEADER CHART

Leader Class	Leader Level	Leader Type	Leader Alignment
01-30 FTR	01-05 3	01-40 Man	01-10 LG
31-40 CL	06-15 4	41-45 H-Elf	11-25 CG
41-50 MU	16-25 5	46-50 Elf	26-75 N
51-55 TH	26-35 6	51-55 Dwarf	76-90 LE
56-60 IL	36-45 7	56-58 Halfling	91-00 CE
61-65 BA	46-60 8	59-60 H-Orc	
66-70 DR	61-75 9	61-65 Orc	
71-75 MNK	76-80 10	66-68 Goblin	
76-80 PAL	81-83 11	69-73 Gnome	
81-83 SG	84-86 12	74-77 Kobold	
84-86 AS	87-89 13	78-80 Groll	
87-89 AL	90-91 14	81-83 Hobgoblin	
90-92 SA	92-93 15	84-89 Ogre	
93-96 RGR	94-95 16	90-96 Troll	
97-00 Special	96-00 Special	97-00 Special	

Leader Disposition

1 Angry	-4
2 Busy	-3
3 Irritated	-2
4 Hangover	-1
5 Bored	0
6 Interested	+1
7 Sympathetic	+2
8 Amiable	+3

The above is used to modify the reaction die roll.

Special Leader Class

Special Leader Level

Special Leader Type

1 FTR/MU
2 FTR/CL
3 FTR/MU/CL
4 CL/MU
5 TH/FTR/MU/CL
6 Man/God

1 2
2 17
3 18
4 19
5 20
6 21

1 Ogre Magi
2 Giant (See Giant Sub-Table)
3 Titan
4 Dragon (See Dragon Sub-Table)
5 Demon (See Demon Sub-Table)
6 Lich

Giant Sub-Table

Dragon Sub-Table

Demon Sub-Table

1 Hill
2 Stone
3 Frost
4 Fire
5 Cloud
6 Storm

1 White
2 Black
3 Green
4 Blue
5 Red
6 Golden

1 Type I
2 Type II
3 Type III
4 Type IV
5 Type V
6 Type VI

RANDOM FOLLOWER CHART

Die Roll	FTR/SA	Good CL	Evil CL
01-04	1-4 MU or IL	1-4 FTR	1-4 FTR
05-08	1-4 CL	1-4 CL	1-4 CL
09-12	1-4 TH	2-20 Blink Dogs	1-4 TH or AS
13-16	1 AS	2-20 Centaurs	1-10 Trolls
17-20	1-2 BA	1 Brass Dragon	1-10 Ogres
21-24	1 SG	1-10 Tree Ants	1-6 Vampires
25-28	2-20 War Dogs	1-8 Hippogriffs	1-20 White Apes
29-32	1-10 Dire Wolves	1-8 Couatl	1-10 Spectres
33-36	1-4 Hill Giants	1 Silver Dragon	1 Balor
37-40	1-4 Stone Giants	1 Golden Dragon	1-2 Beholders
41-44	1-4 Frost Giants	1-4 Ki-rin	1 Black Dragon
45-48	1-10 Ogres	1-4 Lammasu	1 Red Dragon
49-52	1-8 Trolls	1-8 Pegasi	1-6 Bugbears
53-56	1-4 Rocs	1-6 Rocs	1-20 Gargoyles
57-60	1-6 Griffons	1-4 Shedu	2-4 Ghouls
61-64	1 Lammasu	1-8 Unicorns	2-24 Hell Hounds
65-68	1 Ki-rin	1-2 Titans	1-4 Chimeras
69-72	1 Dragon	1-2 PAL	1-4 Manticores
73-80	1 Djinn	1-20 Djinni	1-4 Rakshasas
81-84	2-24 Hell Hounds	1 Platinum Dragon	1-10 Wights
85-88	1 Pseudo-Dragon	1-10 Hippocampus	1 Succubus
89-92	1-12 Lizard Men	1-2 Androsphinxes	3-36 Zombies
93-96	1-8 Were Types	1 SG	4-48 Skeletons
97-00	1-9 Ogre Magi	1 MNK	1-4 Wyverns

<u>Die Roll</u>	<u>MU or IL</u>	<u>DR</u>	<u>TH or AS</u>
01-04	1-4 FTR	1-4 DR	1-4 TH or AS
05-08	1-4 MU or IL	1-4 FTR	1-4 FTR
09-12	1-4 TH	1-10 Treants	1-2 MU
13-16	1 AL	1-8 Hippogriffs	1-2 CL
17-20	1 Homunculus	1-20 White Apes	1-20 Bugbears
21-24	1-2 Clay Golems	10-40 Baboons	1-12 Ogres
25-28	1-2 Flesh Golems	1-20 Bears	1-10 Trolls
29-32	1-2 Iron Golems	1-20 Giant Beavers	1-6 Hill Giants
33-36	1-2 Stone Golems	1-12 Dryads	1-4 Stone Giants
37-40	1-2 Dragons	1-12 Griffons	1-4 Chimeras
41-44	1-2 Balors	1-10 Giant Hyena	1-12 Gargoyles
45-48	1-4 Wyverns	1-10 Fire Lizards	2-12 Hell Hounds
49-52	1-4 Basilisks	1-12 Lions	1-6 Were Types
53-56	1-4 Chimeras	1-8 Giant Lynxes	1-10 Ogre Magi
57-60	1-6 Manticoras	1-4 Neo-otyugh	1-8 Owlbears
61-64	1-12 Were Types	1-6 Nymphs	1-8 Pegasi
65-68	2-24 Gargoyles	1-8 Owlbears	1 Rakshasa
69-72	1-2 Efretti	1-8 Satyrs	1 Criosphinx
73-80	1-4 Gorgons	1-4 Giant Stags	1 Gynosphinx
81-84	1-4 Minotaurs	1-4 Sabre-toothed Tigers	1-6 Wyverns
85-88	1-4 Naga	1-10 Giant Wasps	1-8 Carnivorous Apes
89-92	1-4 Mummies	1-8 Giant Weasels	1-10 Griffons
93-96	1-6 Phase Spiders	1-6 Yeti	1 Pseudo-Dragon
97-00	1-2 Mind Flayers	1-4 Hill Giants	1-2 Type II Dragons



<u>Die Roll</u>	<u>BA</u>	<u>MNK</u>	<u>PAL</u>
01-04	1-4 FTR	1-4 MNK	1-4 FTR
05-08	1-4 CL	1-4 FTR	1-4 CL
09-12	1-4 BA	1-2 MU	1 RGR
13-16	1-4 GH	1-2 CL	1 BA
17-20	1-4 MU	2-24 Bugbears	1-4 Unicorns
21-24	1-3 Lammasu	1-20 Ogres	1-4 Pegasi
25-28	1-6 Pegasi	1-120 Ogre Magi	1-4 Hippogriffs
29-32	1-4 Unicorns	1-8 Trolls	1-4 Griffons
33-36	1 Ki-Rin	1-4 Hill Giants	1 Titan
37-40	1-12 Dire Wolves	1-2 Stone Giants	1 Pseudo-Dragon
41-44	1 Efreet	2-20 War Dogs	1-4 Rocs
45-48	1 Djinn	1-12 Hell Hounds	1 Andorsphinx
49-52	1-10 Blink Dogs	1-12 Blink Dogs	1-4 Hill Giants
53-56	1-10 Hell Hounds	1-8 Displacer Beasts	2-20 War Dogs
57-60	1-10 Ogres	1-6 Pegasi	1-2 Were Bears
61-64	1-8 Trolls	1-6 Griffons	1 Djinn
65-68	1-8 Ogre Magi	1-4 Chimeras	1 PAL
69-72	1-6 Hill Giants	1-4 Were Types	1 Storm Giant
73-80	1-3 MNK	1-4 Wyverns	1 Golden Dragon
81-84	1-8 Satyrs	1-2 SA	1 Silver Dragon
85-88	1-8 Were Types	1 Pseudo-Dragon	1-4 Ki-Rin
89-92	1-2 Chimeras	1-2 MNK	1-4 Lammasu
93-96	1 Succubus	1 SG	1-4 Shedus
97-00	1-2 Mind Flayers	1 Frost Giant	1-4 Couatl

Die RollSG

01-04	1-4 FTR
05-08	1-4 MU
09-12	1 AL
13-16	1-4 CL
17-20	1-2 SA
21-24	1 Androsphinx
25-28	1-4 Griffons
29-32	1 Djinn
33-36	1 Efreet
37-40	1 Titan
41-44	1 Storm Giant
45-48	1 Golden Dragon
49-52	1 Red Dragon
53-56	2-24 Gargoyles
57-60	1-20 Bugbears
61-64	1-12 Ogres
65-68	1-10 Ogre Magi
69-72	1-8 Trolls
73-80	1-4 Hill Giants
81-84	1-2 Stone Giants
85-88	1 Frost Giant
89-92	1-2 Beholders
93-96	1 Efreet
97-00	1-6 Yeti

AL

1-4 FTR
1-4 MU
1-4 TH
1 SG
1-2 SA
1 Titon
2-24 Gargoyles
1-20 Bugbears
1-12 Ogres
1-10 Ogre Magi
1-8 Trolls
1-4 Hill Giants
1-2 Stone Giants
1-6 Displacer Beasts
1-8 Blink Dogs
1 Beholder
1-4 Were Types
1 Efreet
1 Djinn
1 Androsphinx
1 Homunculus
1 Clay Golem
1 Flesh Golem
1 Stone Golem

RGR

1-6 FTR
1-4 MU
1-4 CL
1-4 TH
1-4 FTR or MU
1-4 FTR or MU or TH
1 RGR
1 PAL
1-4 Were Bears
1-6 Unicorns
1-6 Pegasi
1-4 Hill Giants
1-4 Stone Giants
1 Golden Dragon
1 BH
1-4 Ki-Rin
1-4 Lammasu
1-4 Shedu
1 Silver Dragon
1-4 Couatl
1 Titan
1 Storm Giant
1-4 Rocs
1-2 Androsphinxes

Die RollGood Special

01-04	1-6 FTR or SA
05-08	1-4 MU or IL
09-12	1-2 MNK
13-16	1-2 AL or BA
17-20	1-2 Good CL
21-24	1-2 RGR
25-28	1-2 PAL
29-32	1-8 Were Types
33-36	1-6 Treants
37-40	1-10 Centaurs
41-44	2-16 Blink Dogs
45-48	1 Golem
49-52	1-6 Unicorns
53-56	1-6 Pegasi
57-60	1 Djinn
61-64	1 Hydra
65-68	1-6 Yeti
69-72	1-2 Titans
73-80	1-6 Giants
81-84	1-4 Ki-Rin
85-88	1-6 Couatl
89-92	1-4 Lammasu
93-96	1-2 Androsphinxes
97-00	1-4 Dragons

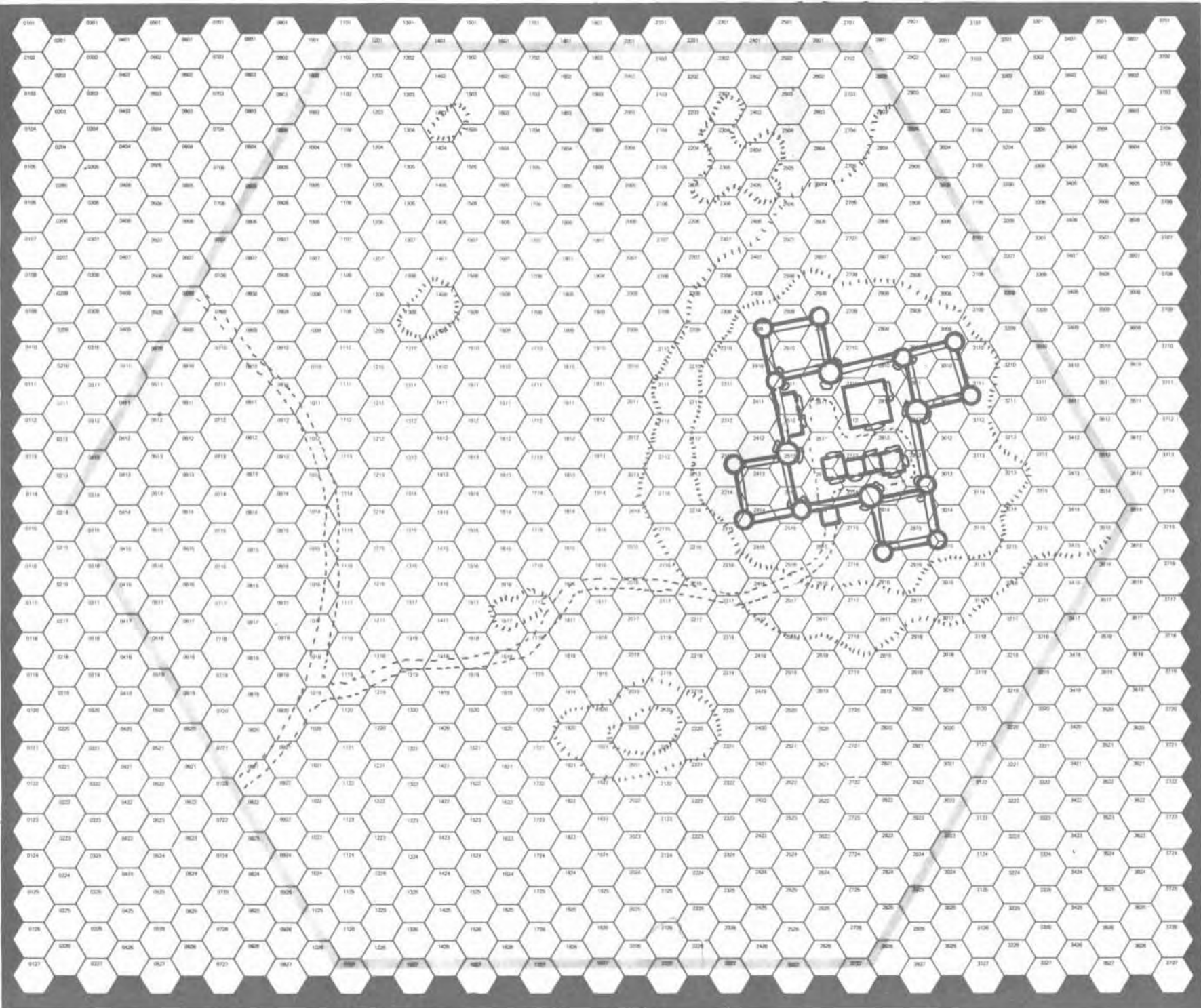
Neutral Special

1-6 FTR or SA
1-4 MU or IL
1-2 MNK
1-2 AL or BA
1-2 DR
1-4 TH or AS
1 Dragonne
1 Golem
2-8 Satyrs
1-6 Owlbears
2-20 Lizard Men
1-2 Invisible Stalkers
1 Hydra
1-6 Yeti
1-6 Hippogriffs
1-8 Were Types
1-6 Griffons
1 Efreet
1-4 Eagles
1-6 Giants
1-4 Dragons
1-10 Giant Crocodiles
2-20 Locathah
1-2 Gorgons

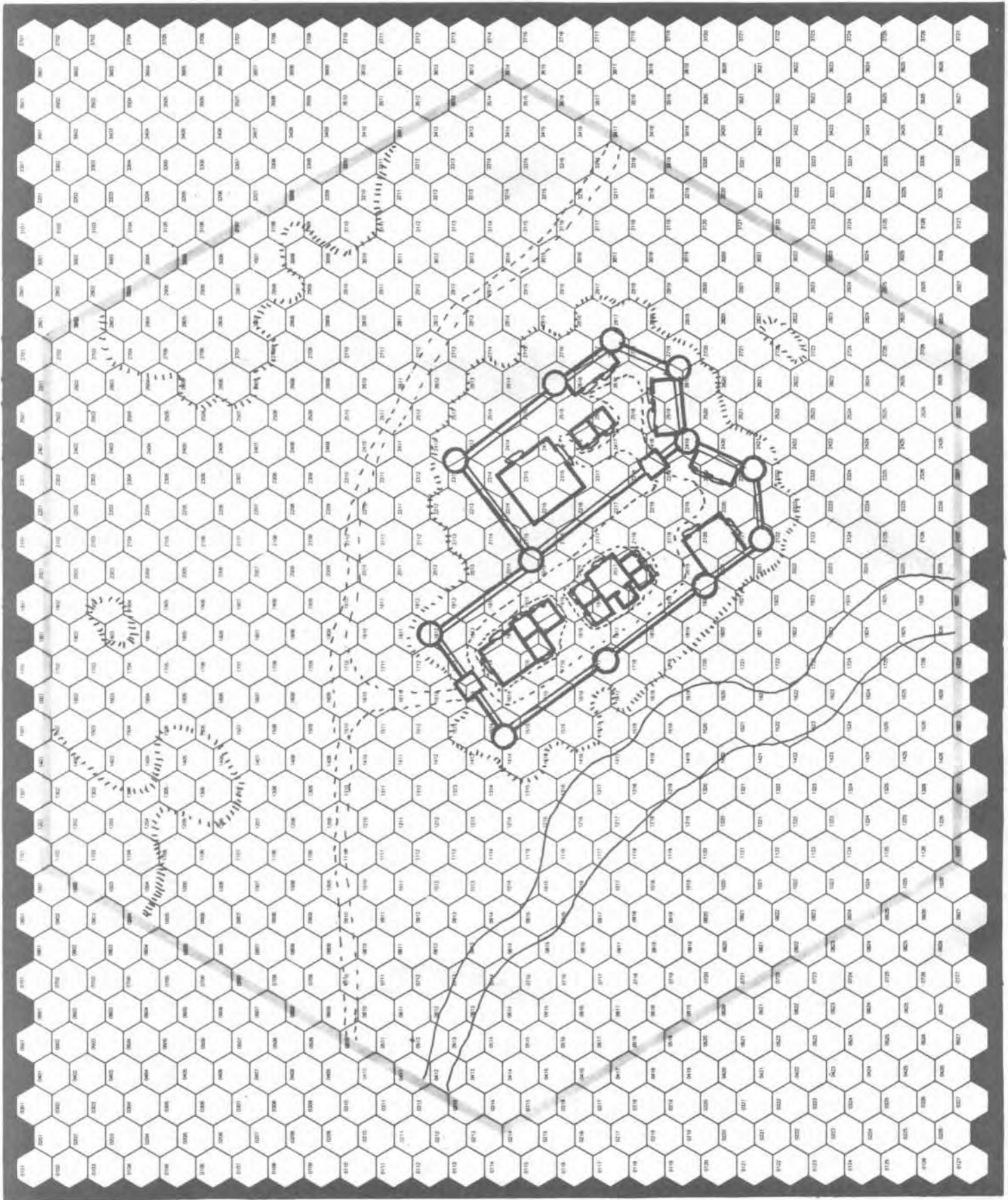
Evil Special

1-6 FTR or SA
1-4 MU or IL
1-2 MNK
1-2 AL or BA
1-2 Evil CL
1-4 TH or AS
1 Dragonne
1 Golem
1-4 Leucrottas
1-4 Ettins
1-4 Chimeras
1-6 Yeti
1 Ghost
1-8 Were Types
1-6 Giants
1-8 Undead
1-4 Dragons
1-4 Dopplegangers
1 Hydra
1-2 Beholders
1-2 Mind Flayers
1-2 Devils
1-4 Demons
1-2 Succubus

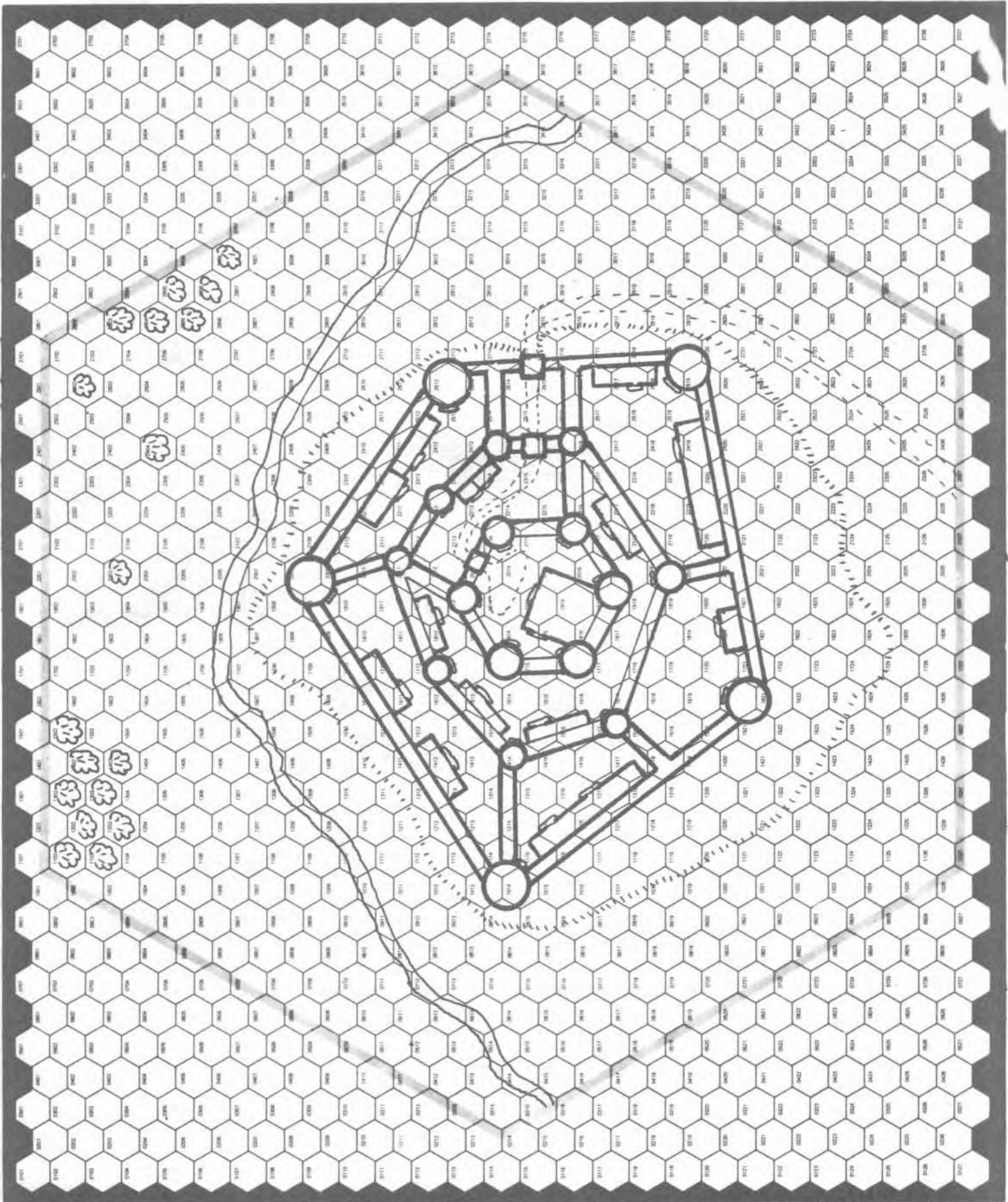


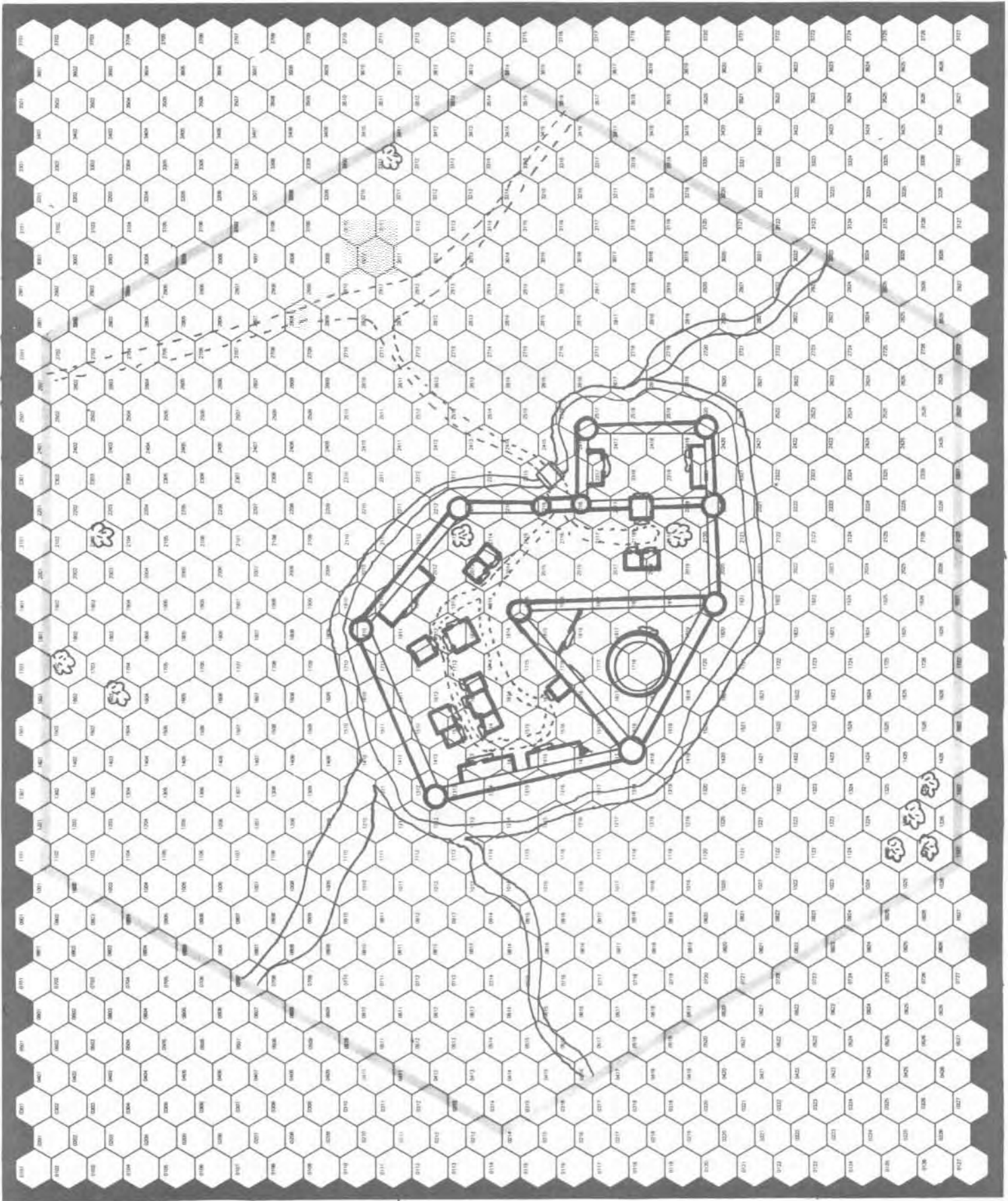


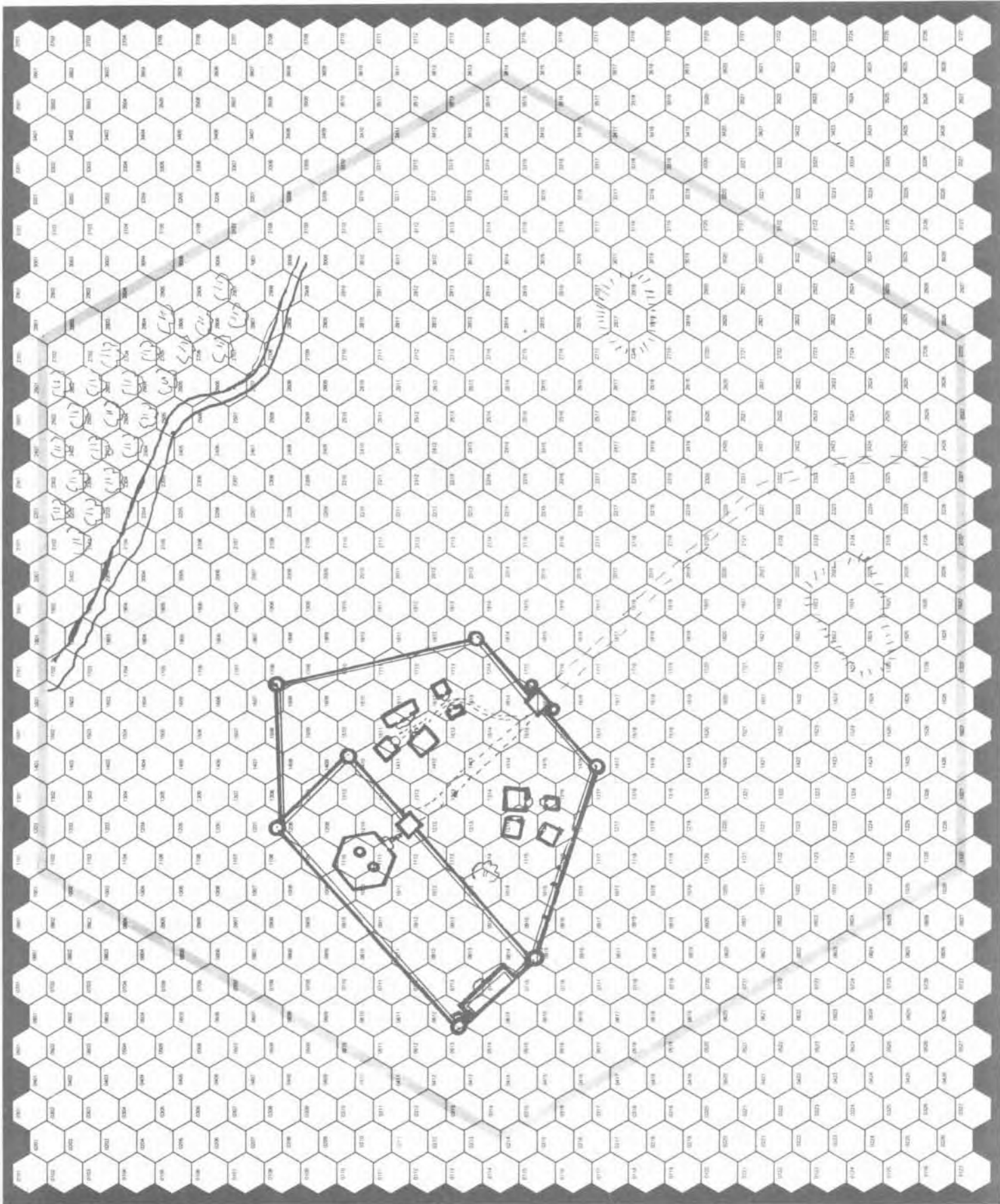




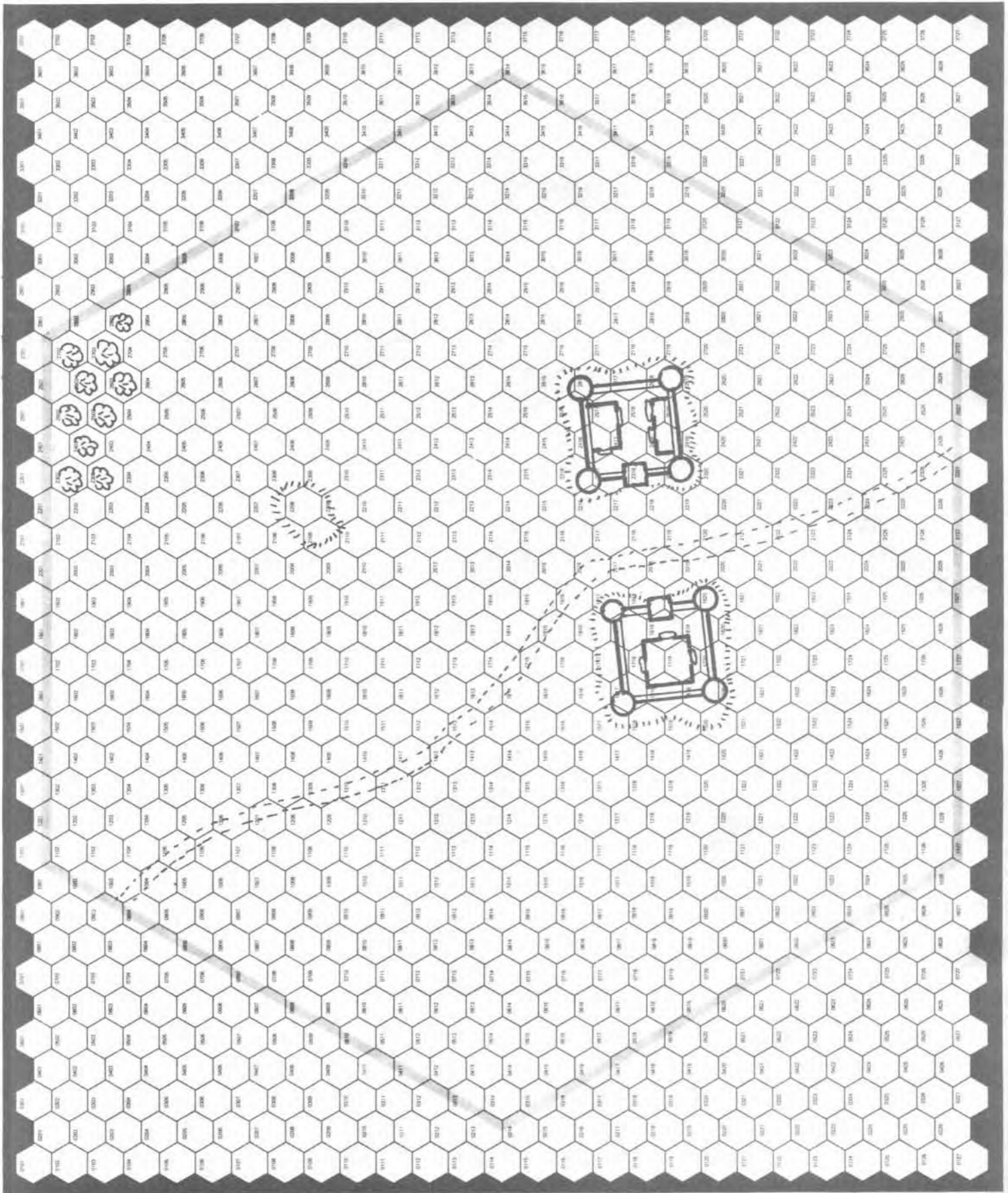


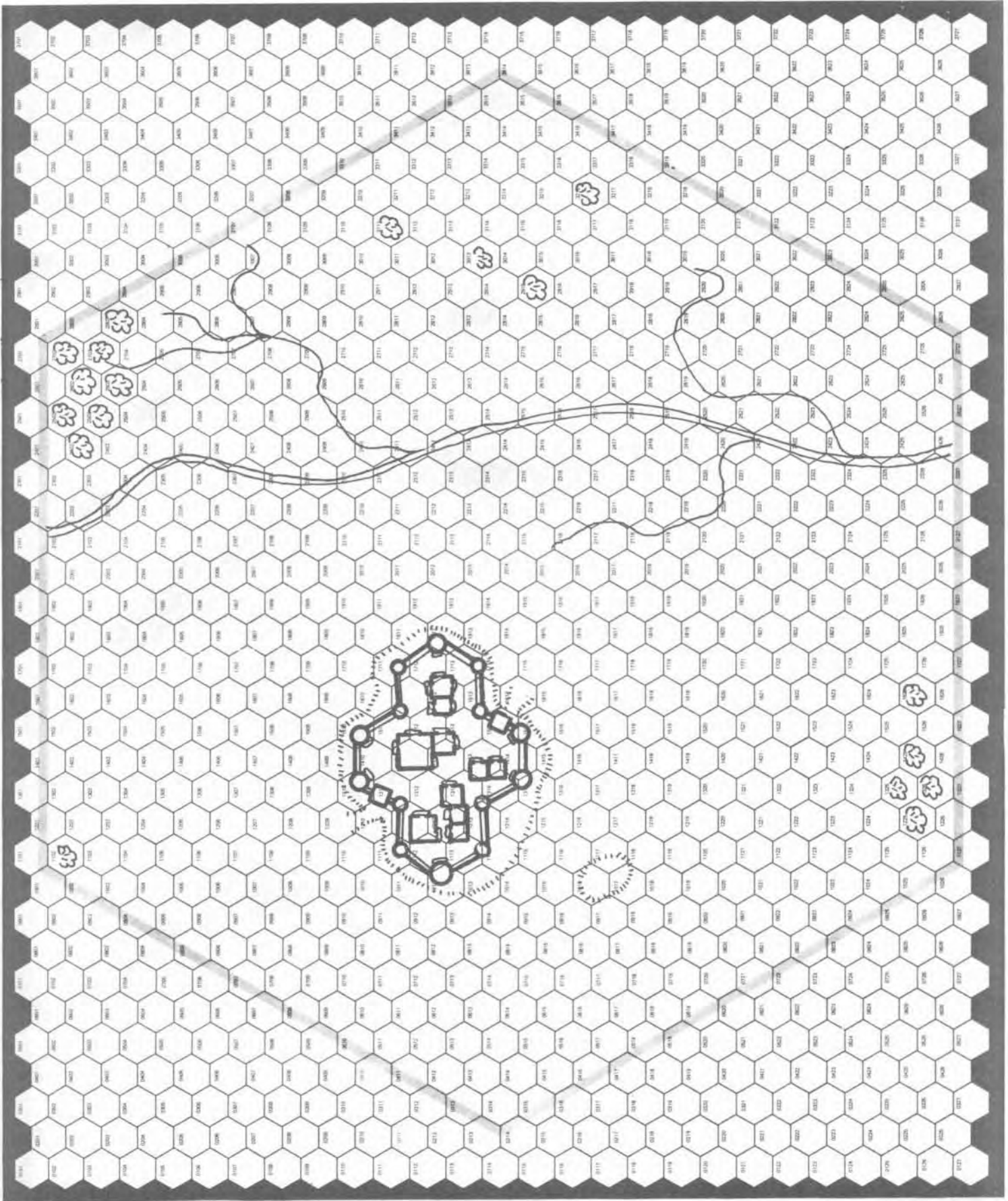




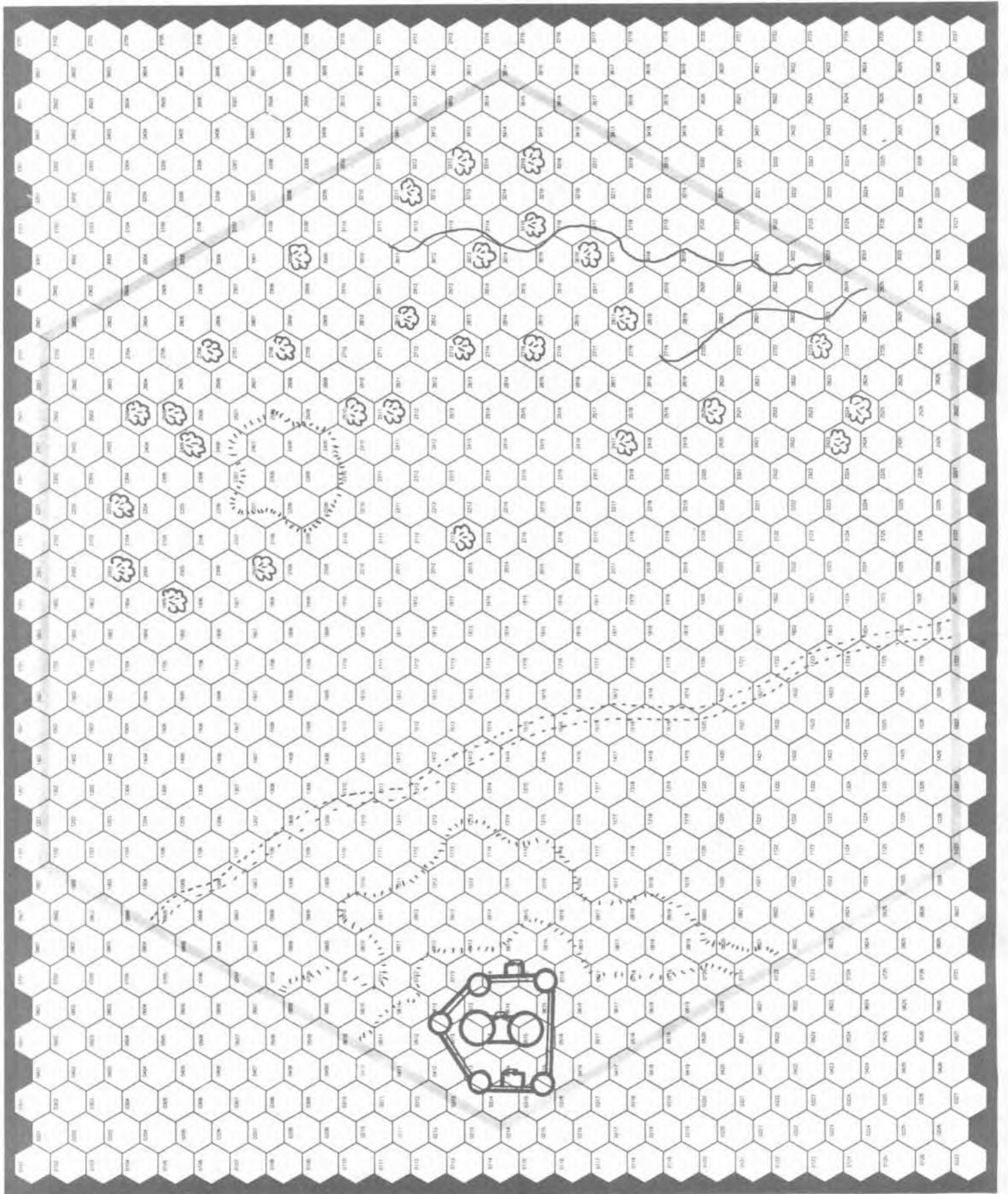


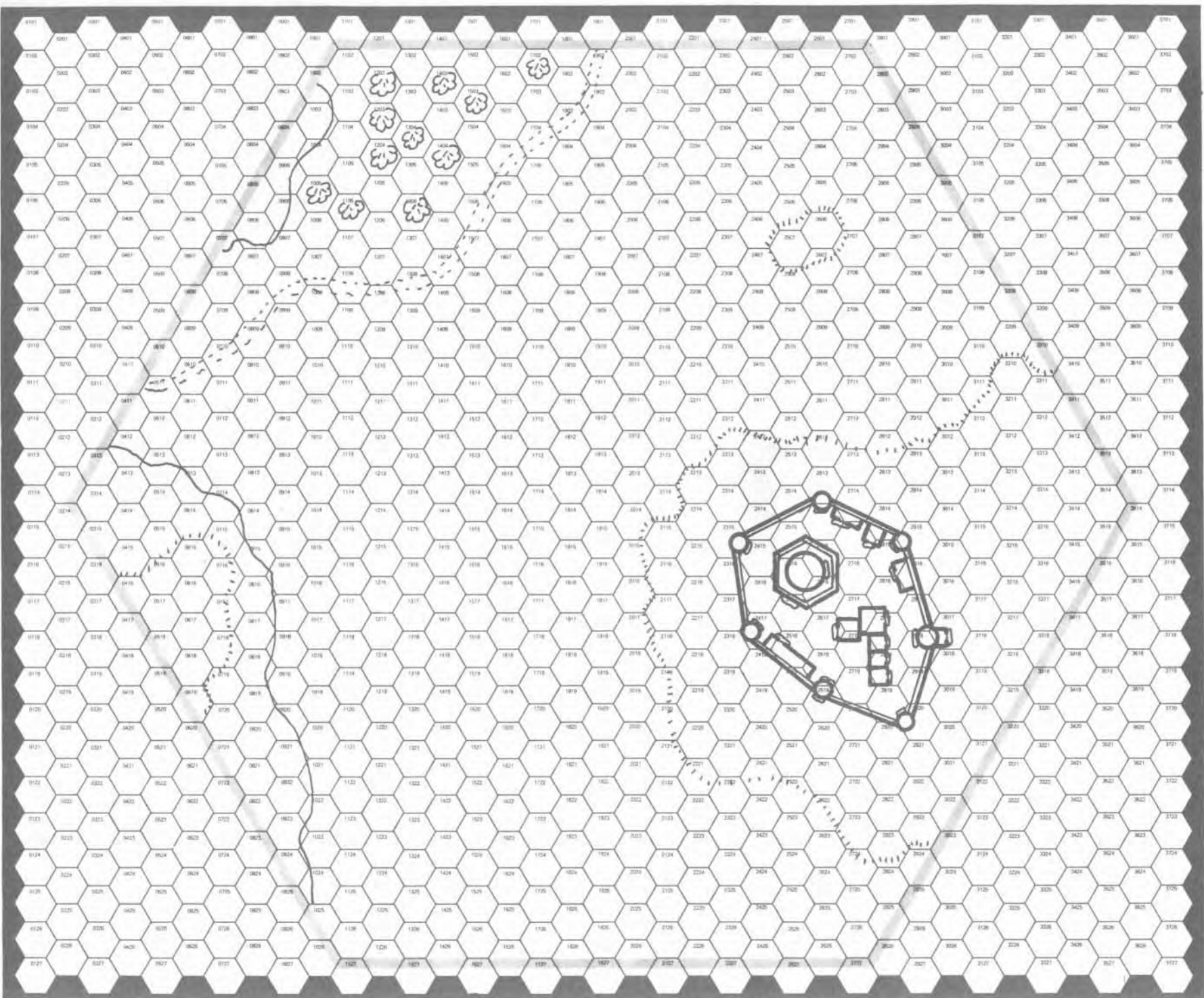


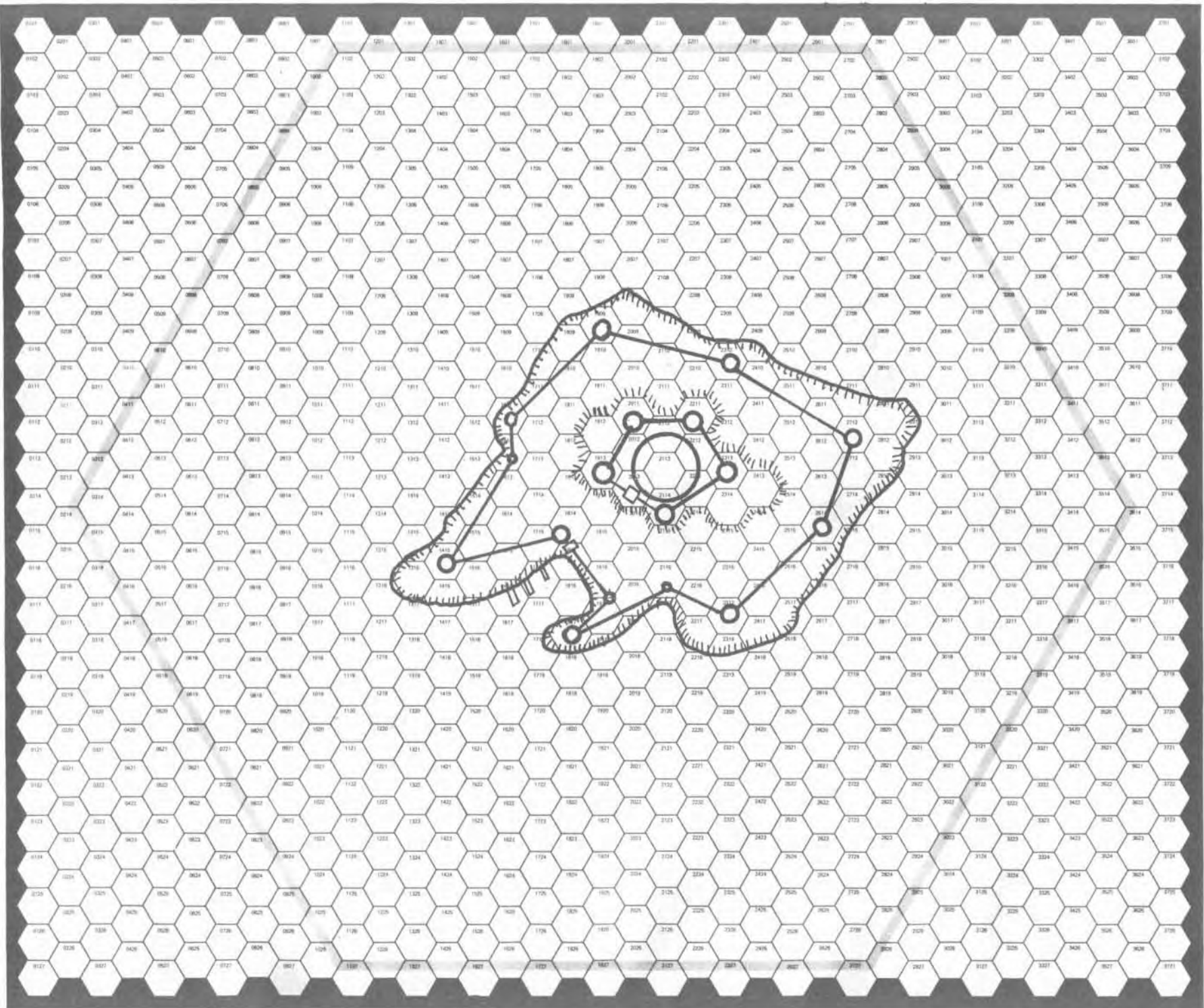




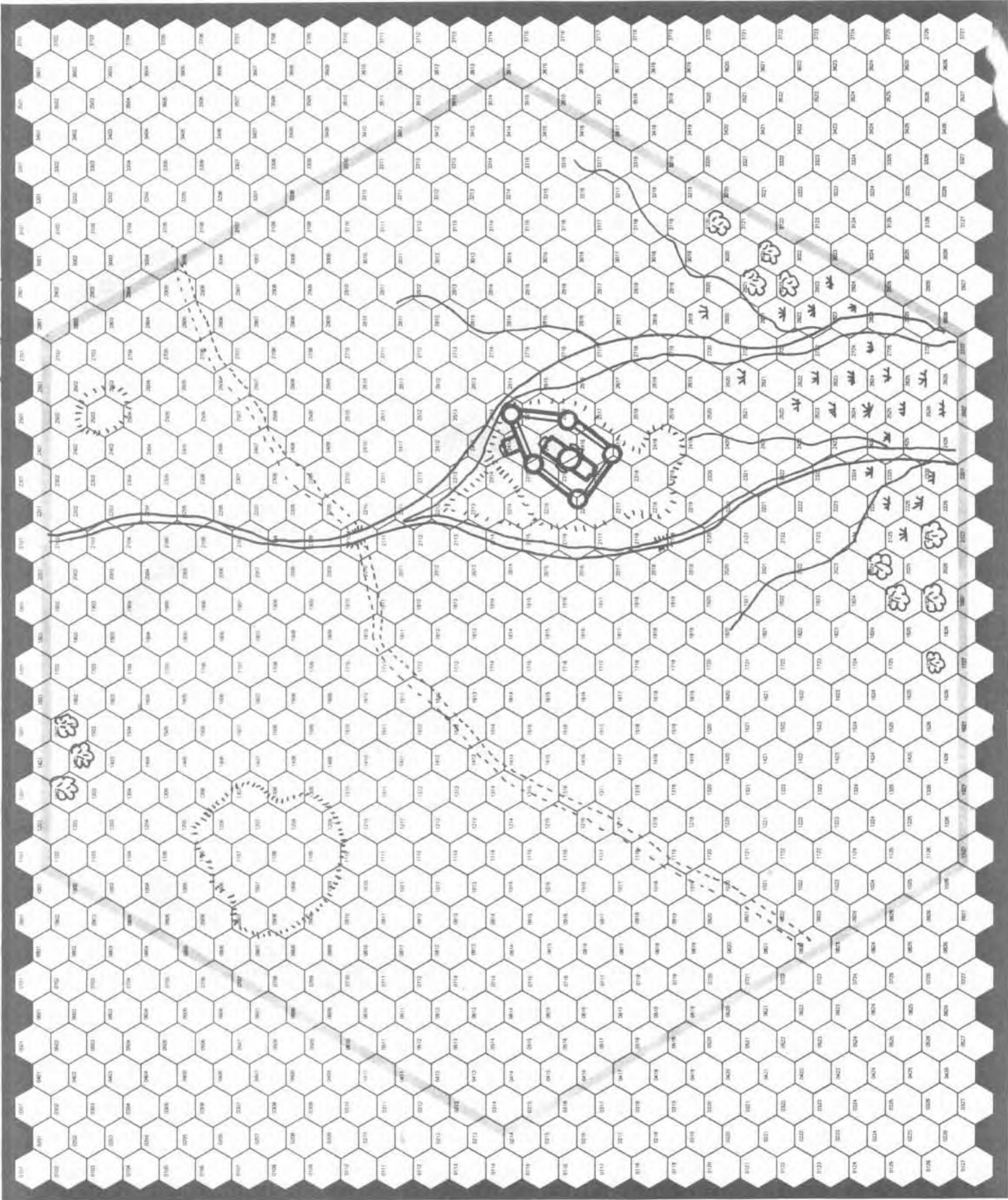


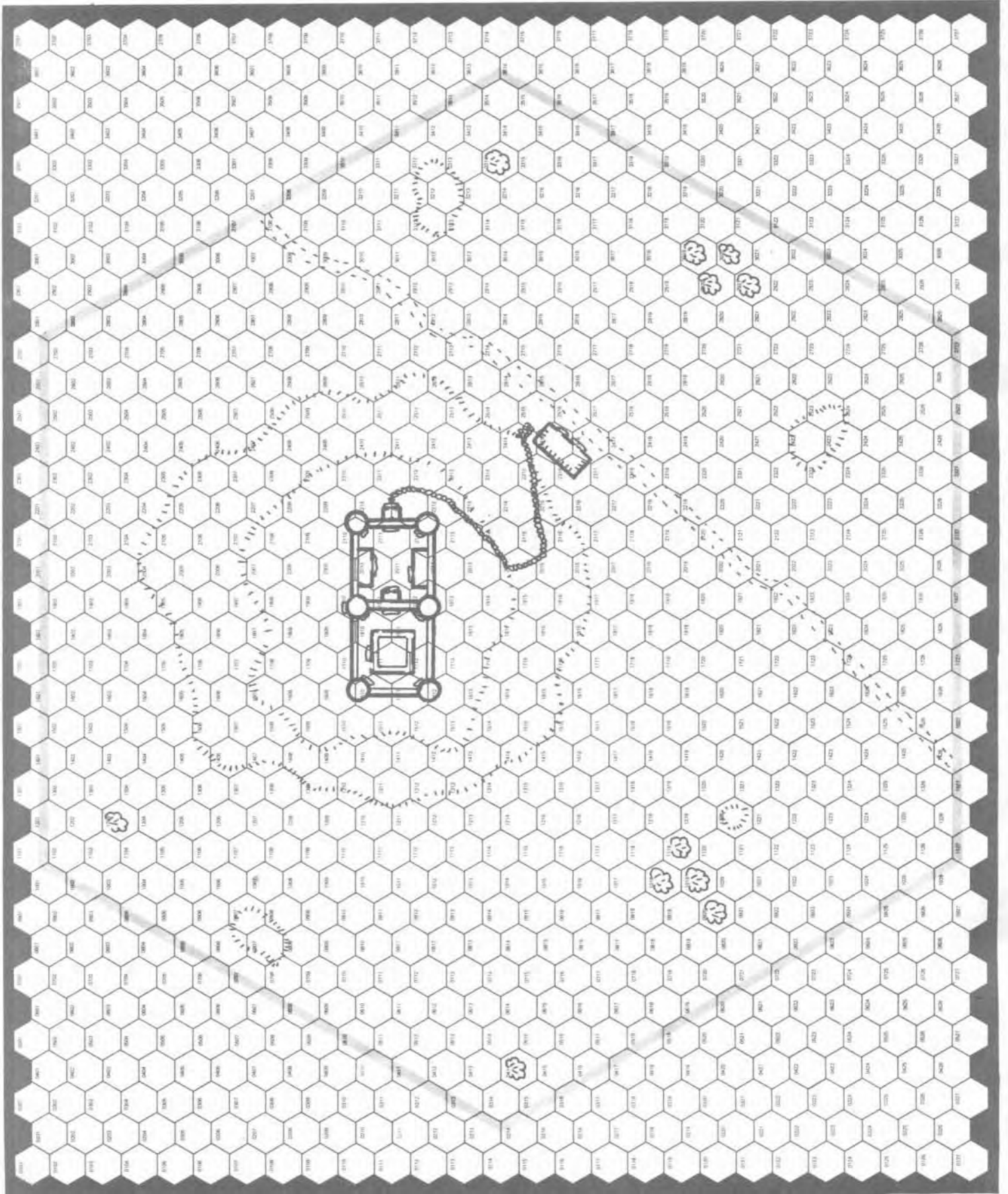




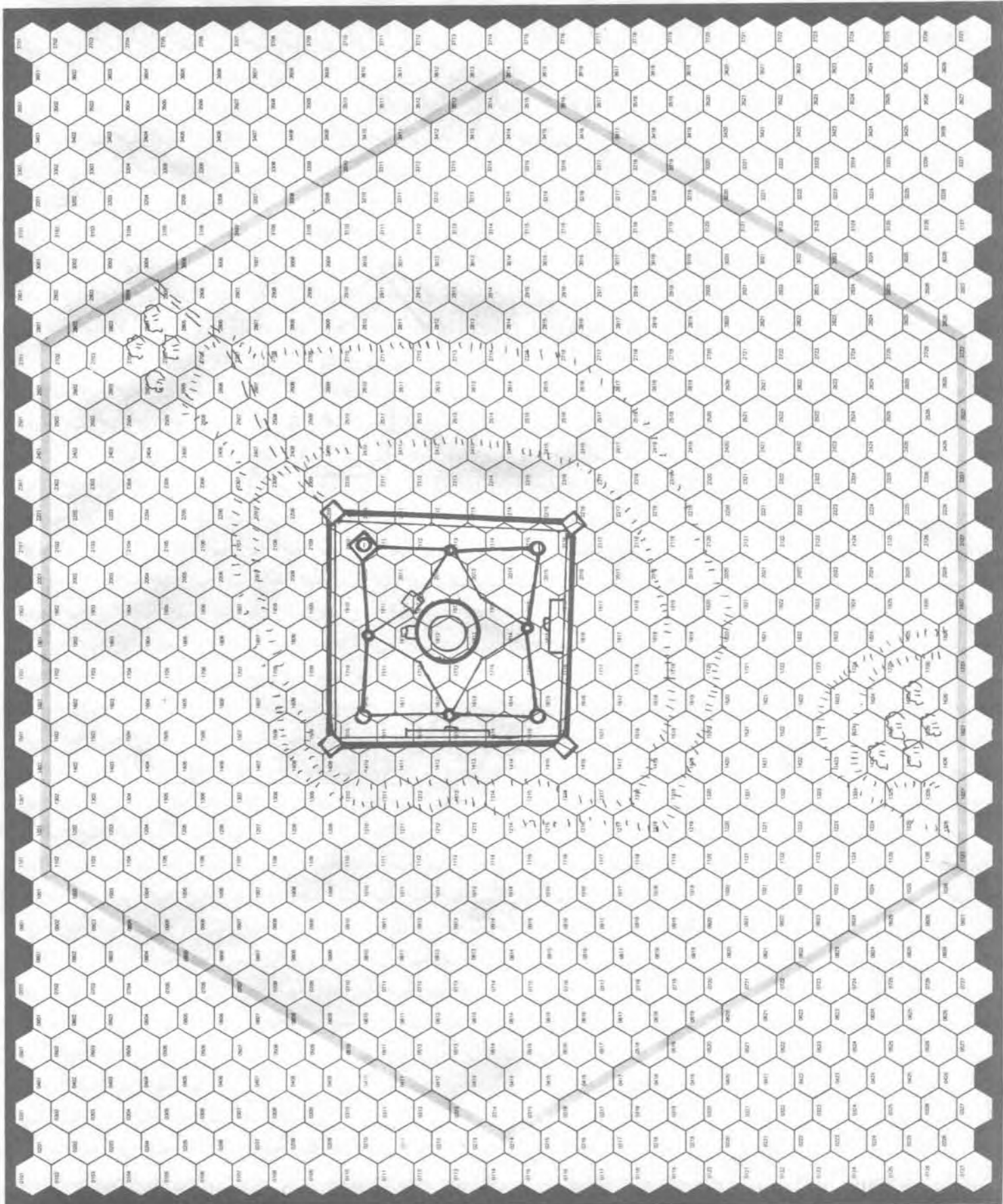


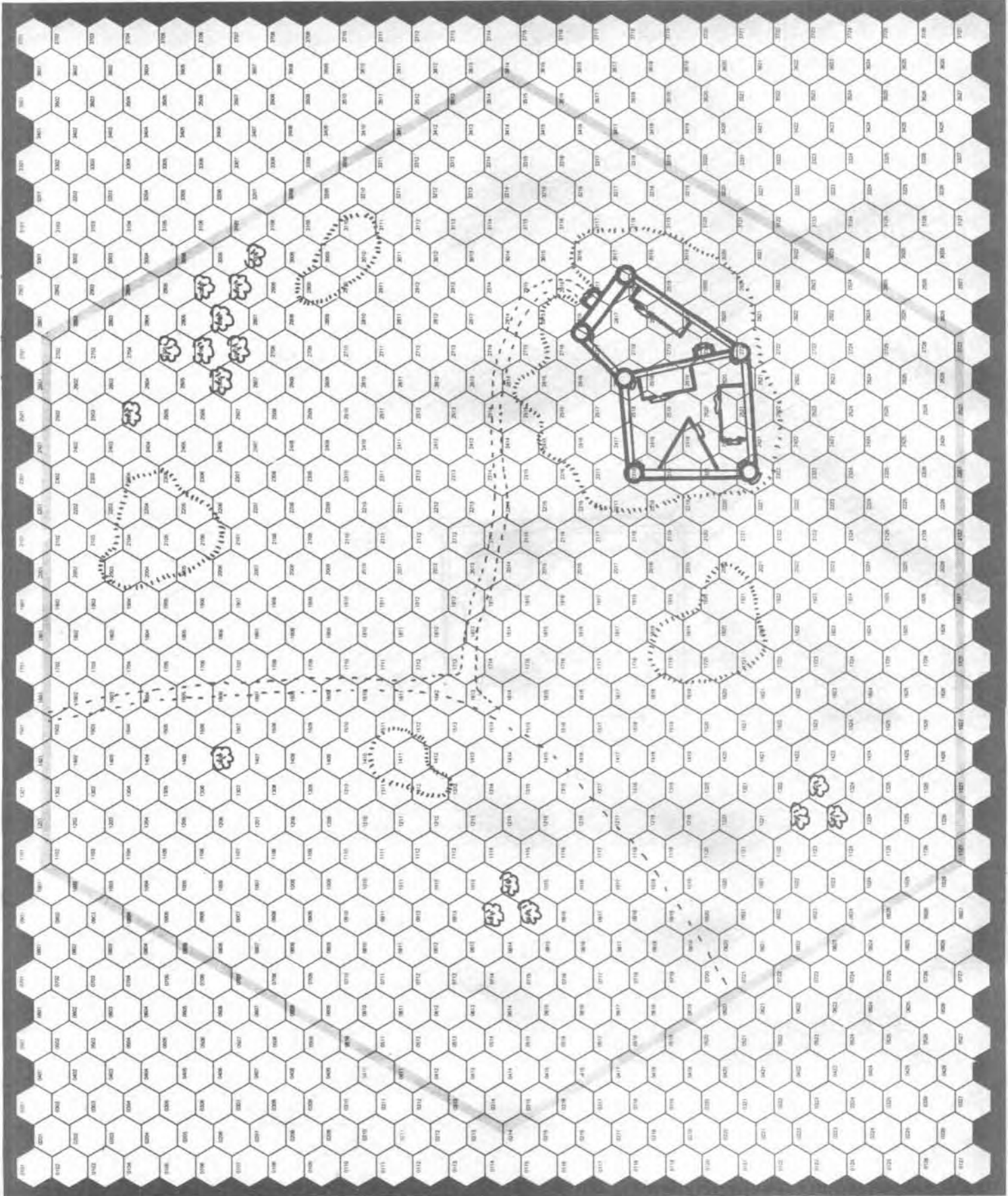


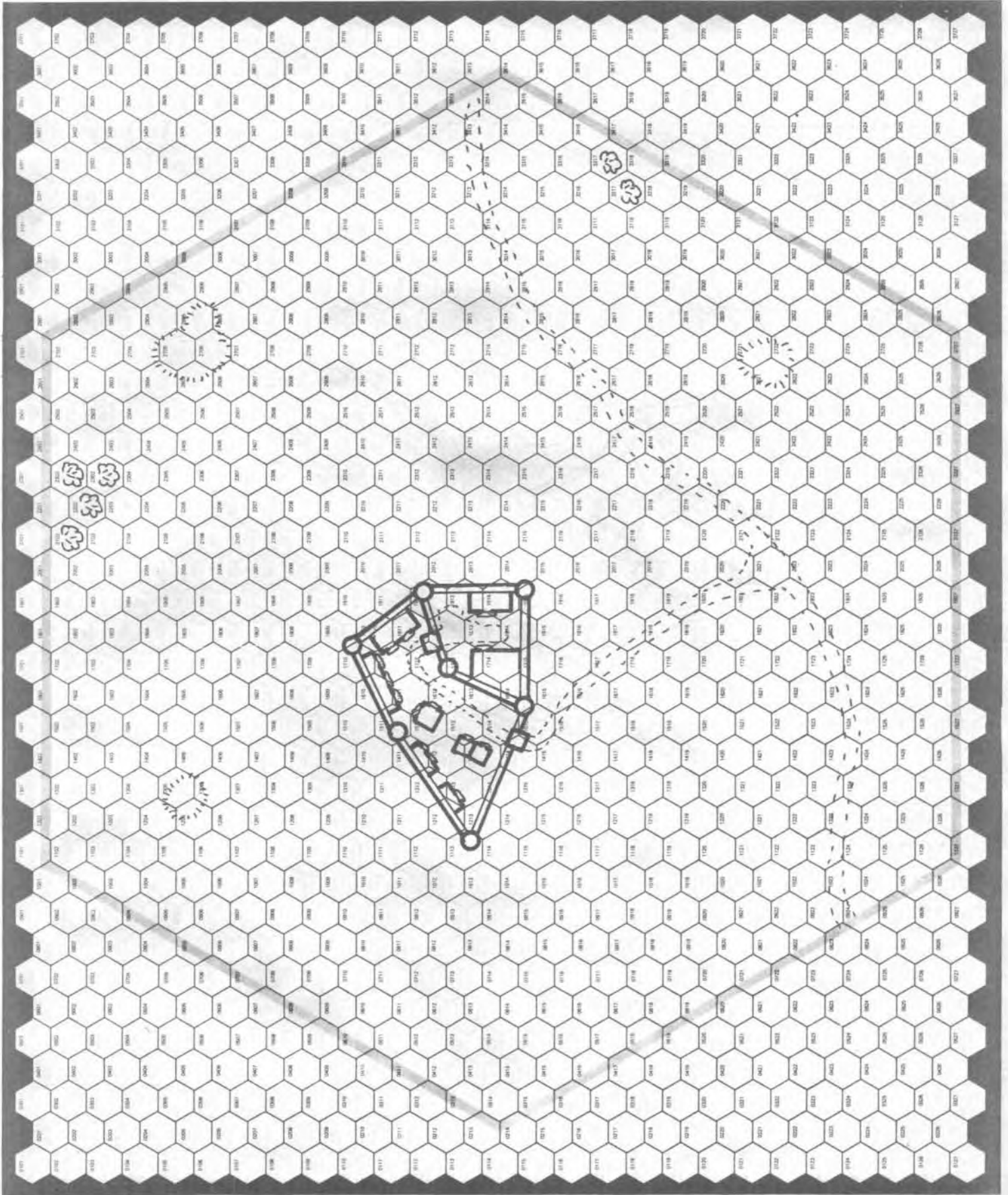




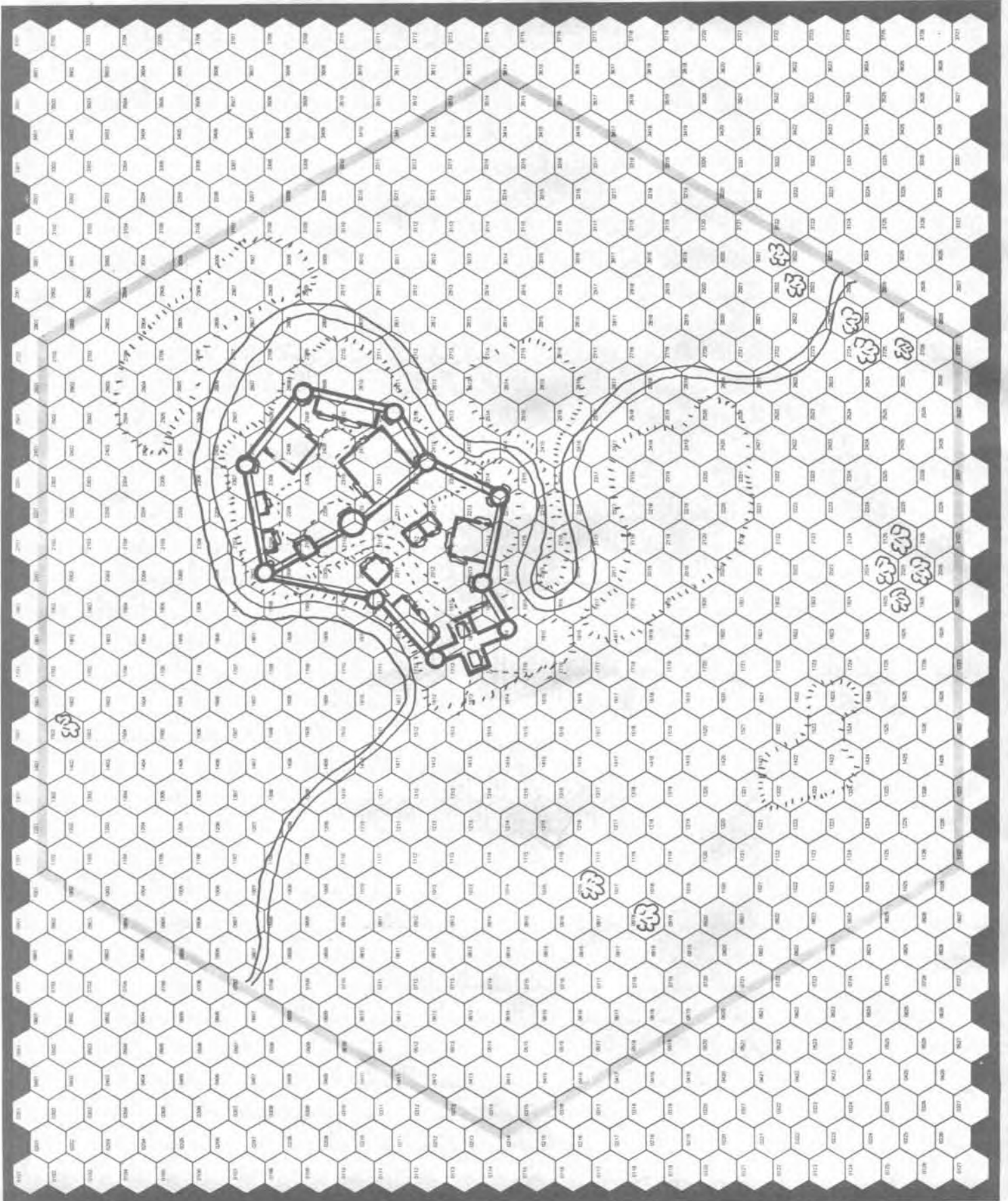




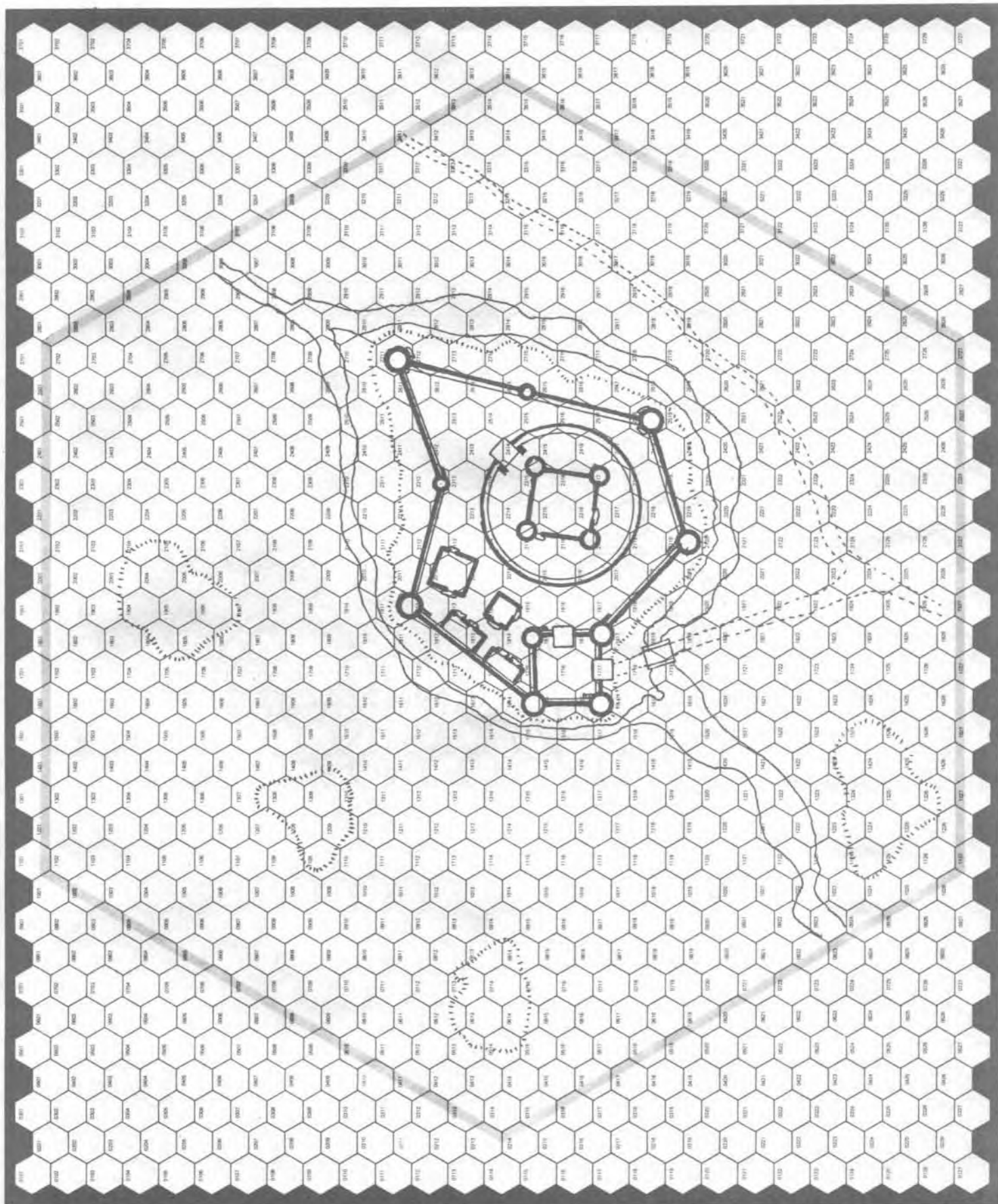


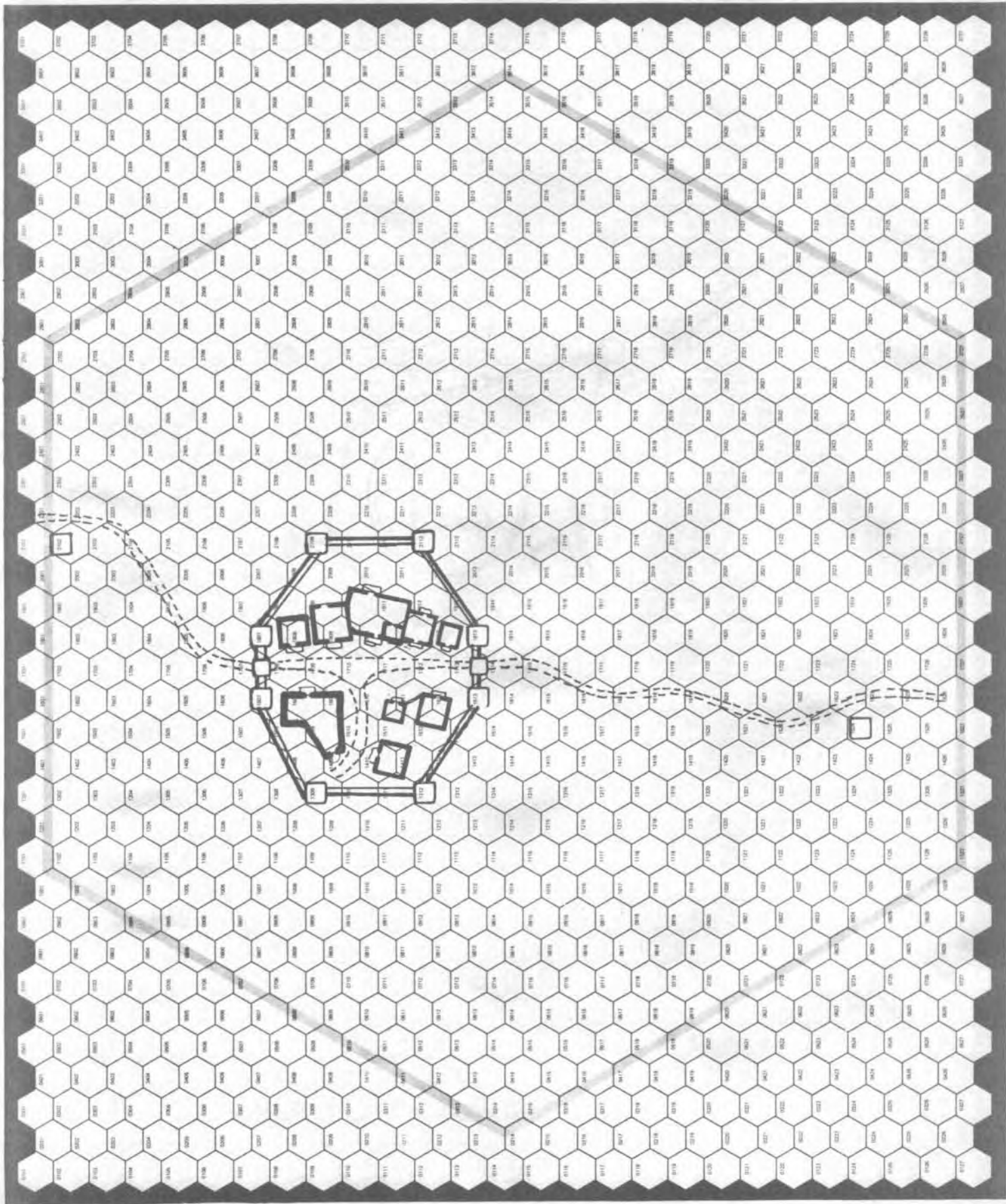


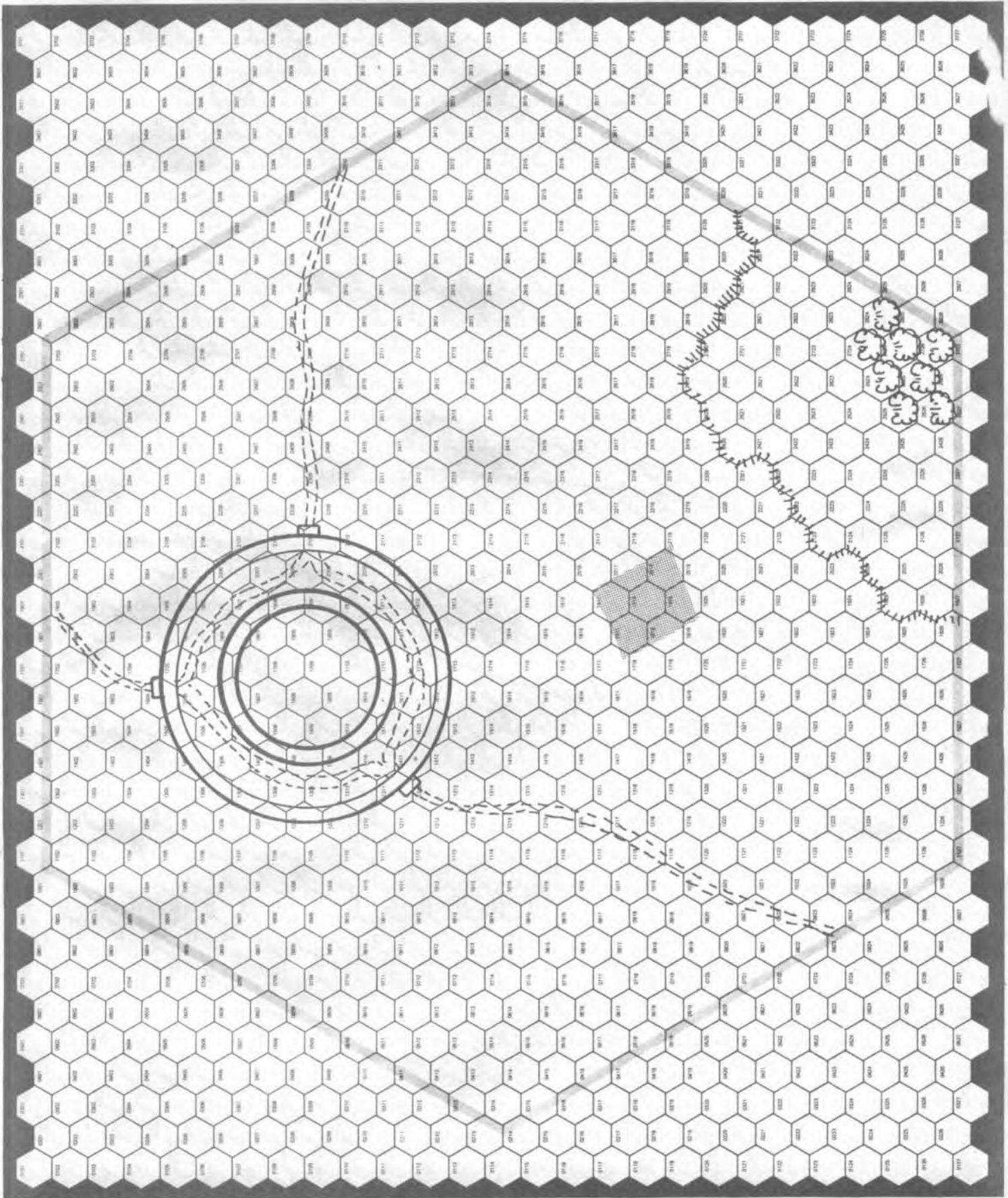




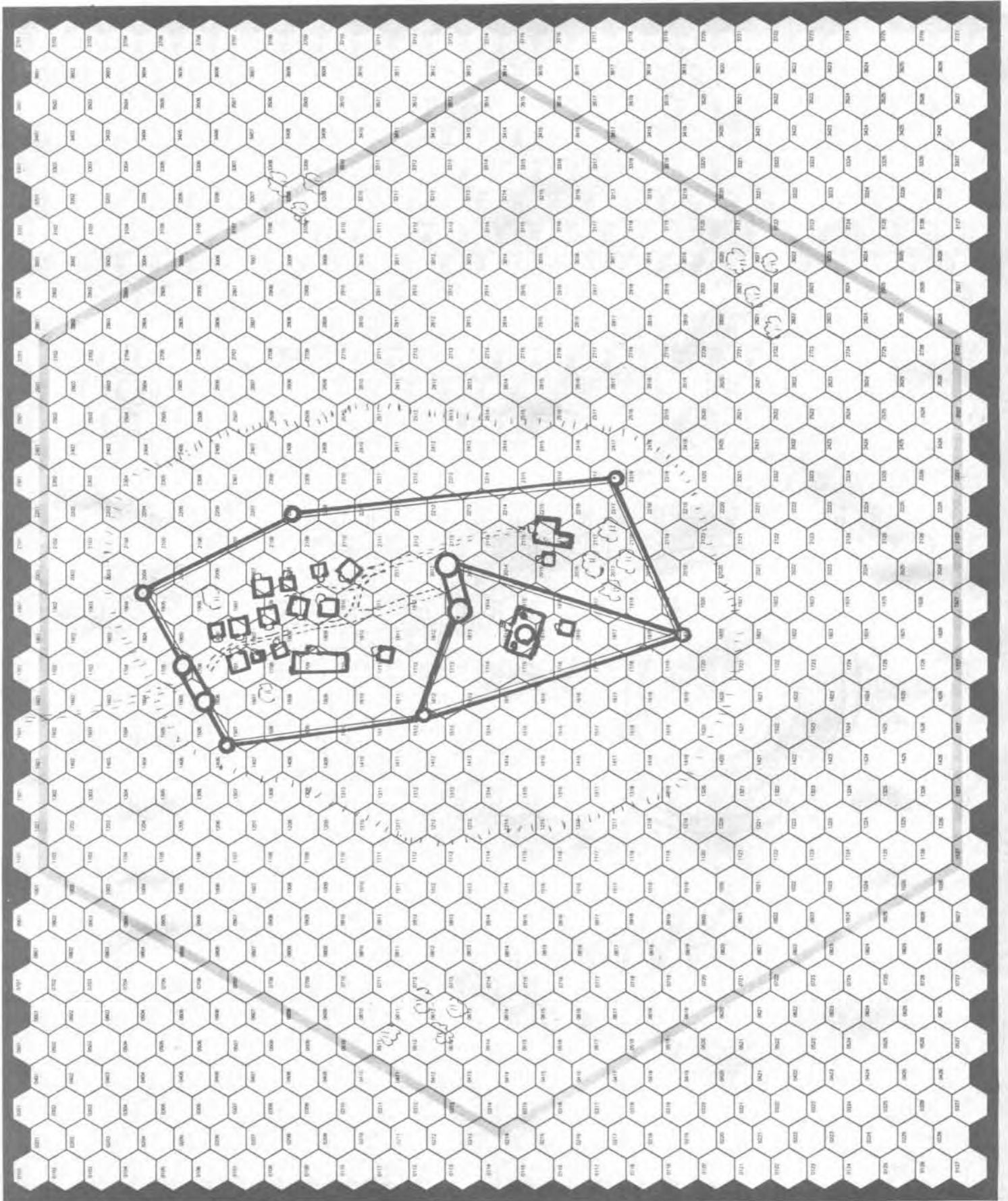




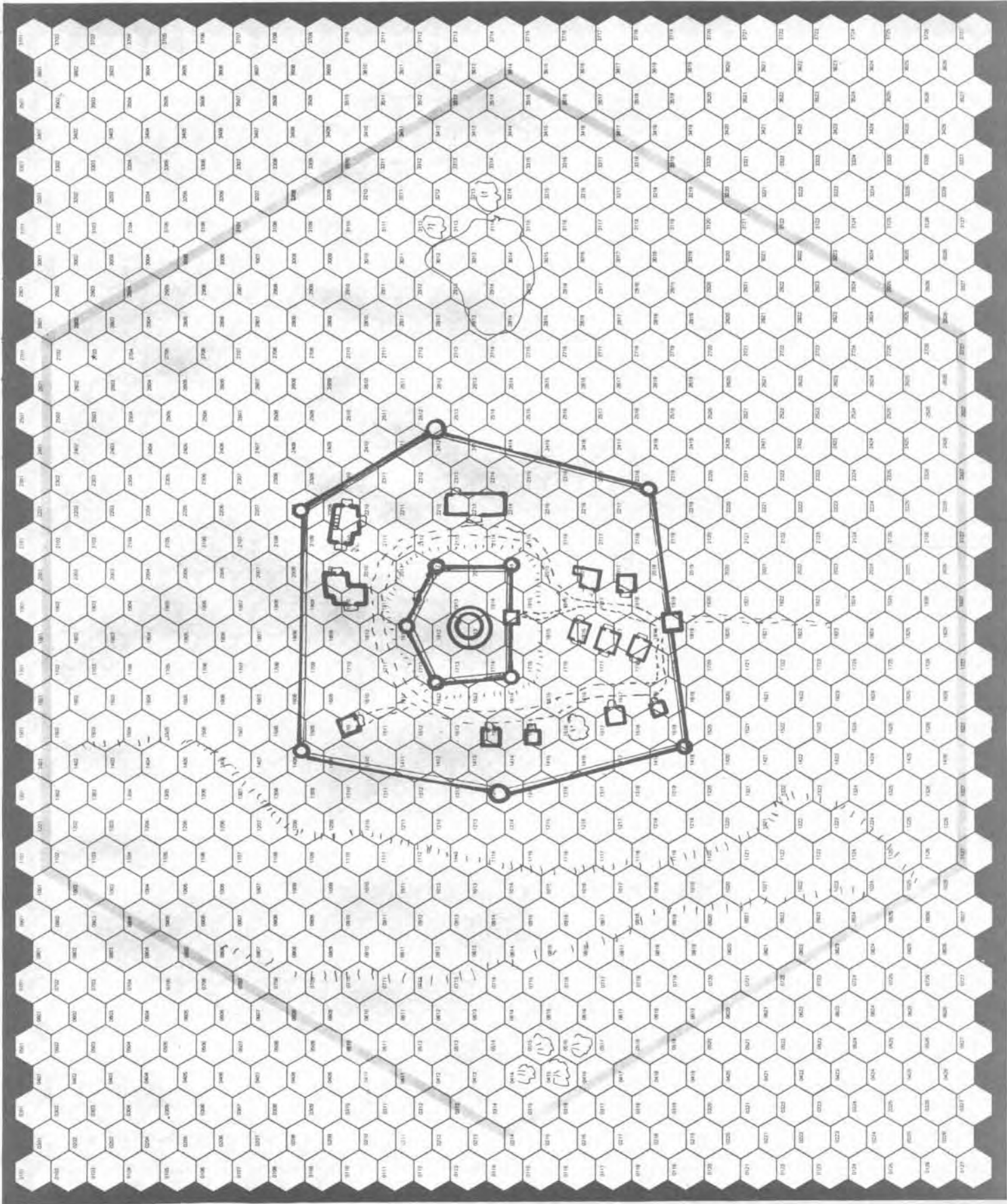


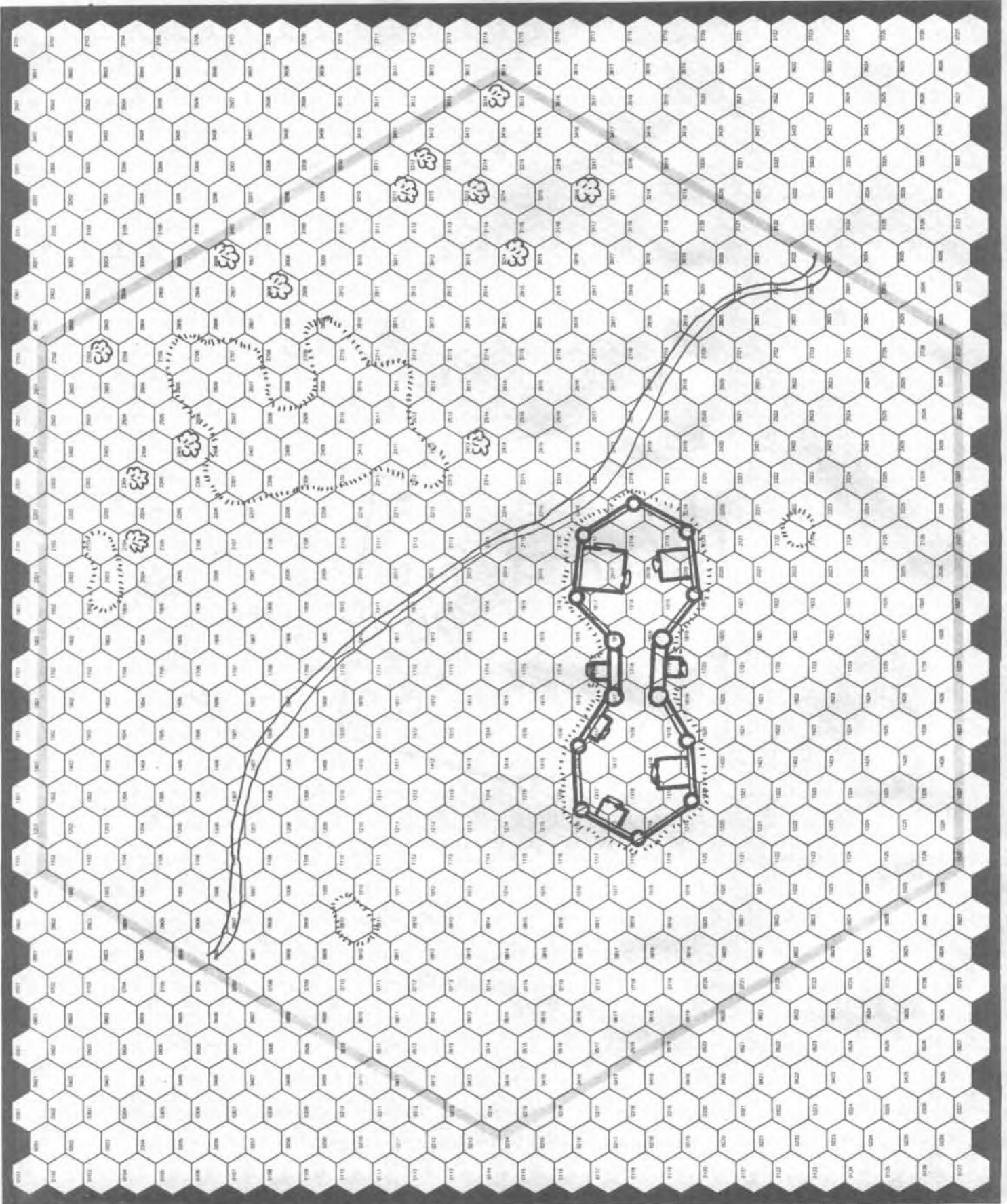


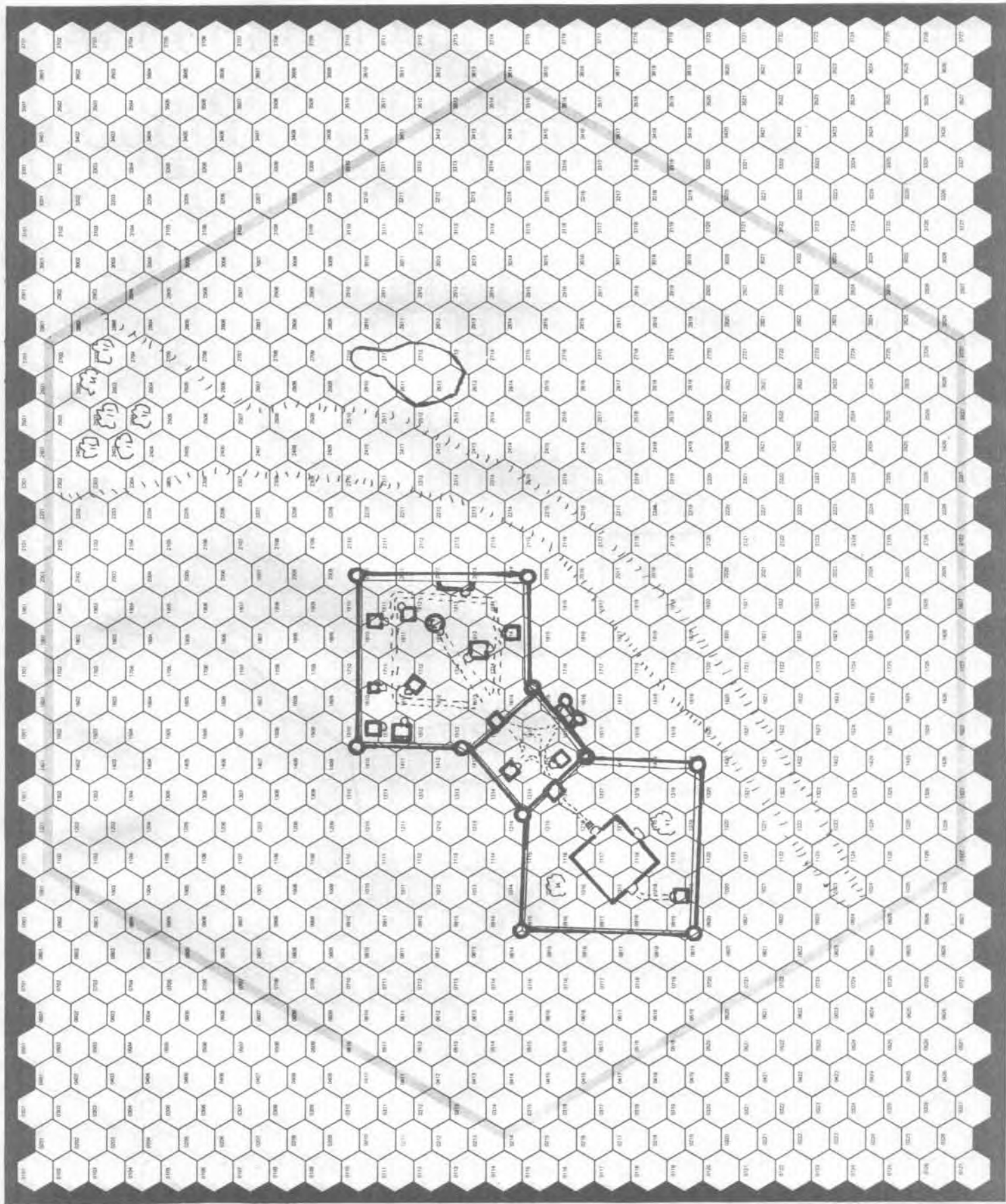




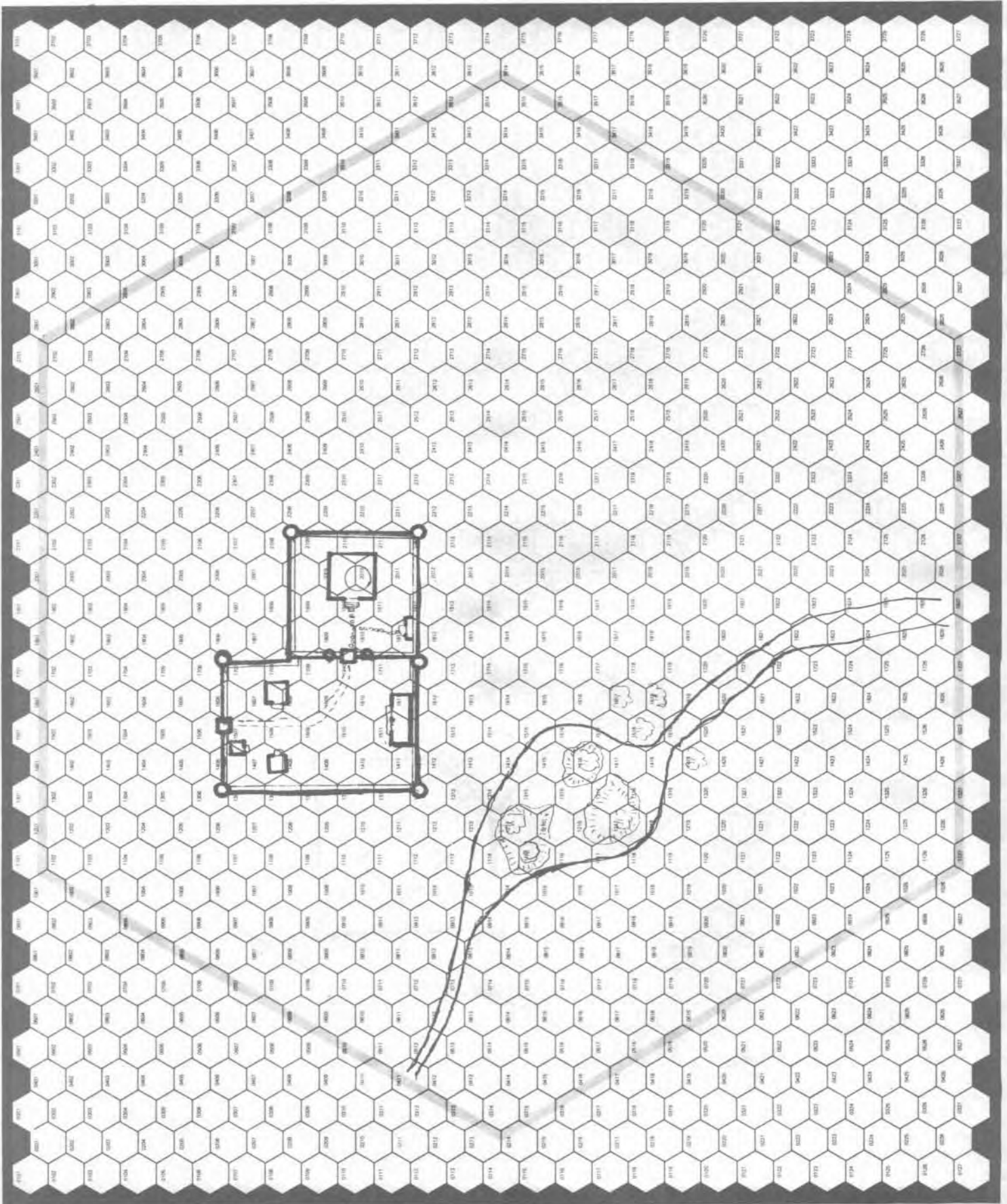




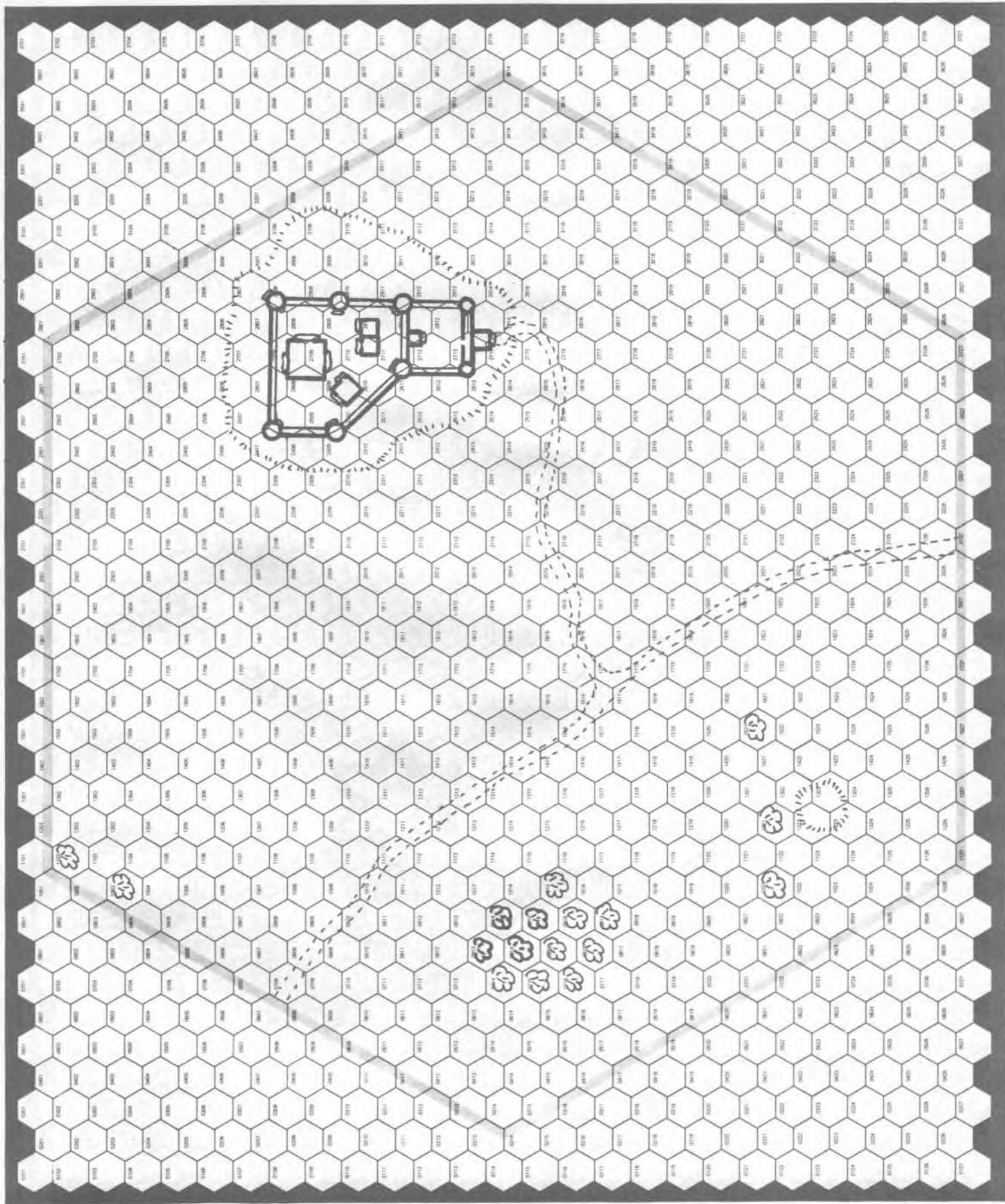


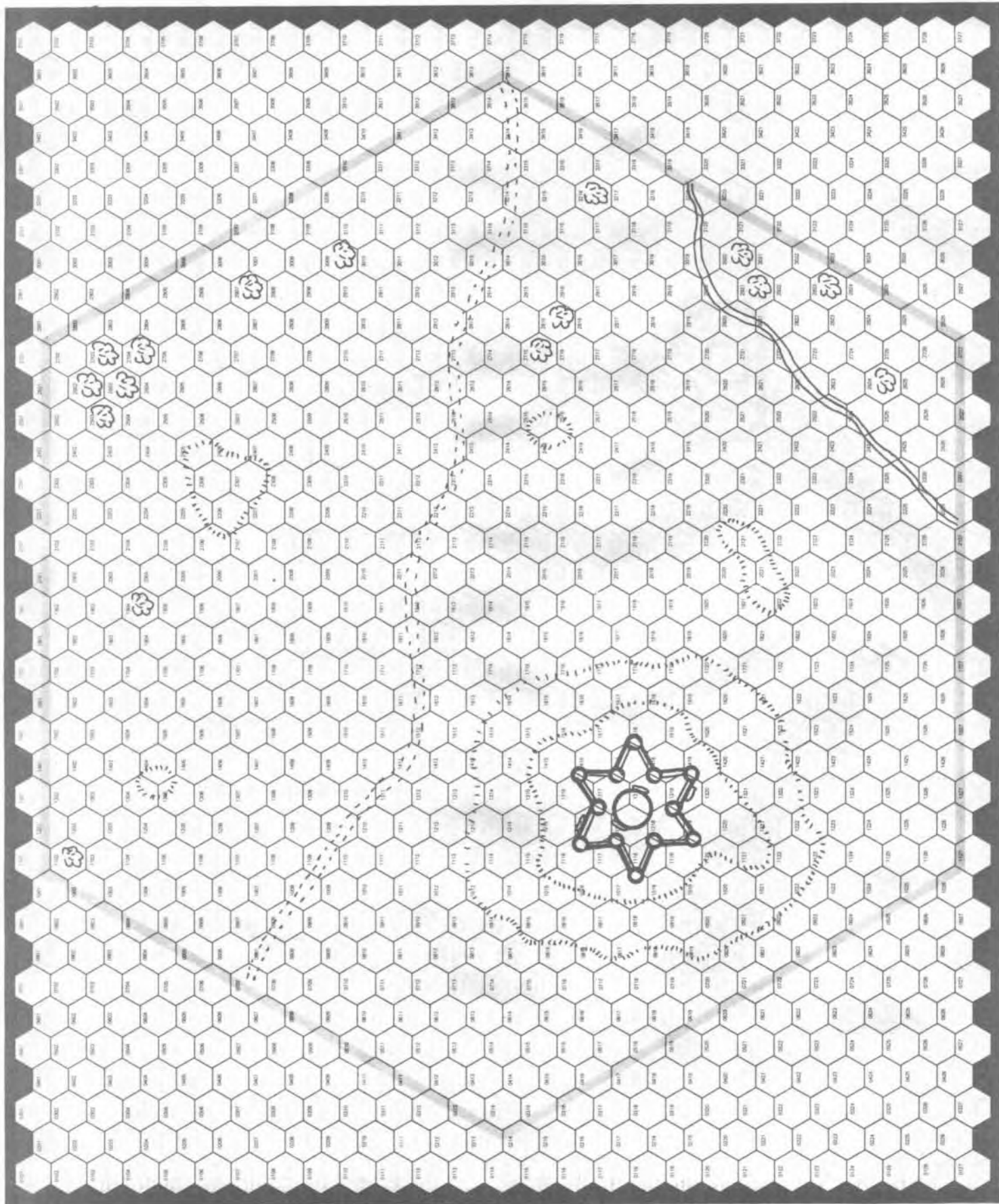


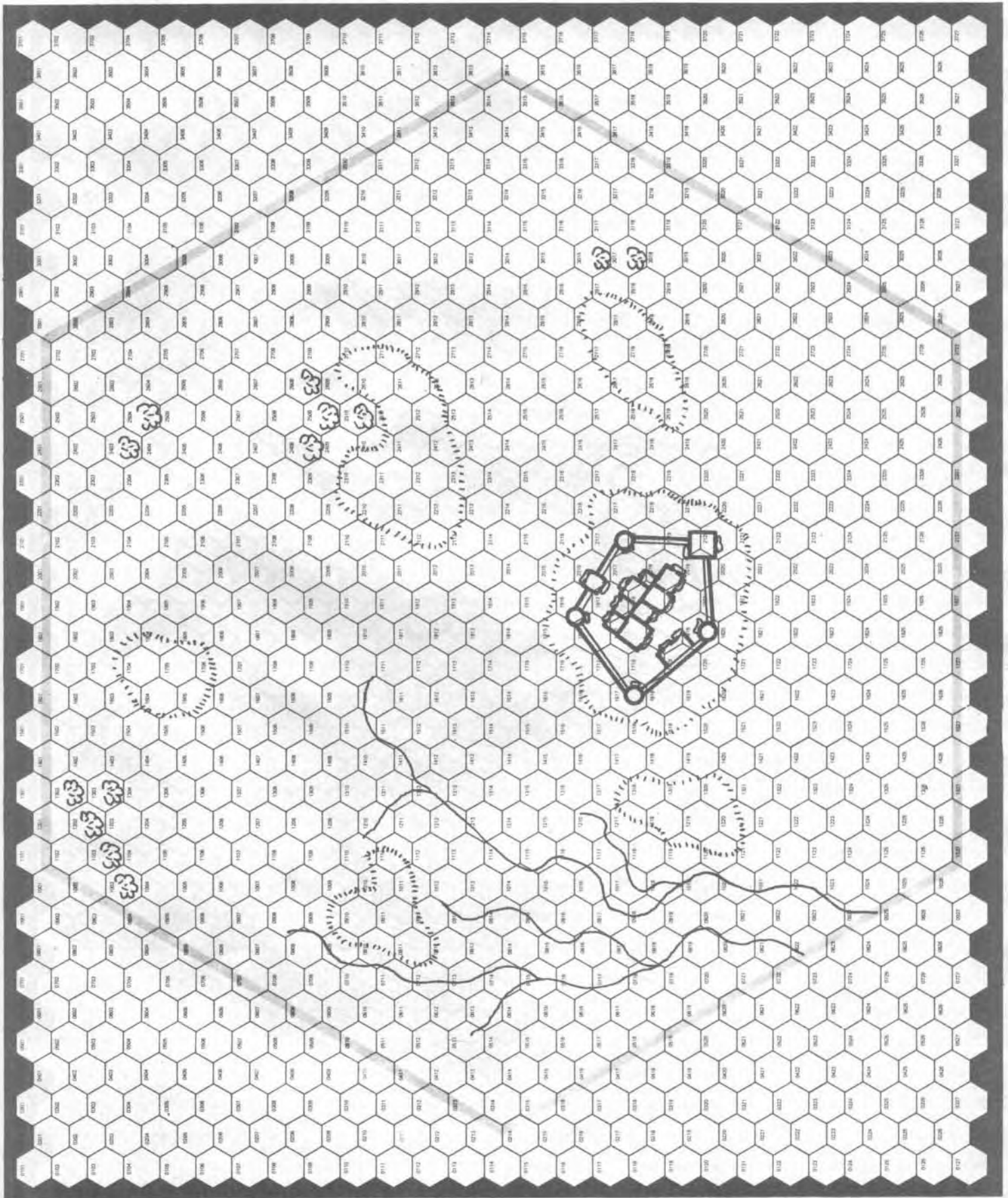




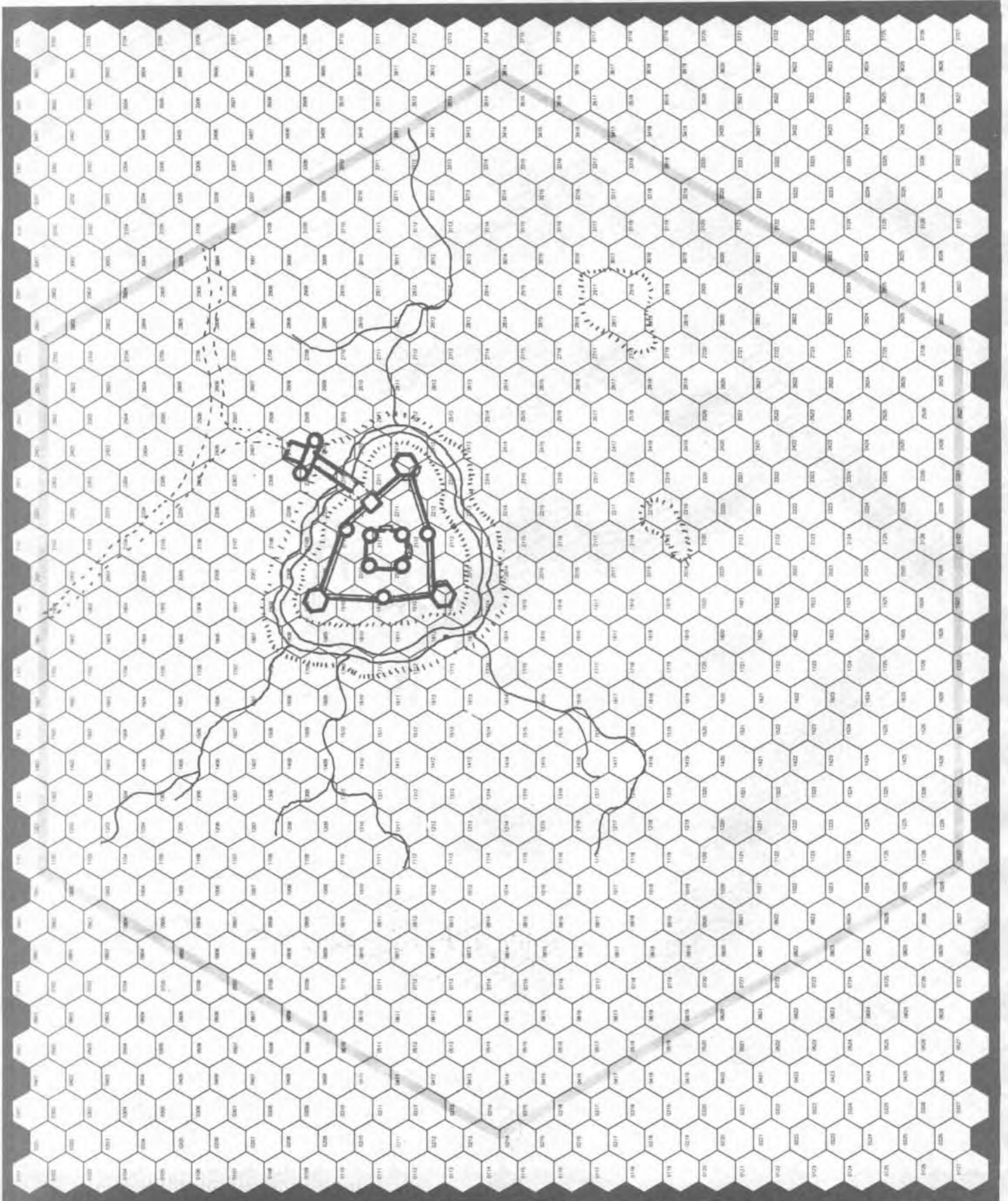




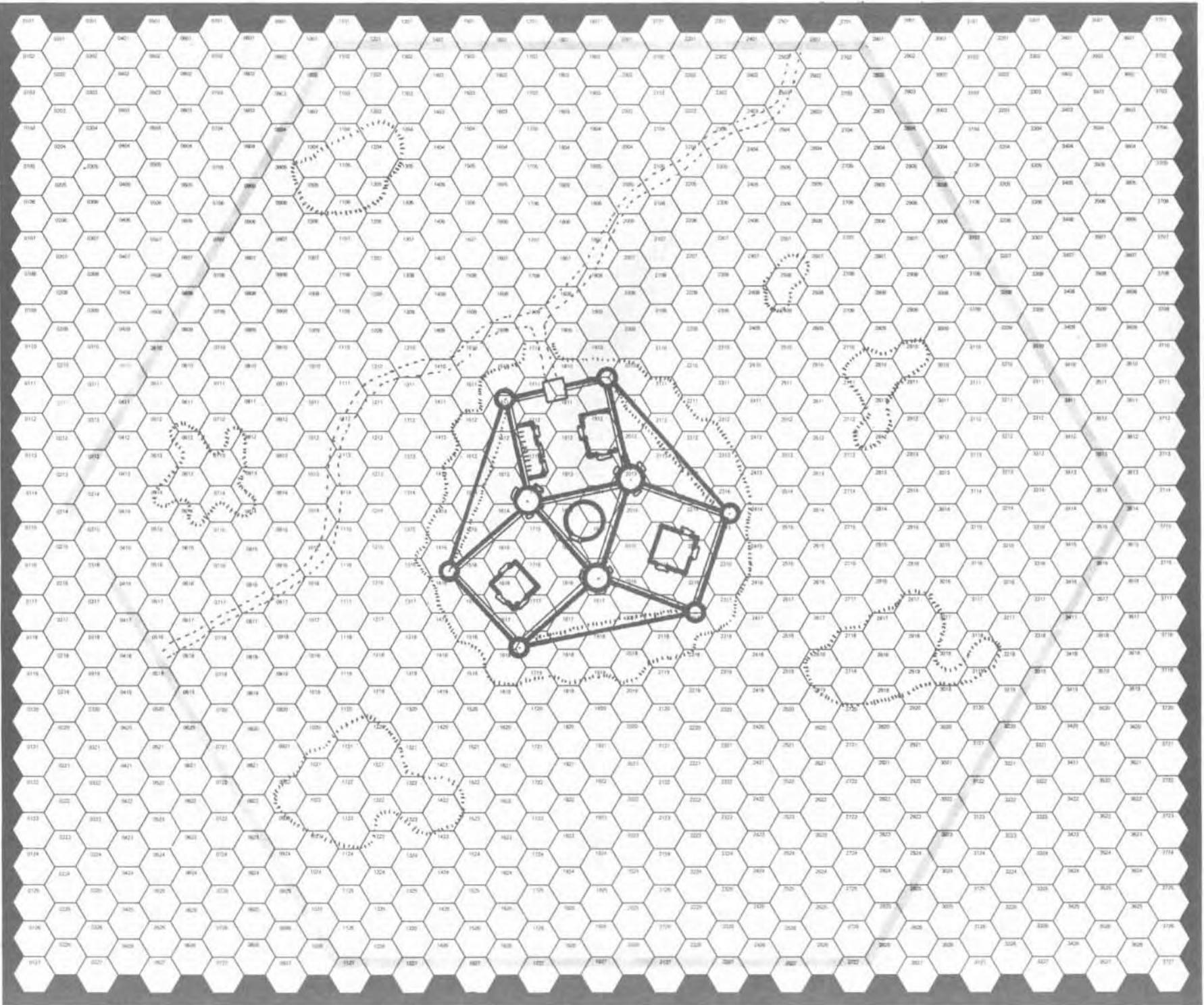




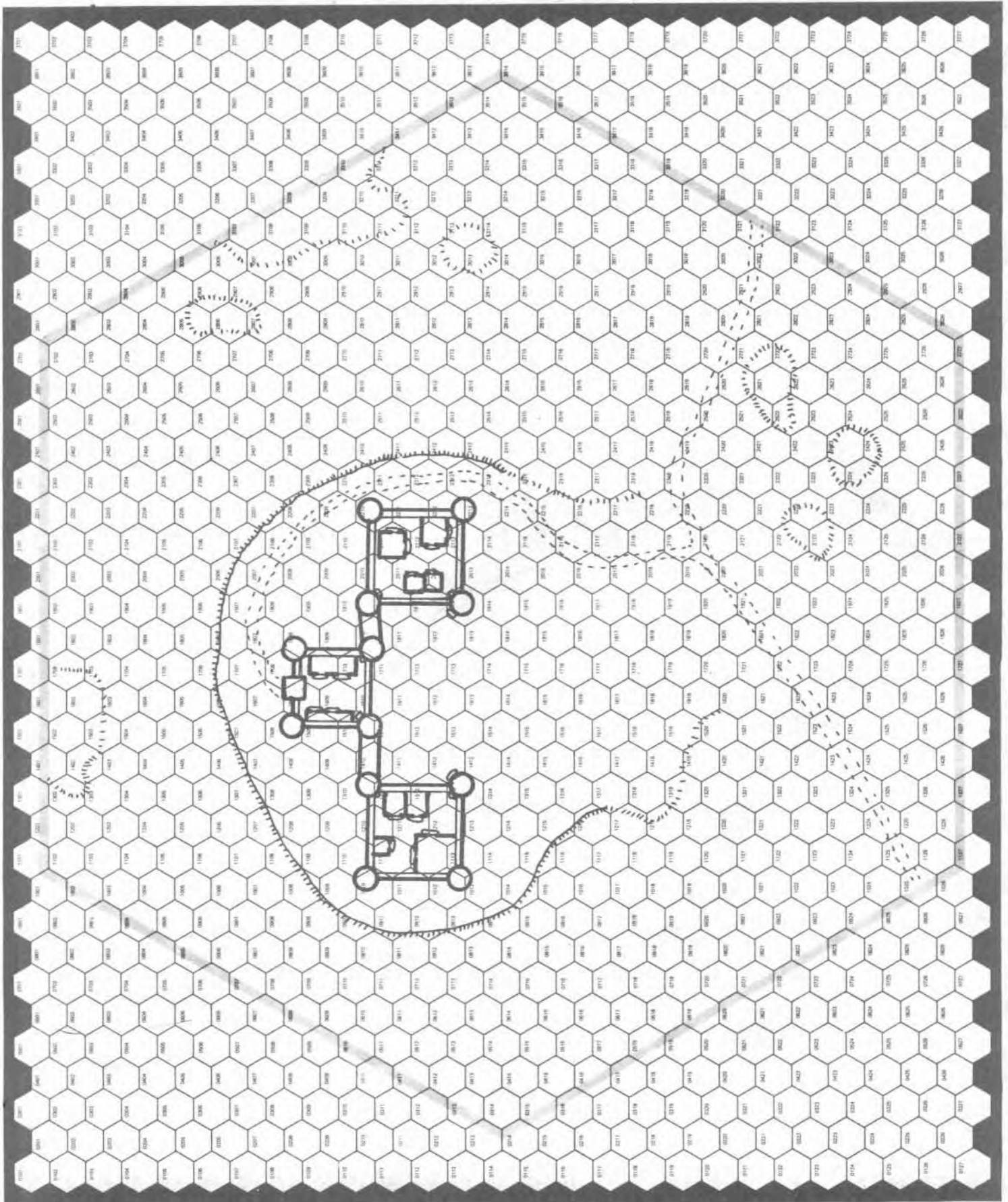


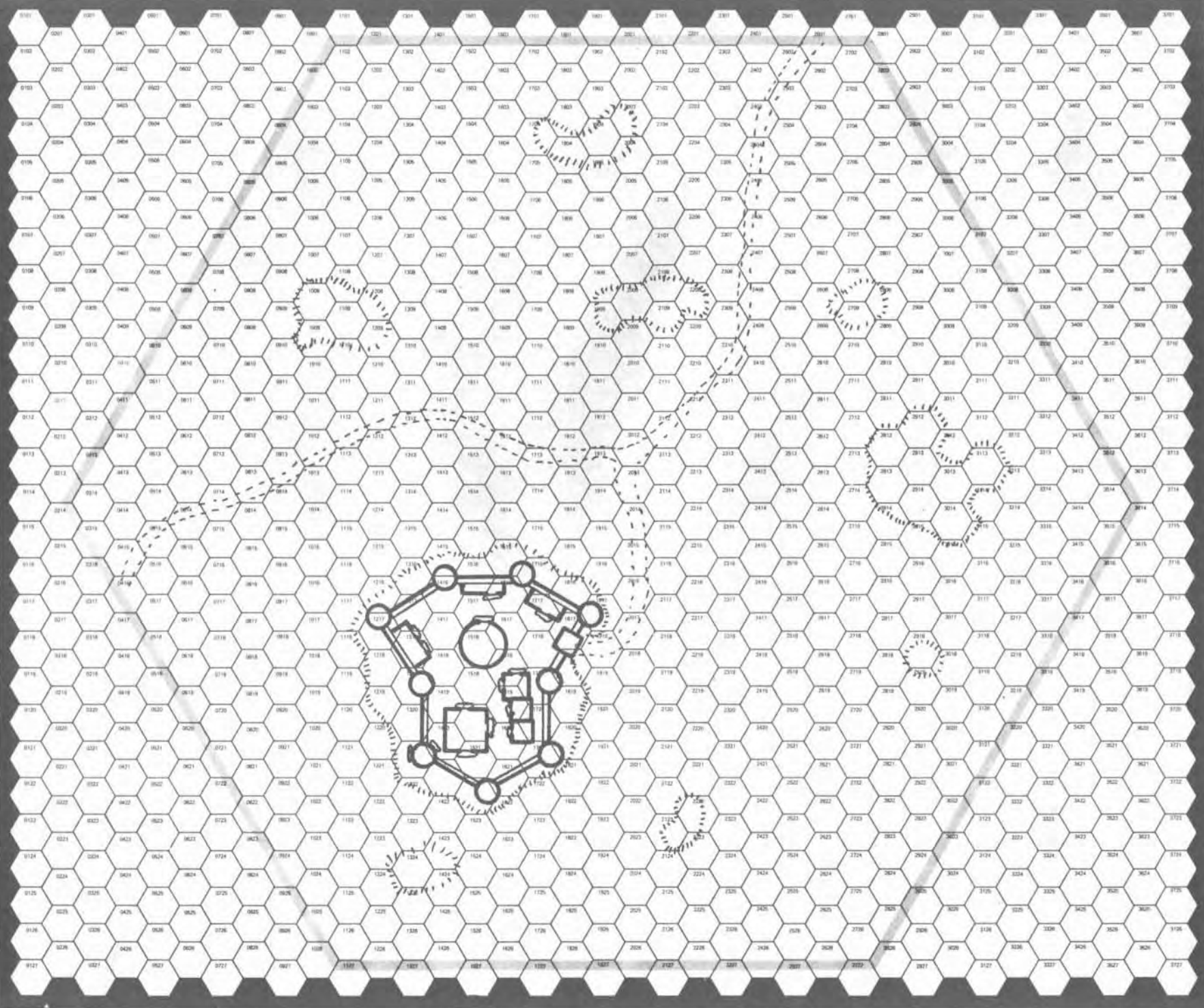




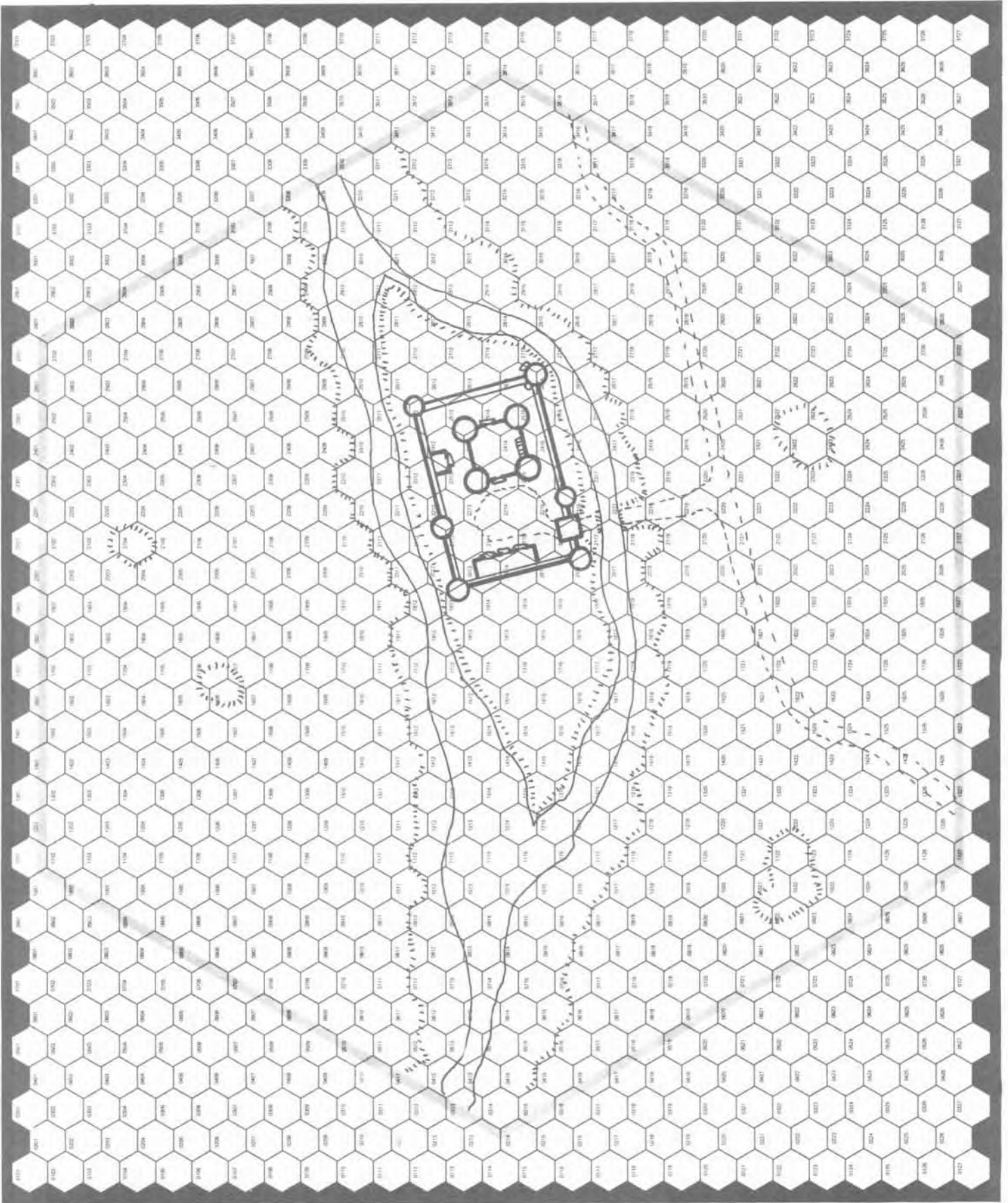


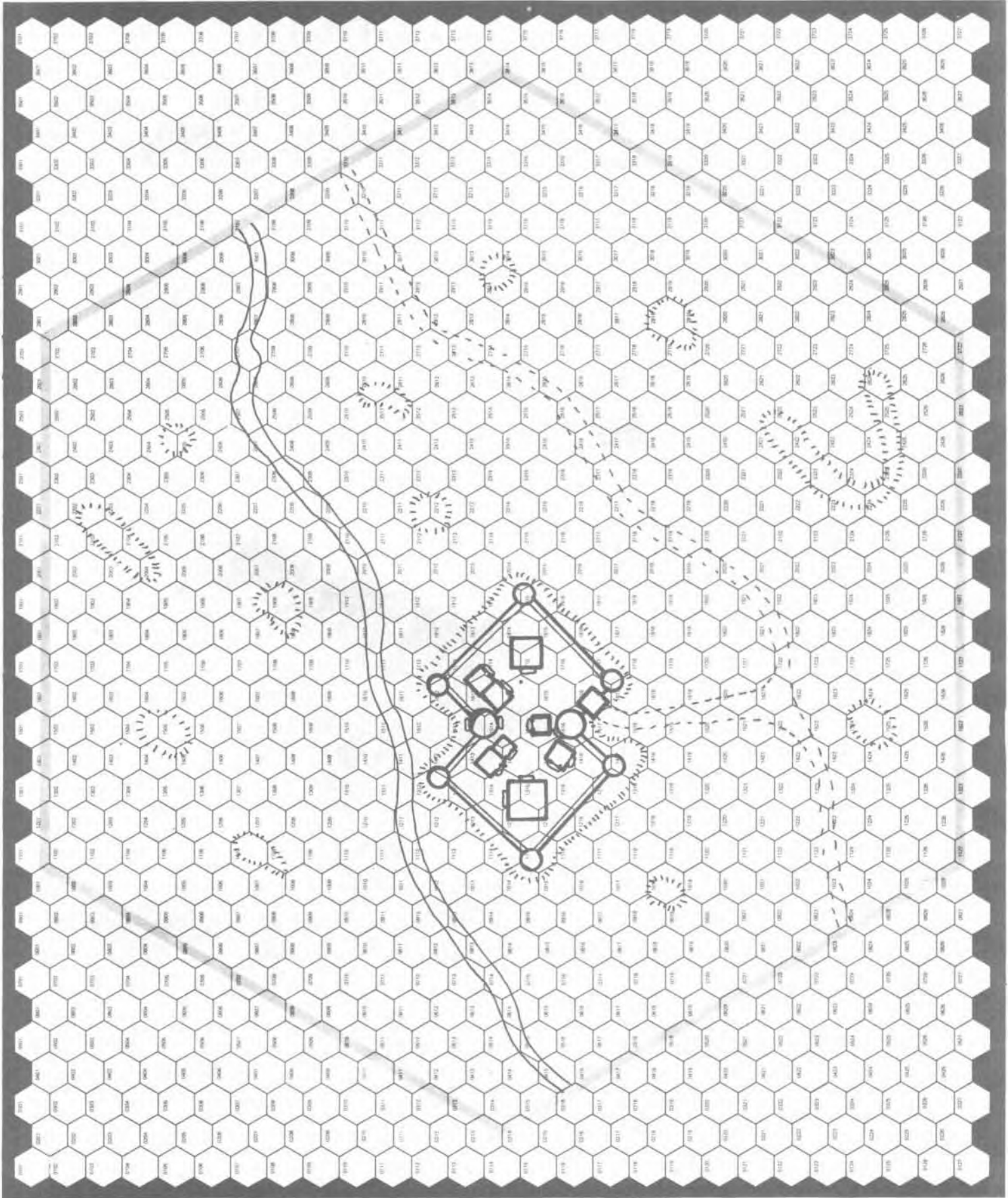
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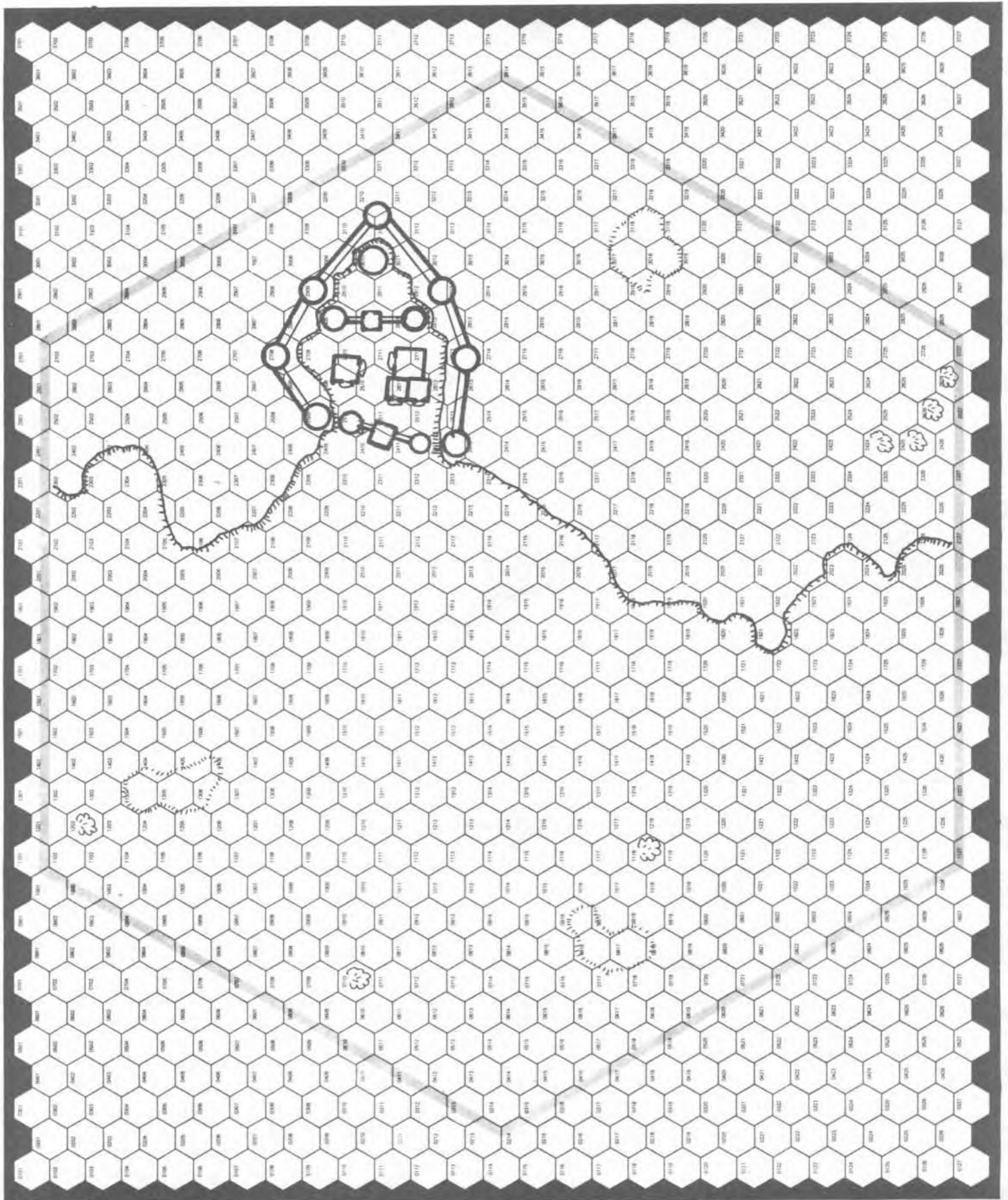




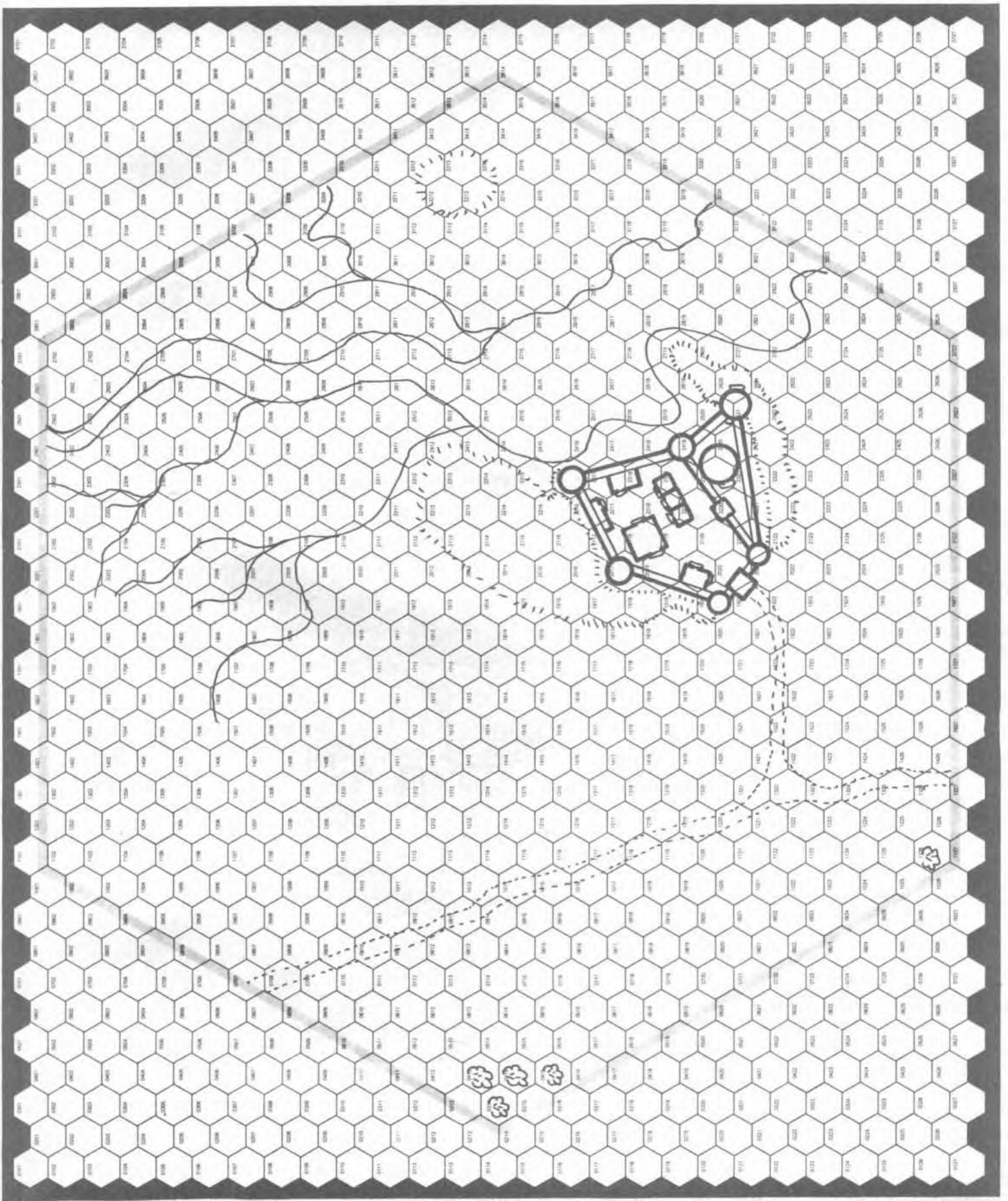


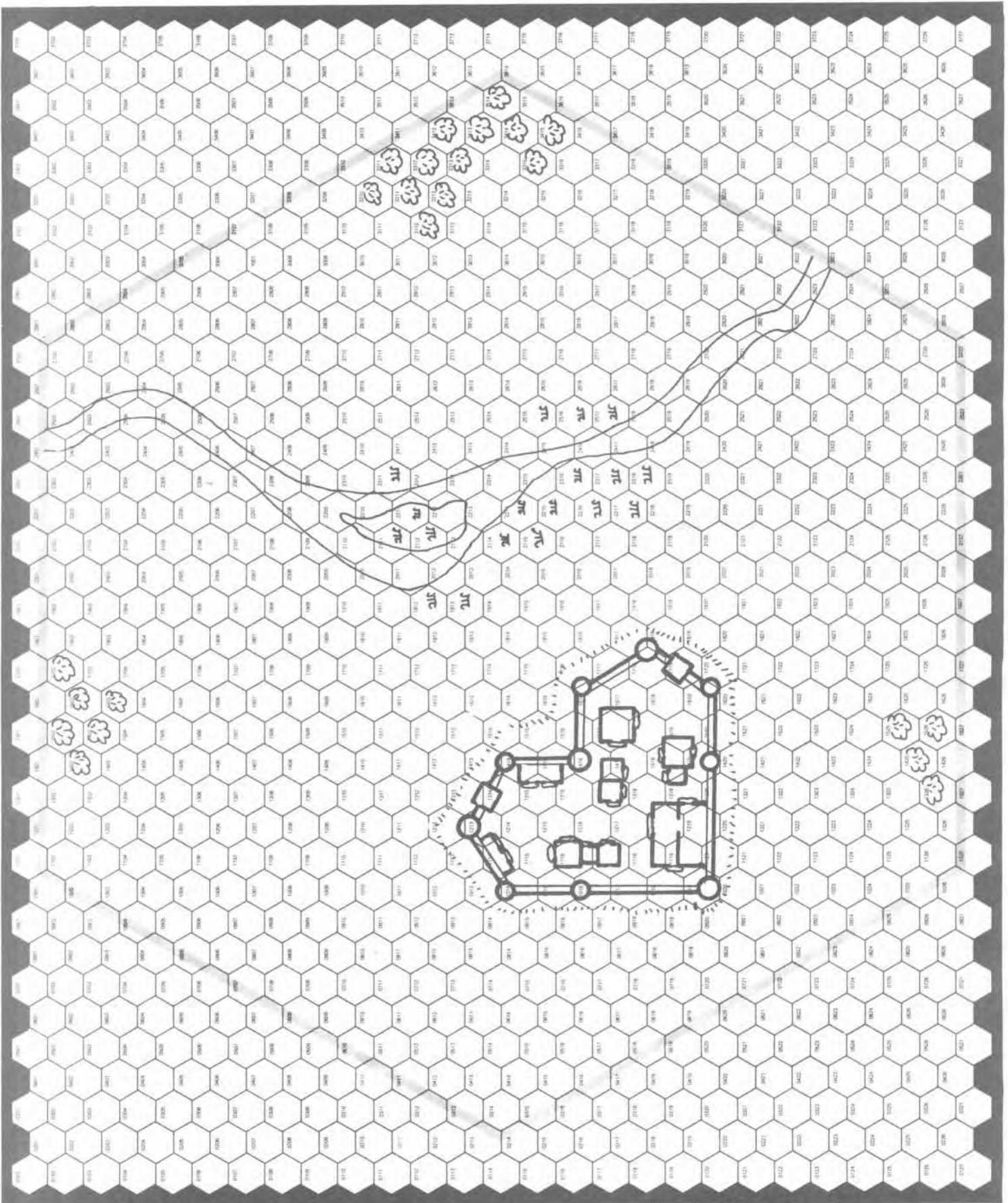


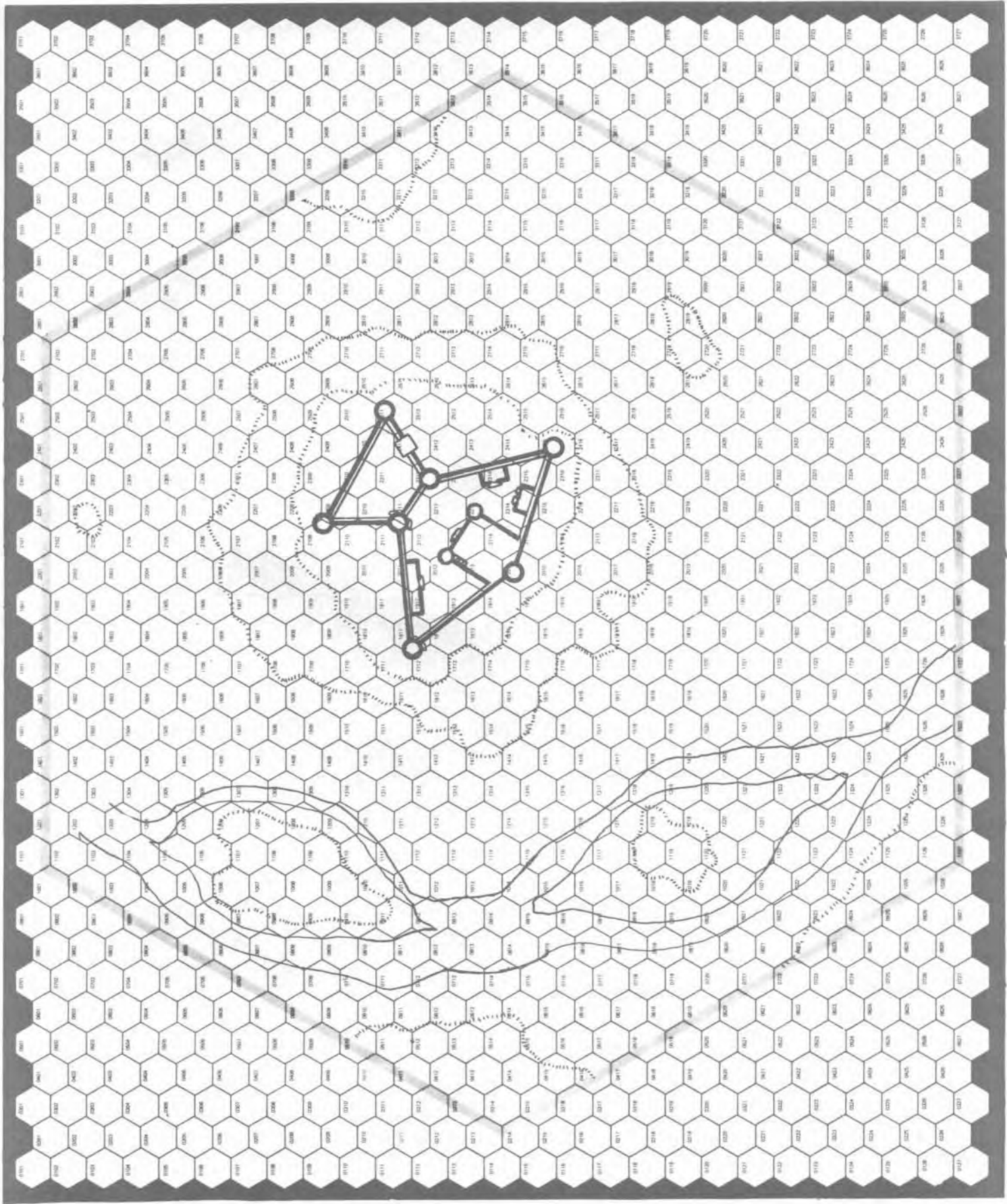




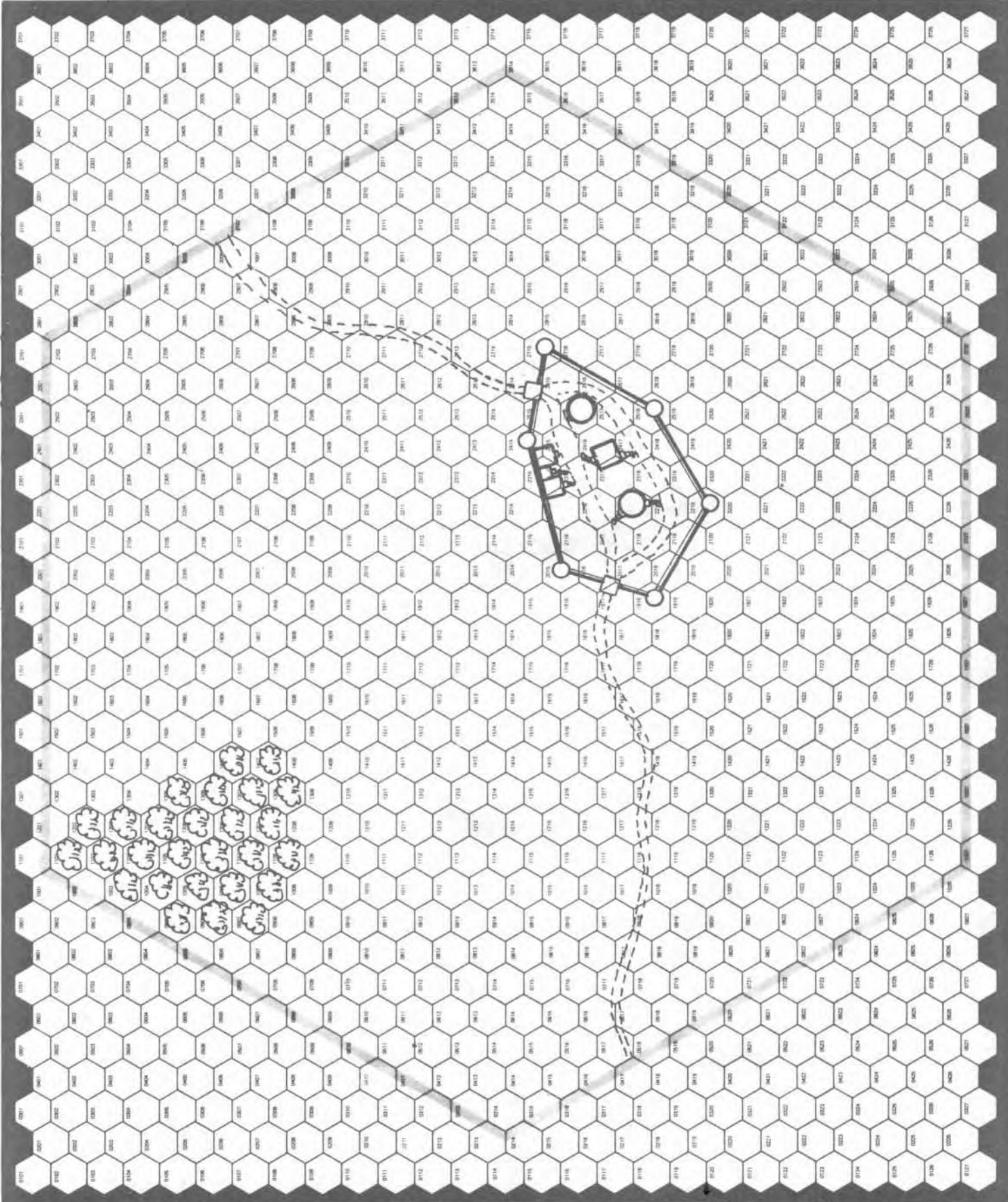


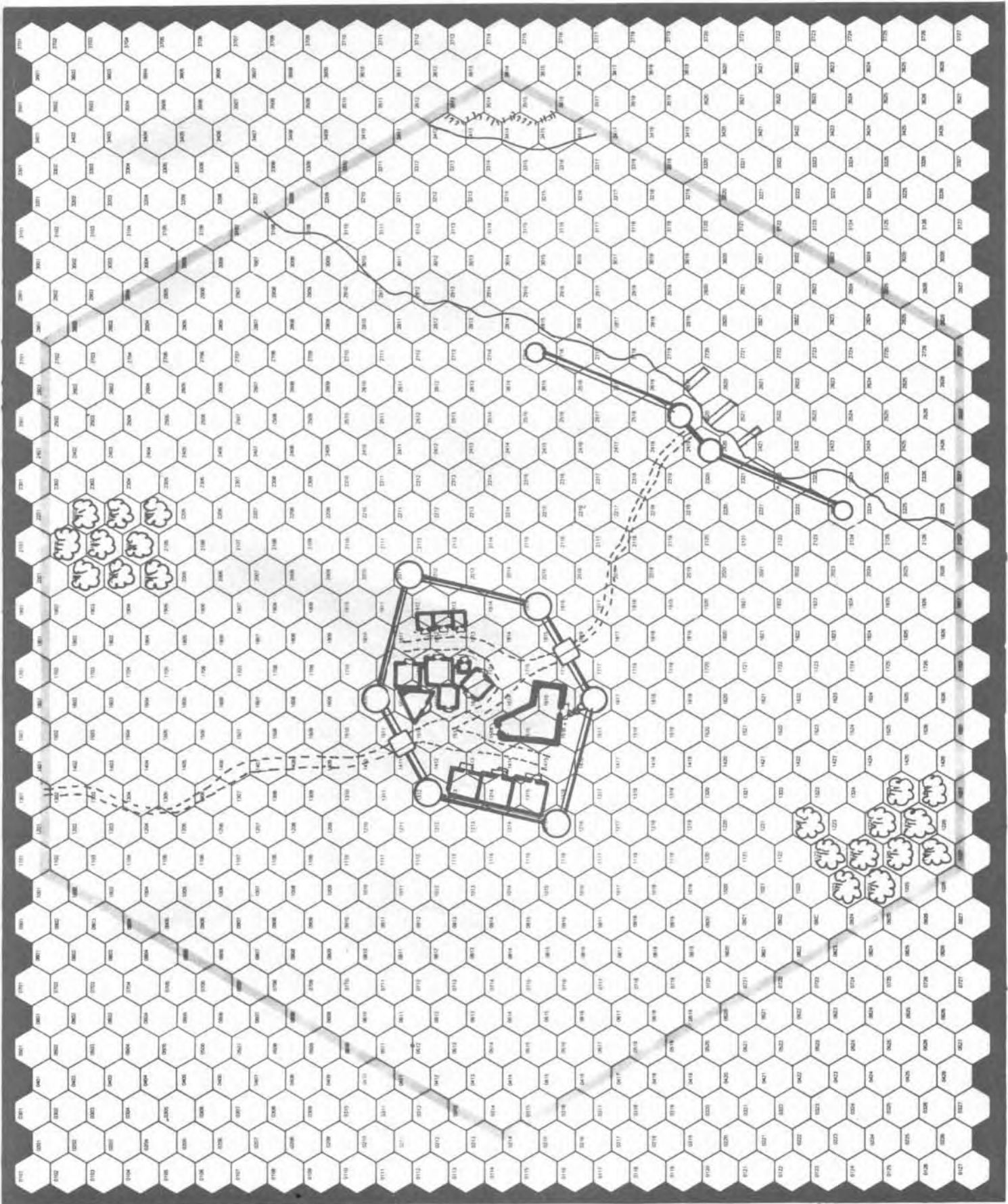


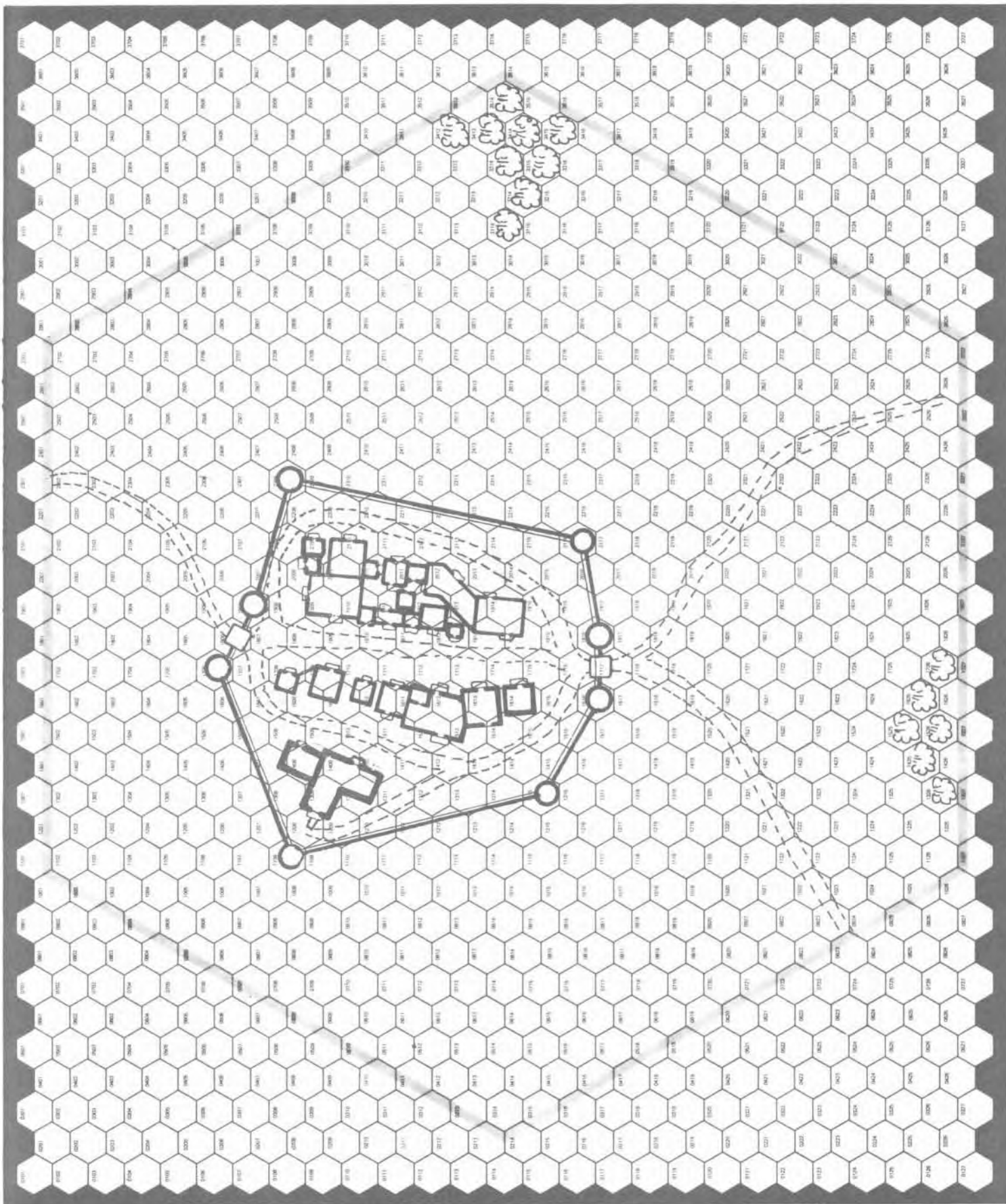




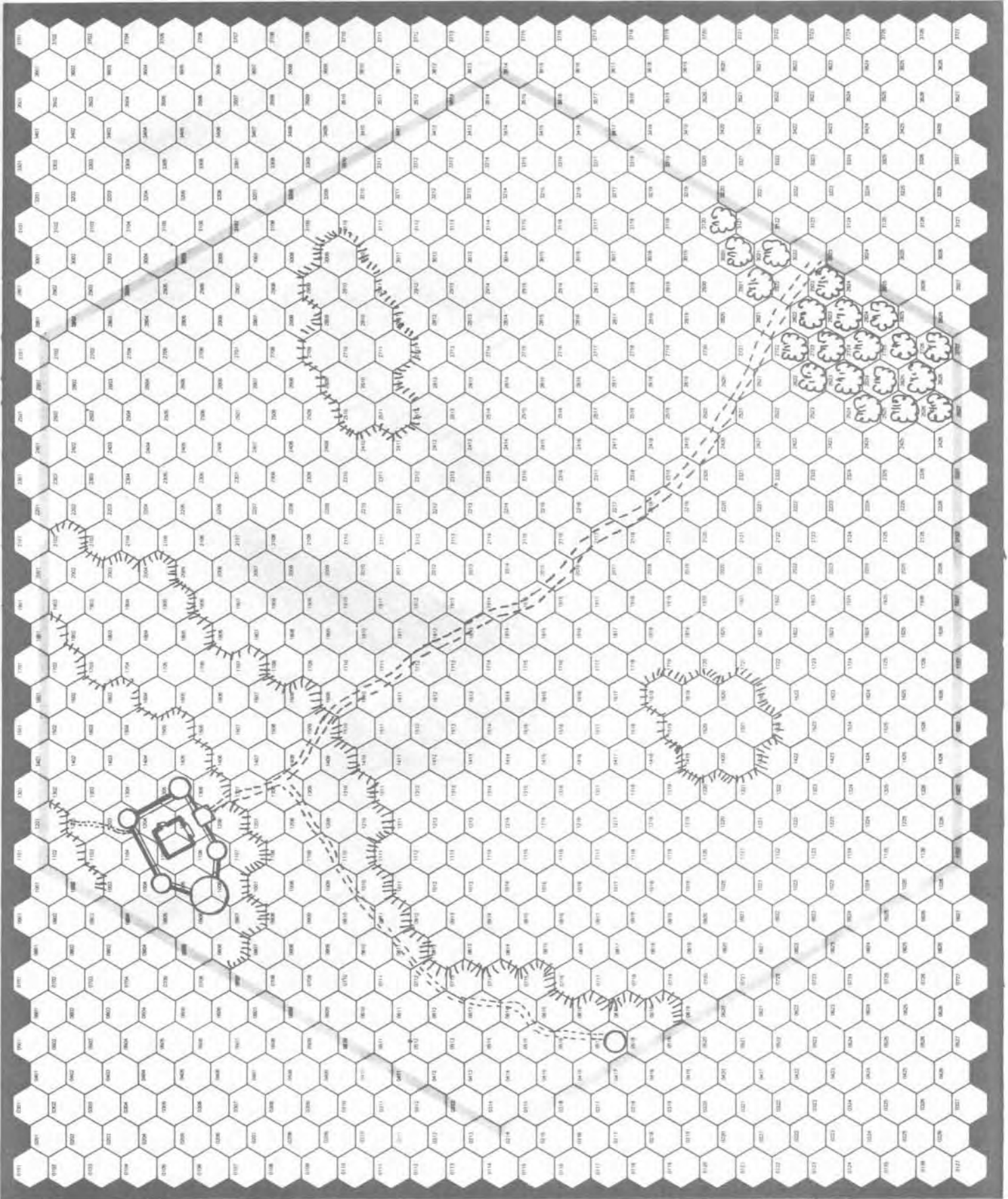


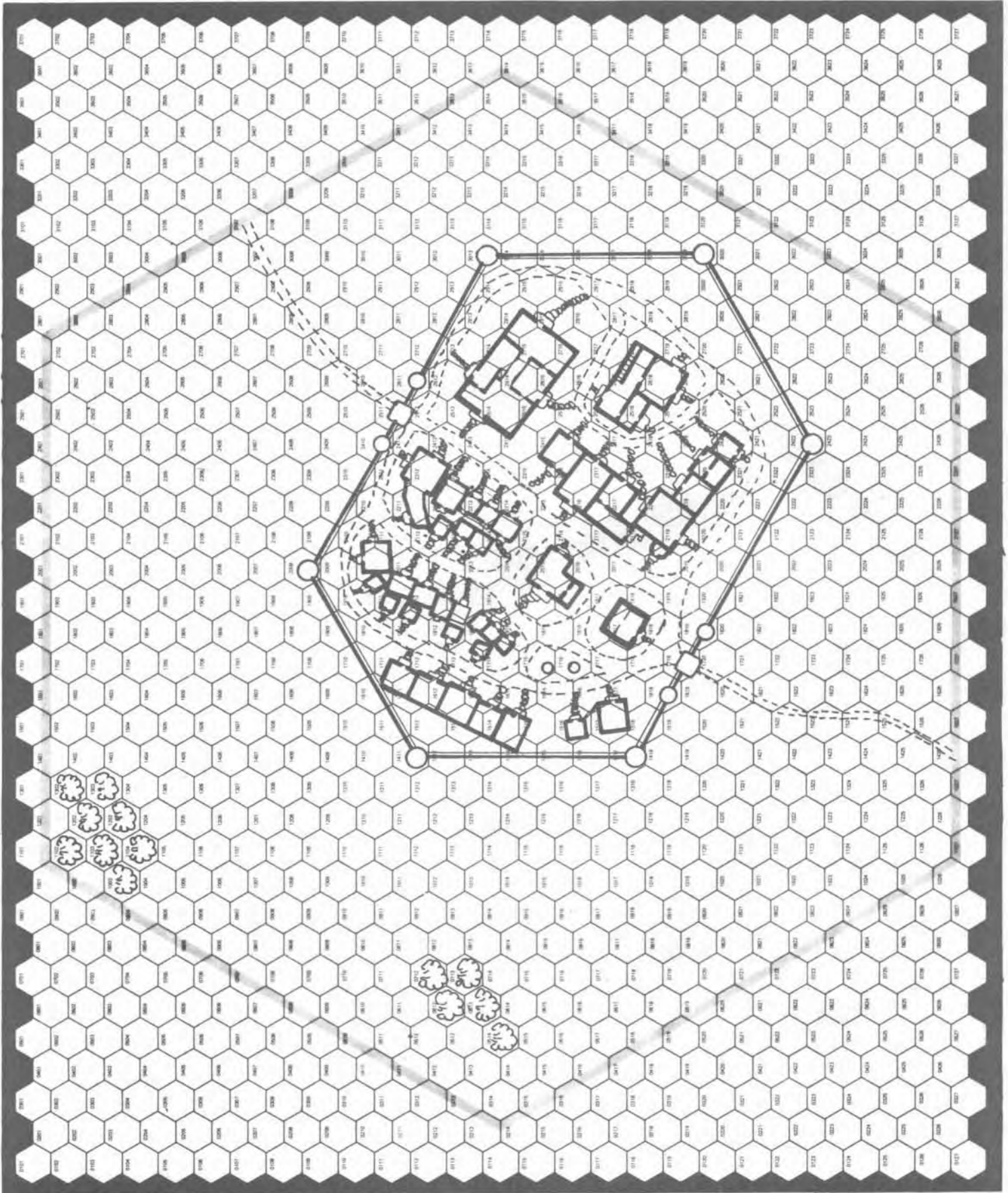


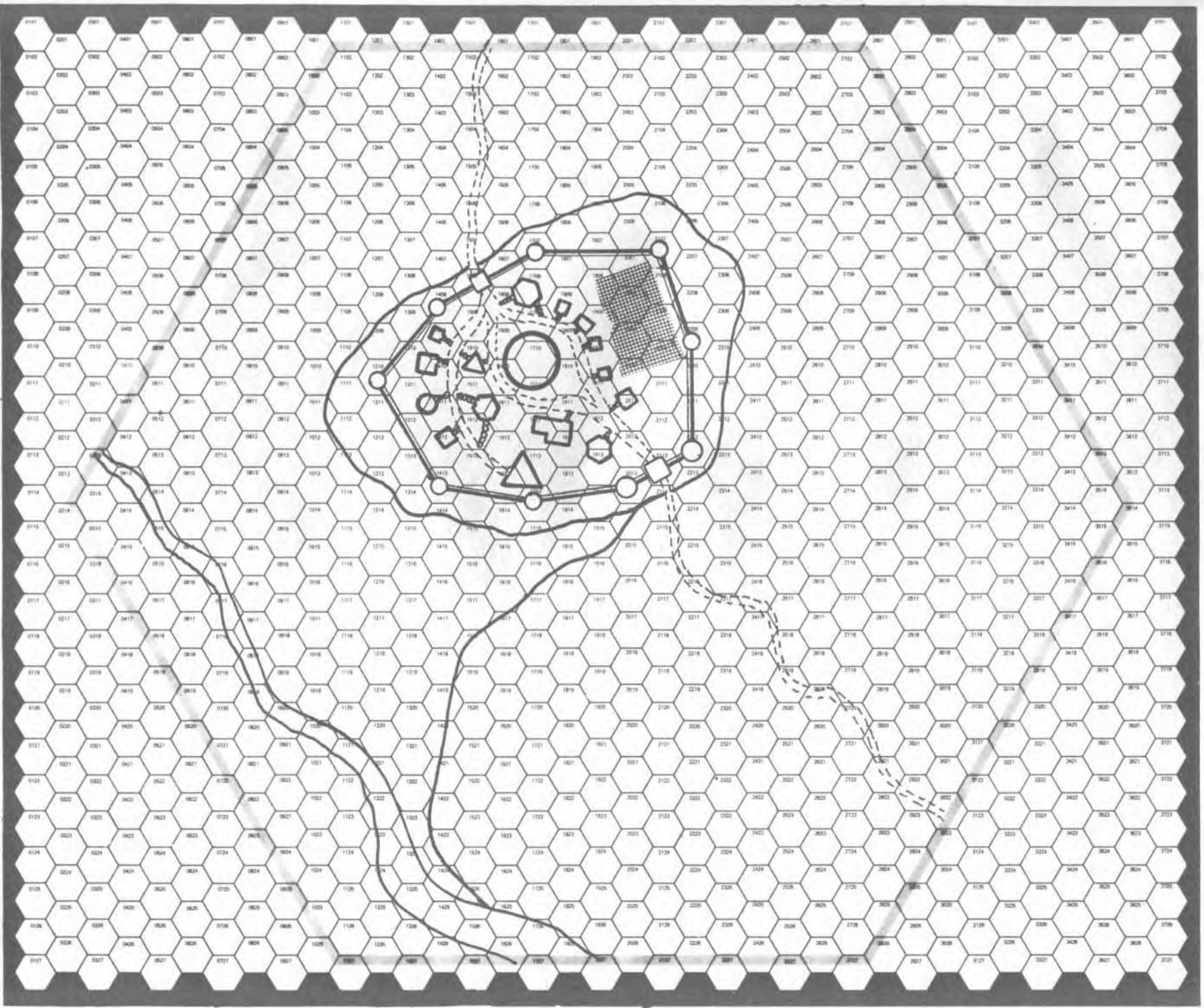




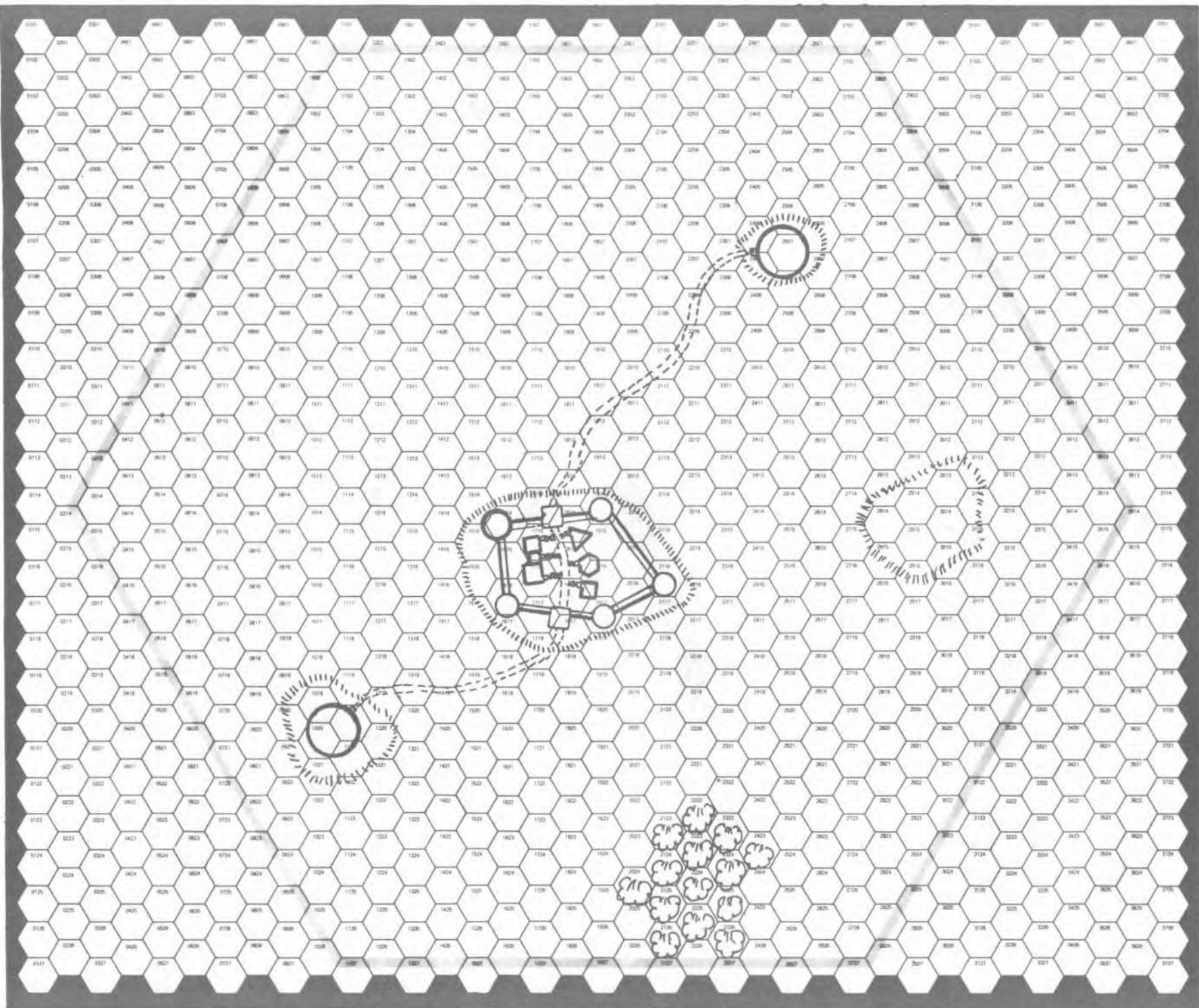


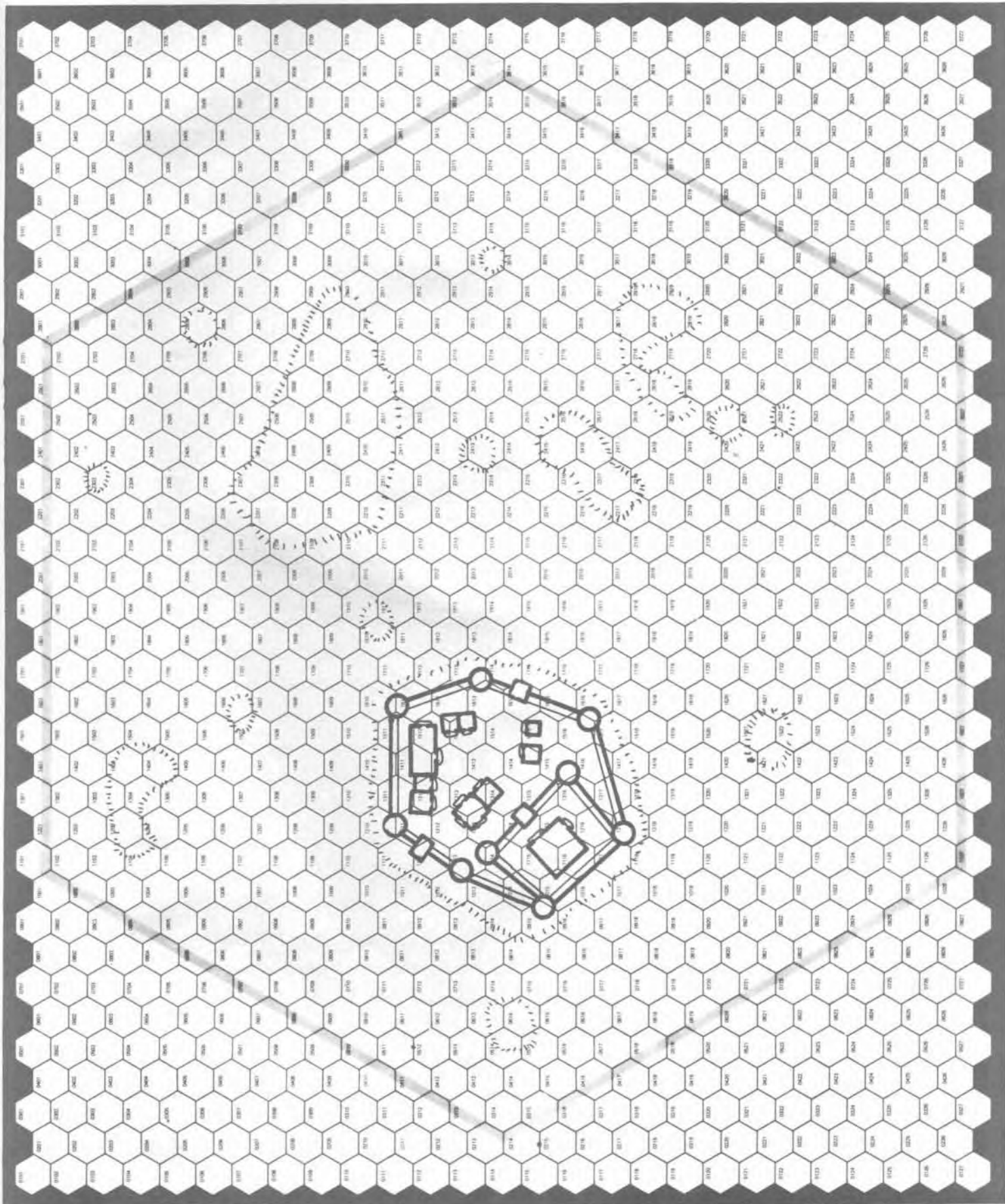


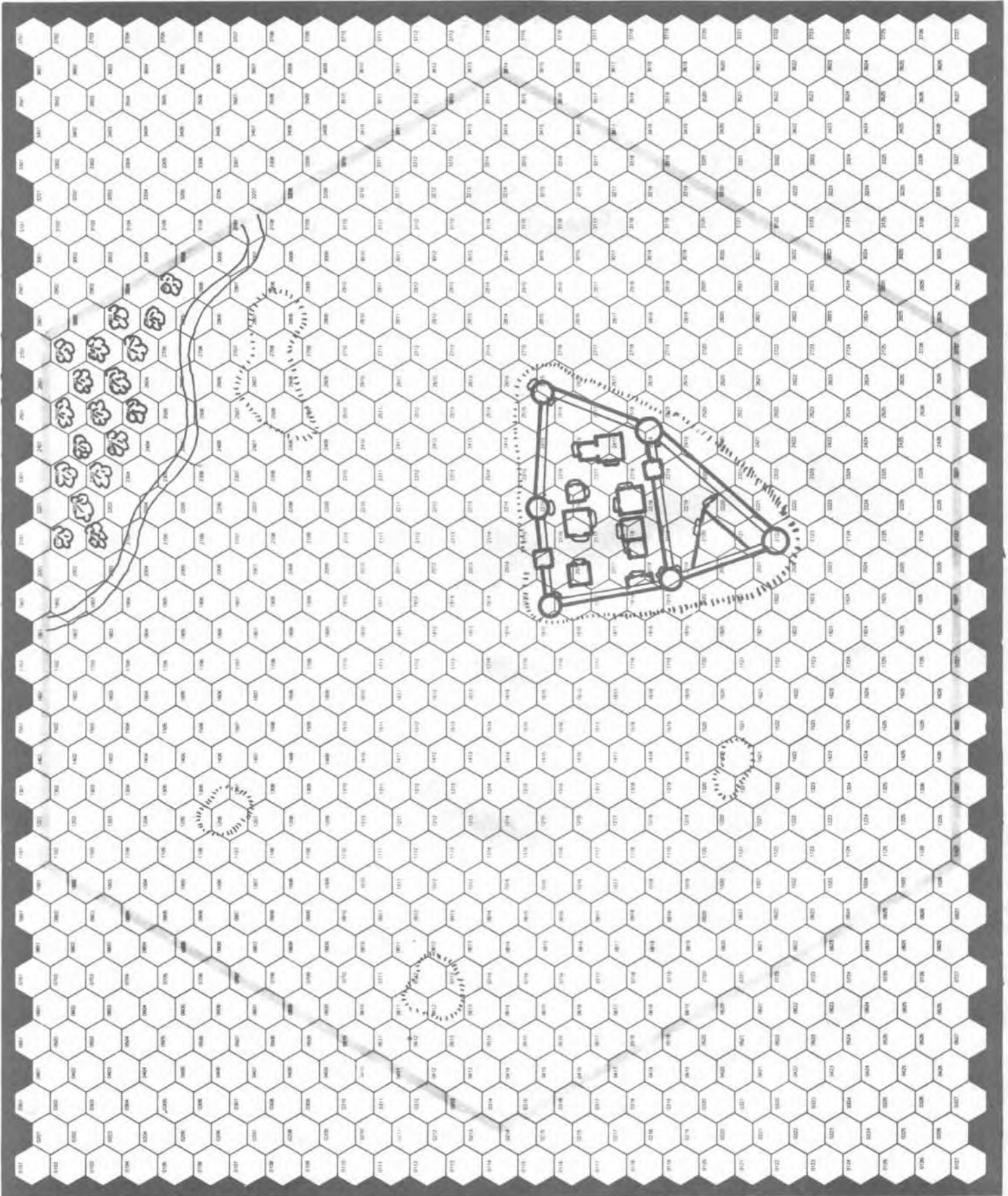




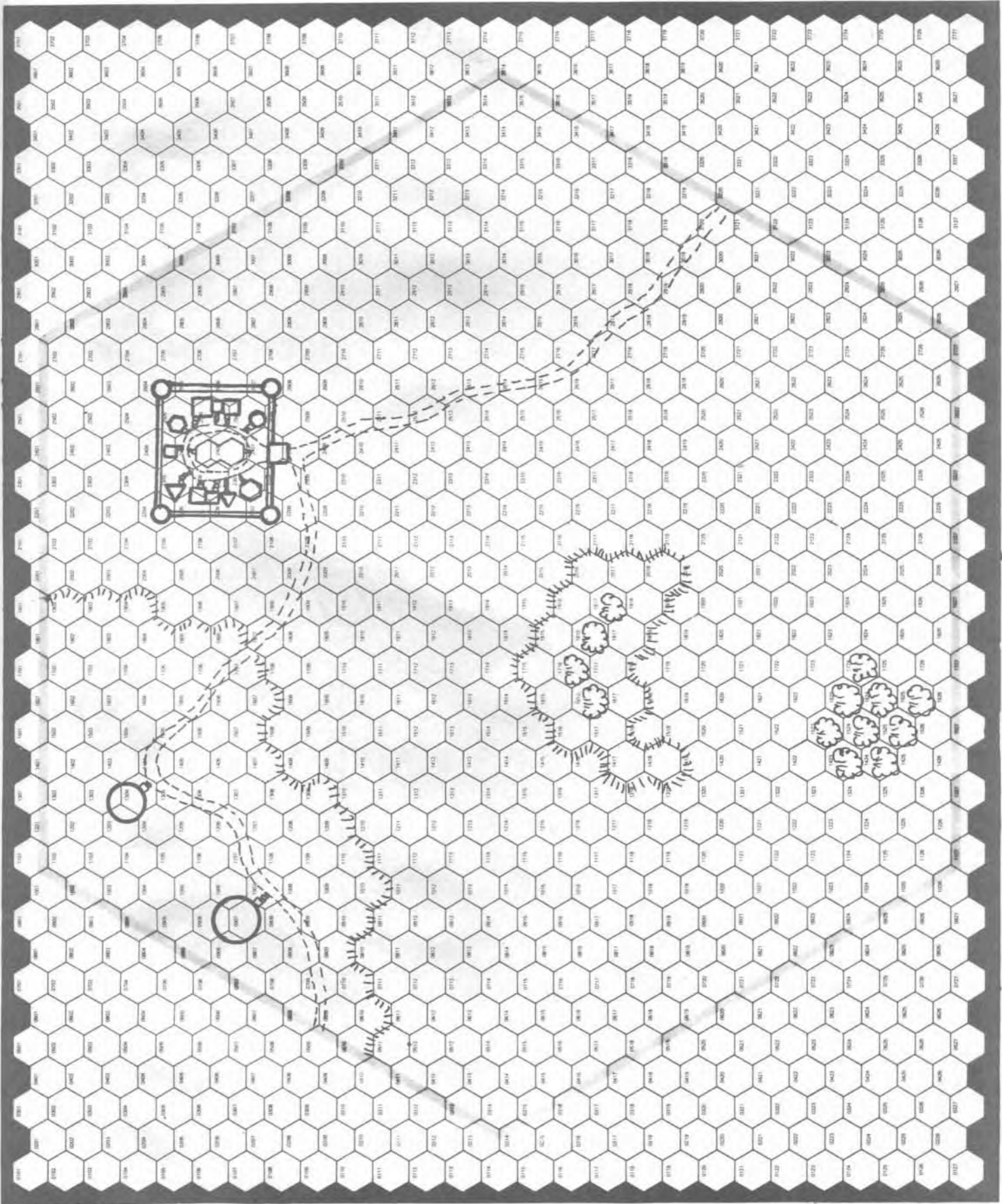


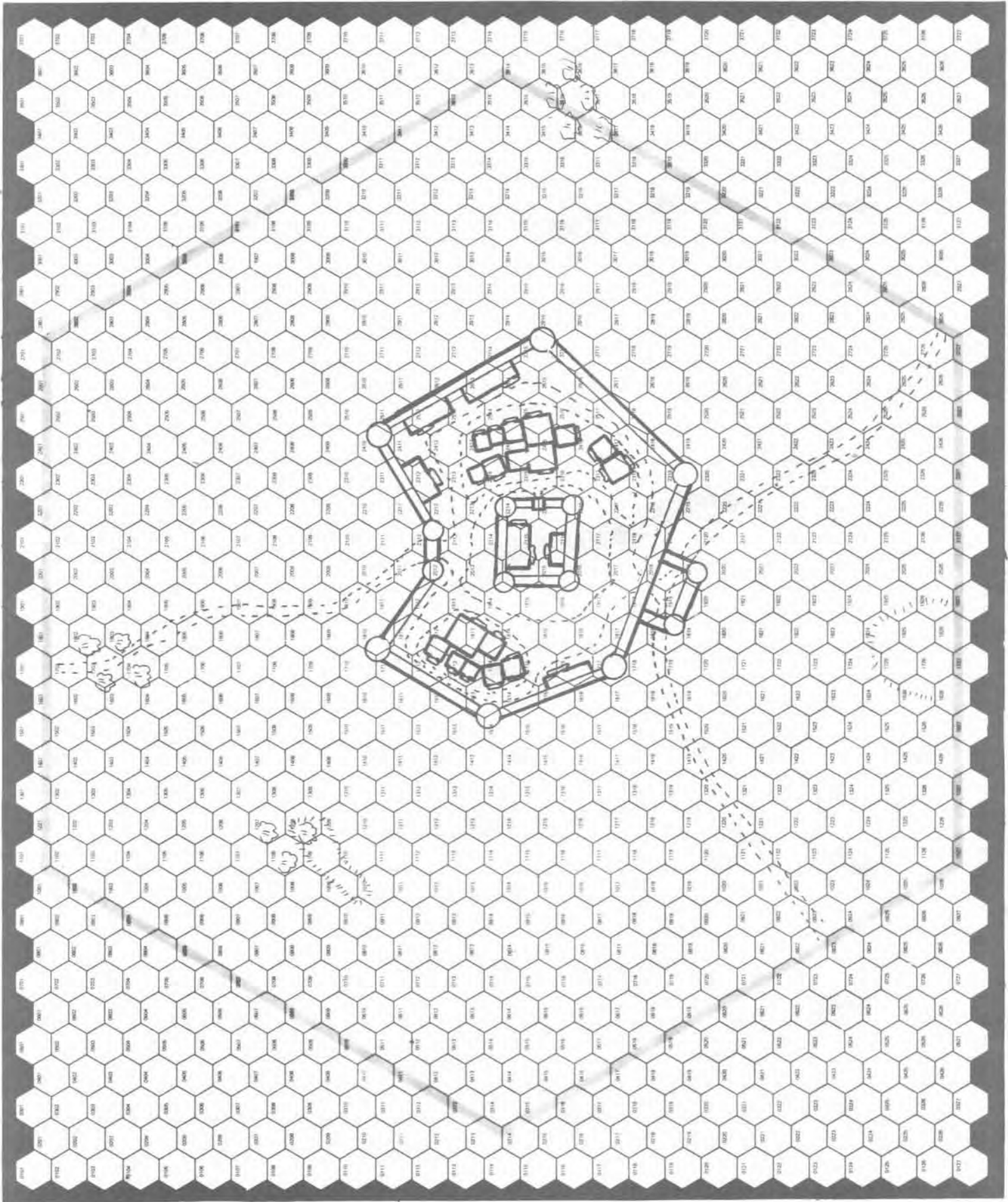












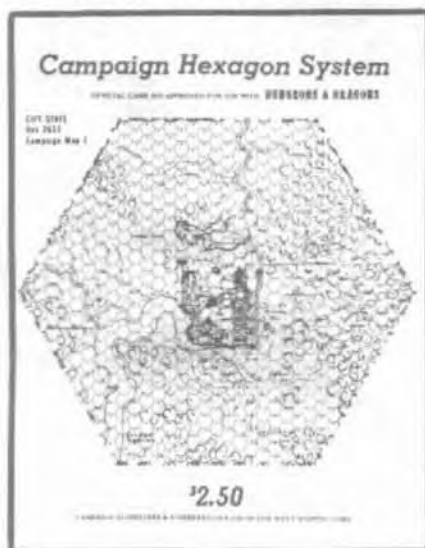
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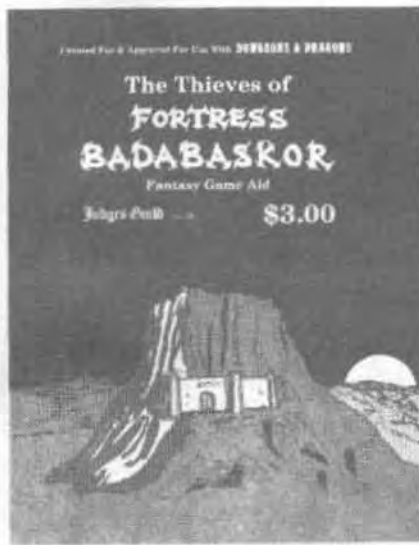
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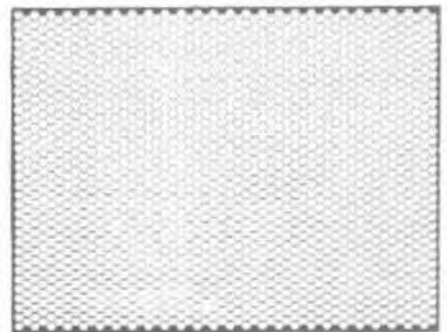
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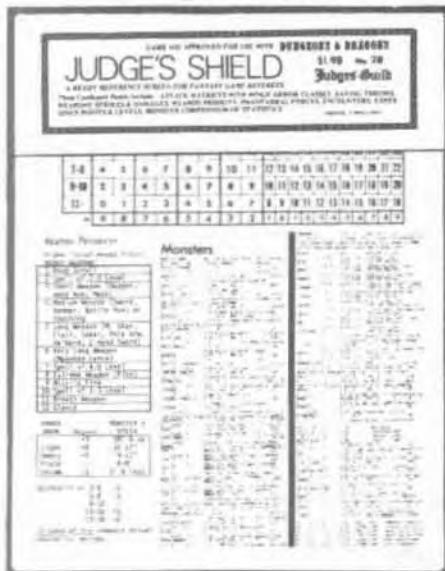
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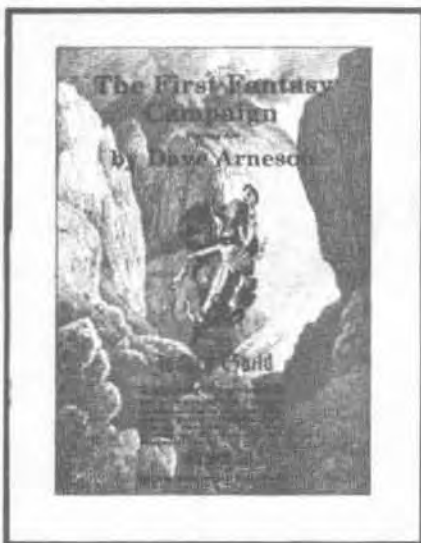
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