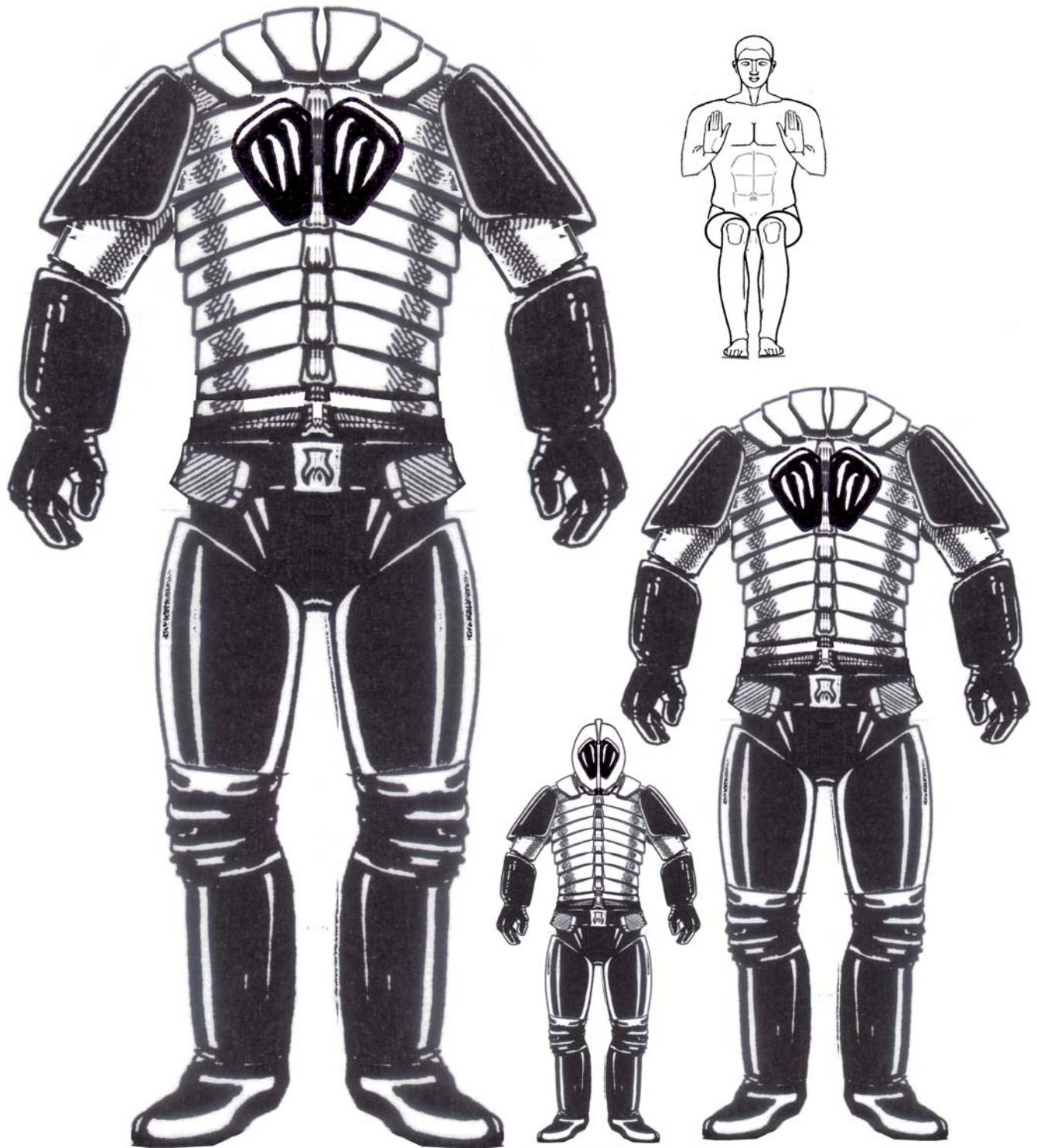




# The Item Catalog

The following weapon examples demonstrate the output of the armor generation system.

## Armor 12



Left to Right.

