

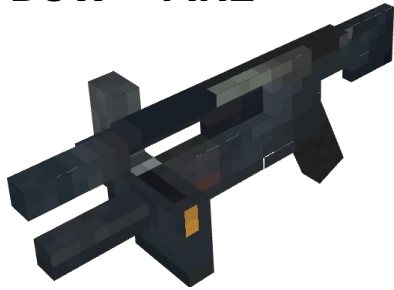
ITEMS TO RENAME

WEAPONS

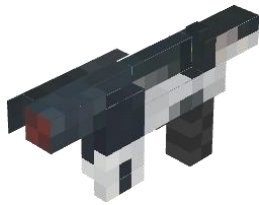
Bow - OSIPR



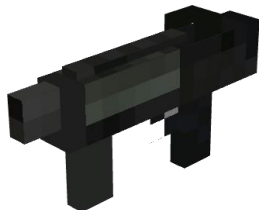
Bow – AR2



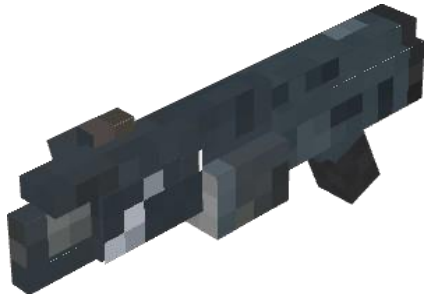
Bow – Ipistol



Bow – SMG



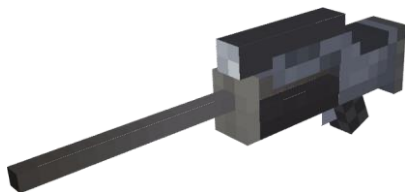
Crossbow – Hummer



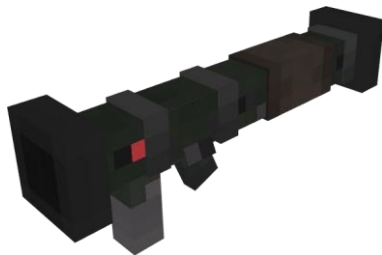
Crossbow – HeavyMachineGun



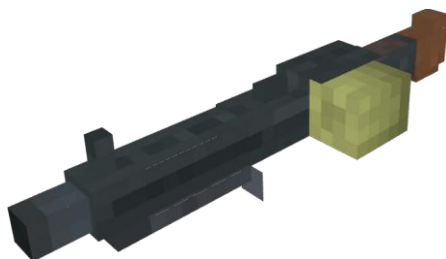
Crossbow - Sniper Rifle



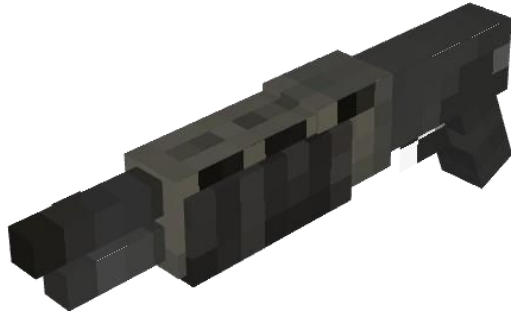
Crossbow – RPG



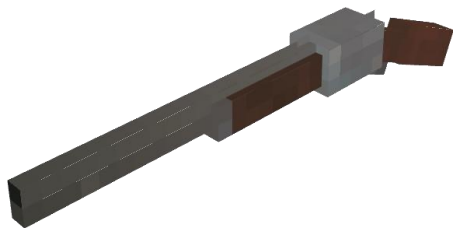
Bow – MG42



Crossbow – SPAS12

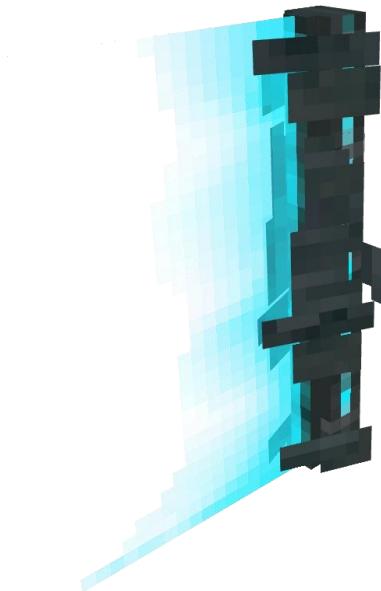


Crossbow – Winchester

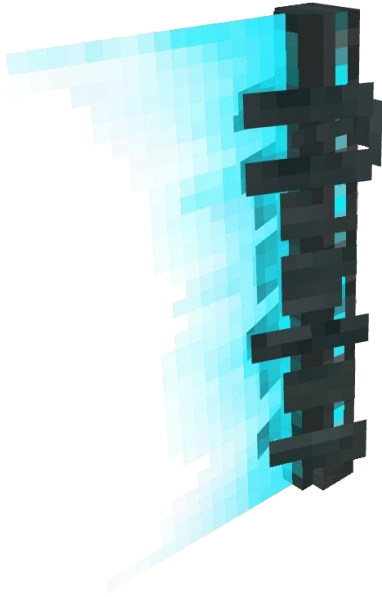


DECOR ELEMENTS

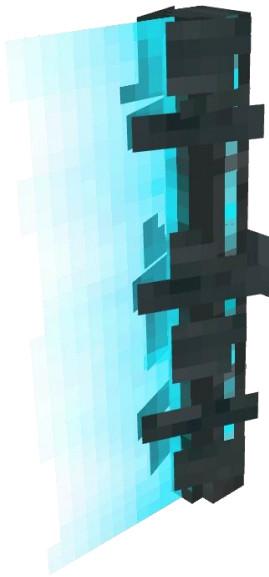
Stick – CombineForcefields_down



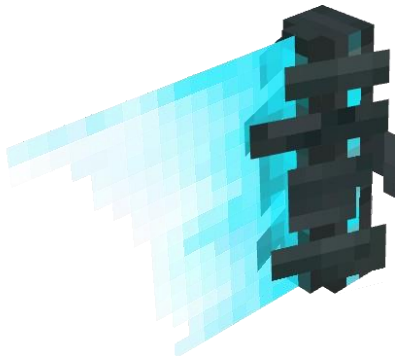
Stick - CombineForcefields_up



Stick - CombineForcefields_centre



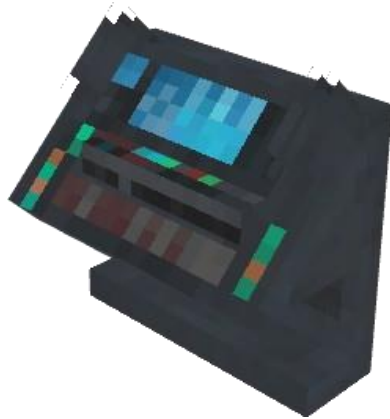
Stick - CombineForcefields_upmini



Stick – CombineLock



Stick – CombineTerminal



Stick – CombineTerminal_small



Stick – Interface



Stick – HealthCharger



Stick – PowerCharger



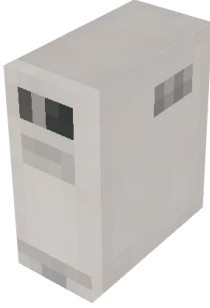
Stick – CombinePortableLamp



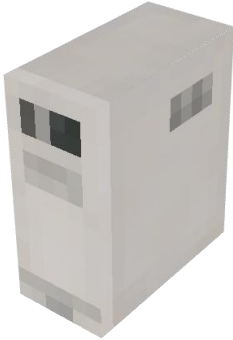
Stick – CombineWallLamp



Stick - SystemBlock_RP (right position)



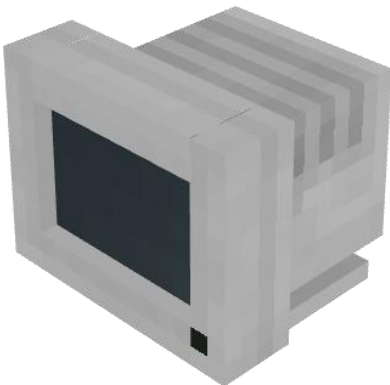
Stick - SystemBlock_LP (left position)



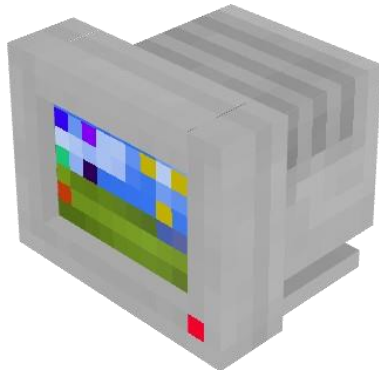
Stick - SystemBlock_CP (centre position)



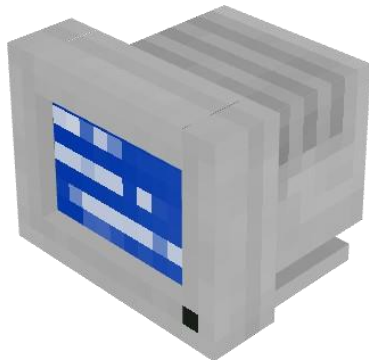
Stick – MonitorOFF



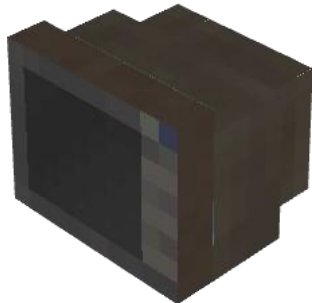
Stick – MonitorON



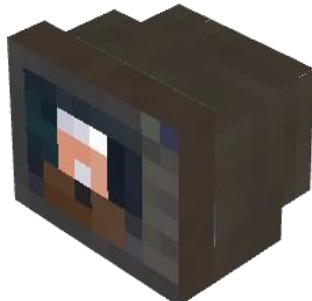
Stick – MonitorBlueScreen



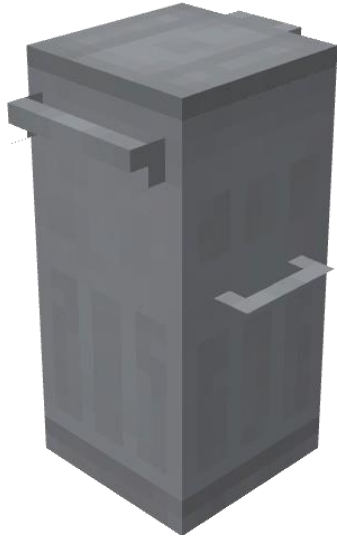
Stick - TV_OFF



Stick - TV_ON

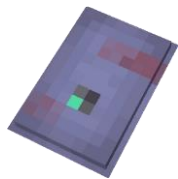


Stick – Trashcan



FOOD

Bread – Ration



Pumpkin pie – CPRation



Golden carrot – LoyalistRation



MELEE WEAPONS

All sword – StunBaton



ARMOR

Shield – PulseShield

