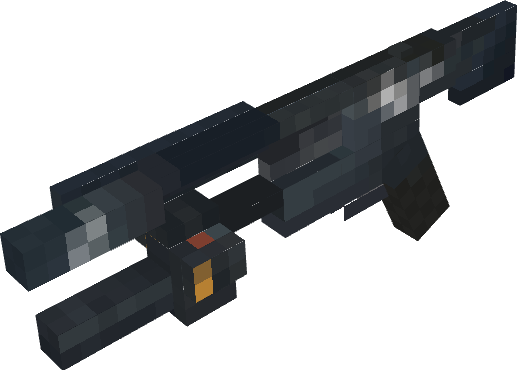
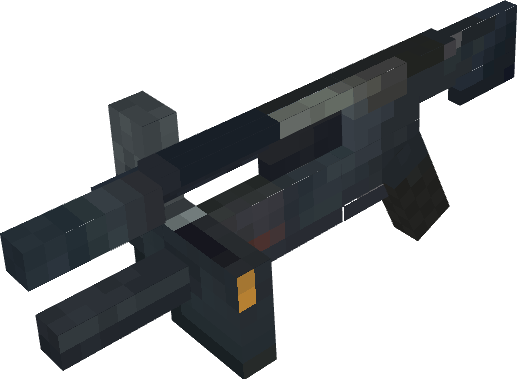
**ITEMS TO RENAME**

**WEAPONS**

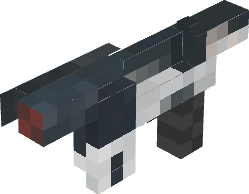
**Bow - OSIPR**

****

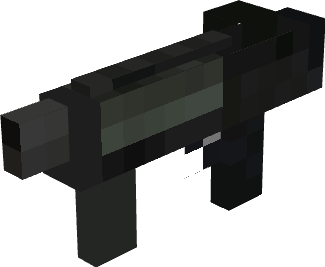
**Bow – AR2**

****

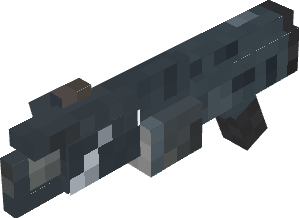
**Bow – Ipistol**

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**Bow – SMG**

****

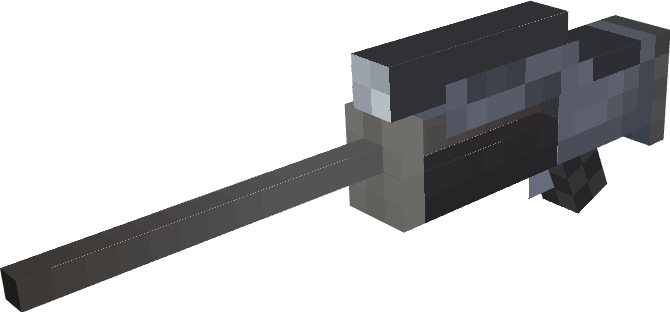
**Crossbow – Hummer**

****

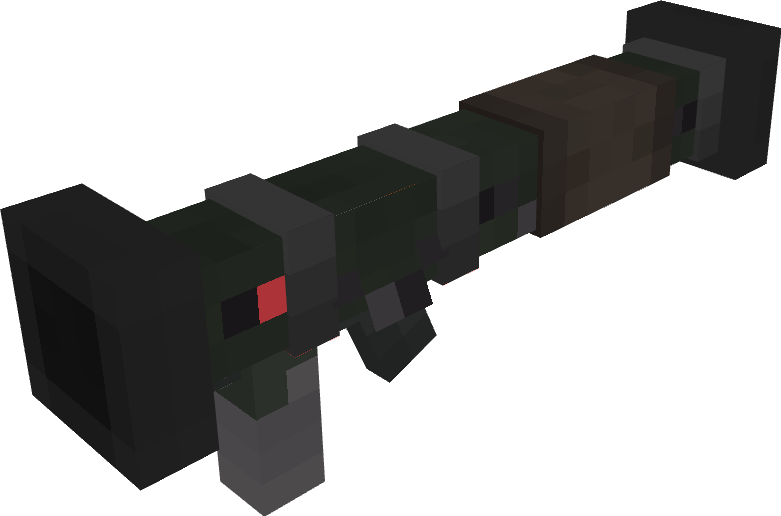
**Crossbow – HeavyMachineGun**

****

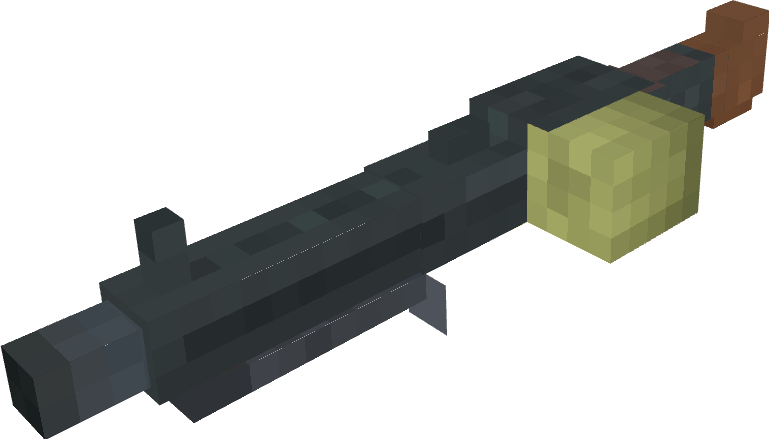
**Crossbow - Sniper Rifle**

****

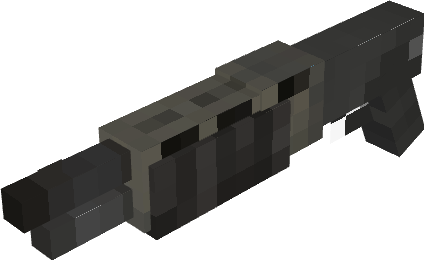
**Crossbow – RPG**

****

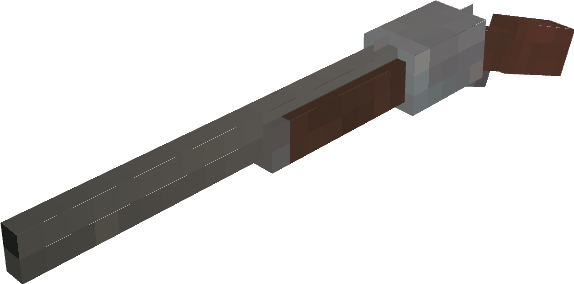
**Bow – MG42**

****

**Crossbow – SPAS12**

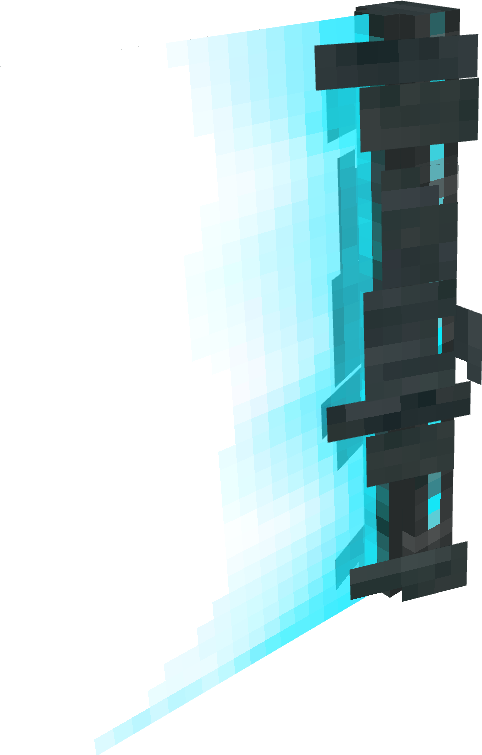
****

**Crossbow – Winchester**

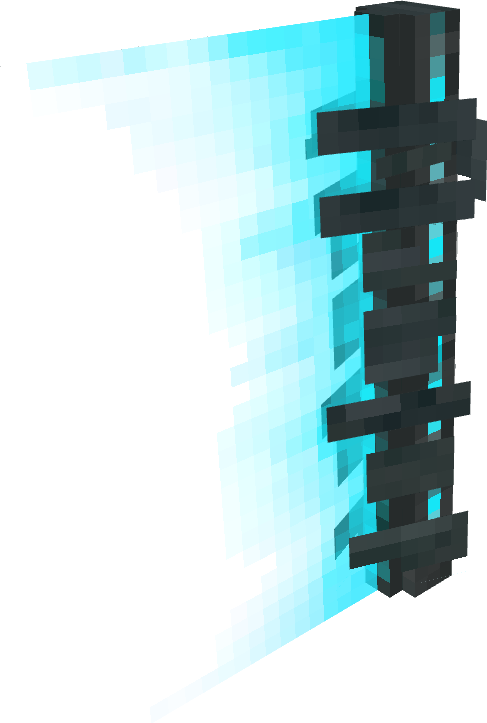
****

**DECOR ELEMENTS**

**Stick – CombineForcefields\_down**

****

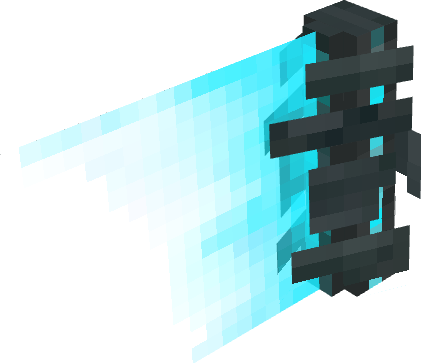
**Stick - CombineForcefields\_up**

****

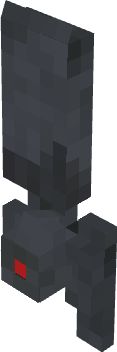
**Stick - CombineForcefields\_centre**

****

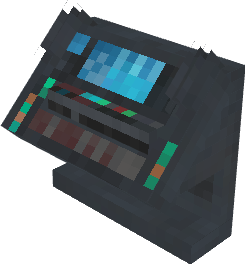
**Stick - CombineForcefields\_upmini**

****

**Stick – CombineLock**

****

**Stick – CombineTerminal**

****

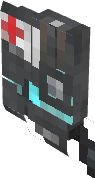
**Stick – CombineTerminal\_small**

****

**Stick – Interface**

****

**Stick – HealthCharger**

****

**Stick – PowerCharger**

****

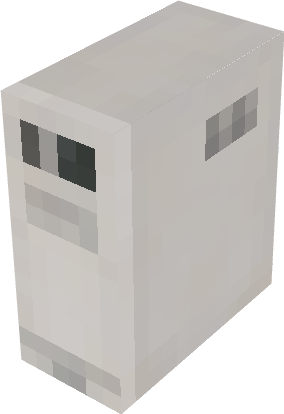
**Stick – CombinePortableLamp**

****

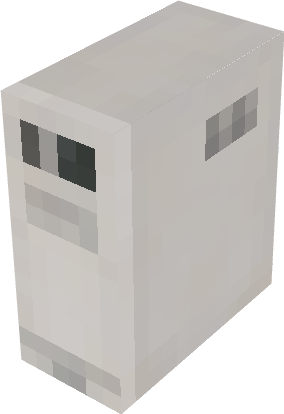
**Stick – CombineWallLamp**

****

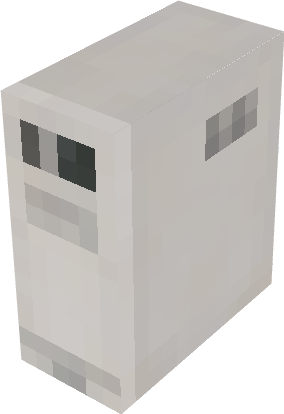
**Stick - SystemBlock\_RP (right position)**

****

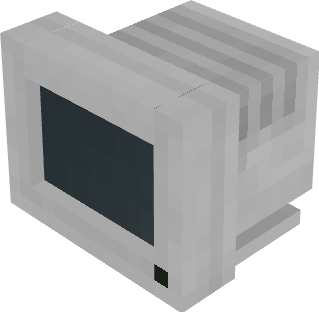
**Stick - SystemBlock\_LP (left position)**

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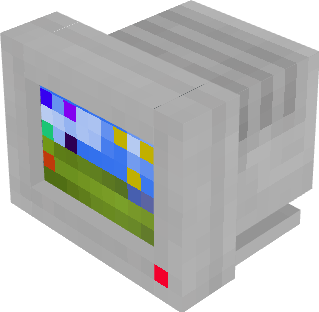
**Stick - SystemBlock\_CP (centre position)**

****

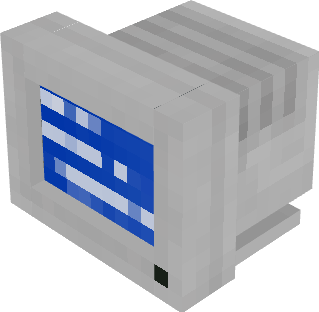
**Stick – MonitorOFF**

****

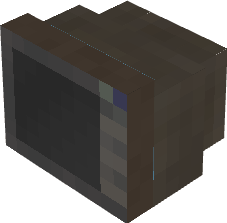
**Stick – MonitorON**

****

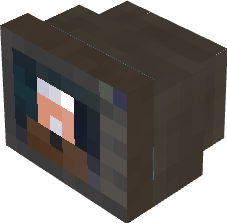
**Stick – MonitorBlueScreen**

****

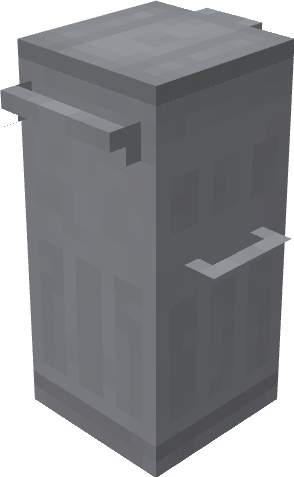
**Stick - TV\_OFF**

****

**Stick - TV\_ON**

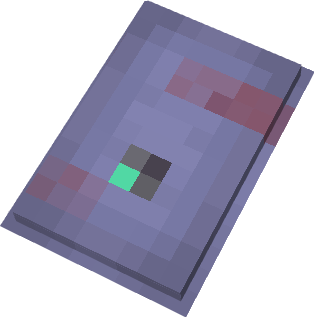
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**Stick – Trashcan**

****

**FOOD**

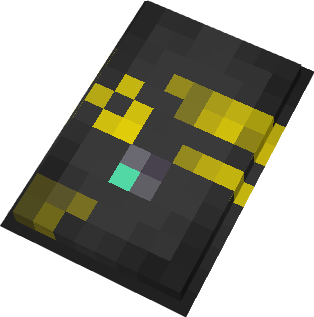
**Bread – Ration**

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**Pumpkin pie – CPRation**

****

**Golden carrot – LoyalistRation**

****

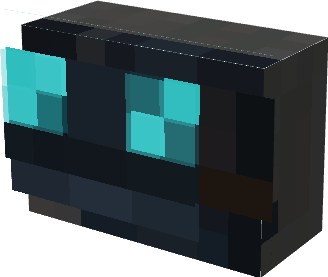
**MELEE WEAPONS**

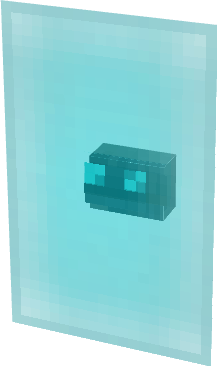
**All sword – StunBaton**

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**ARMOR**

**Shield – PulseShield**

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