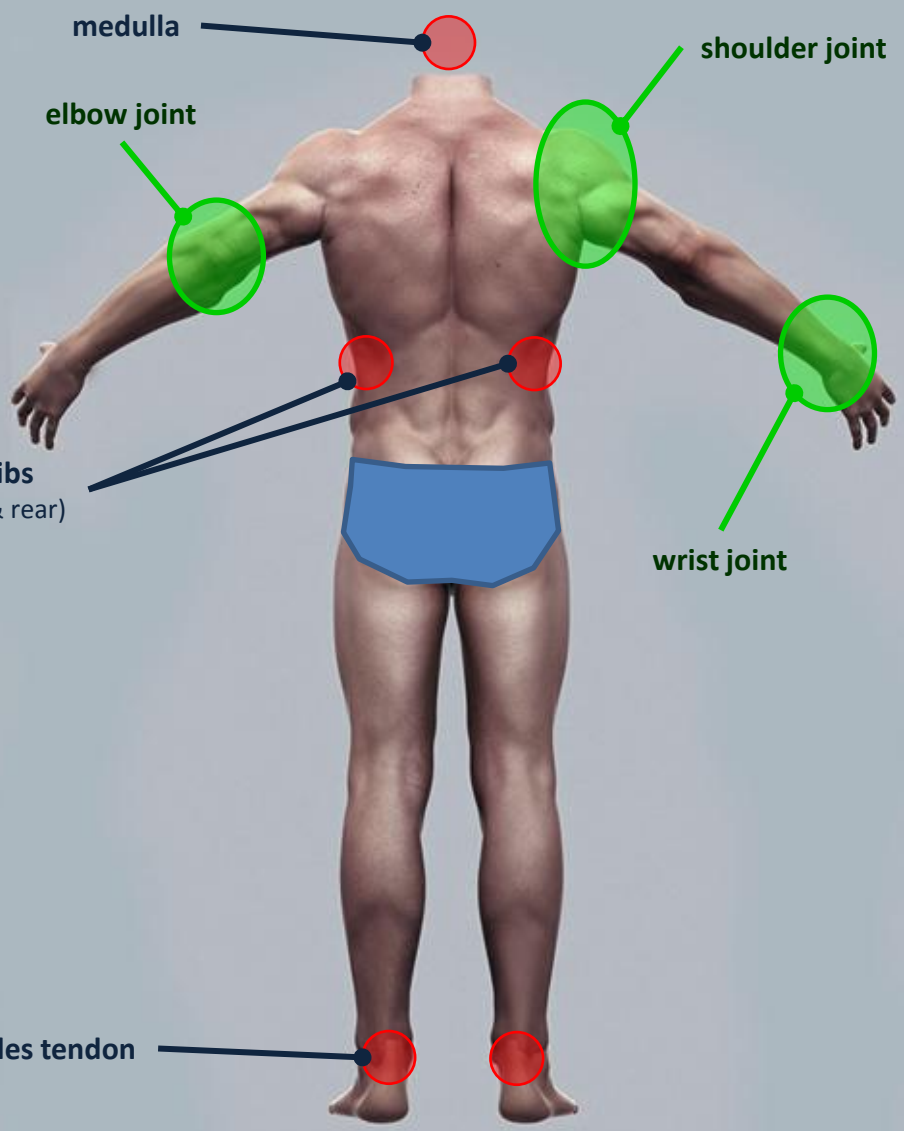
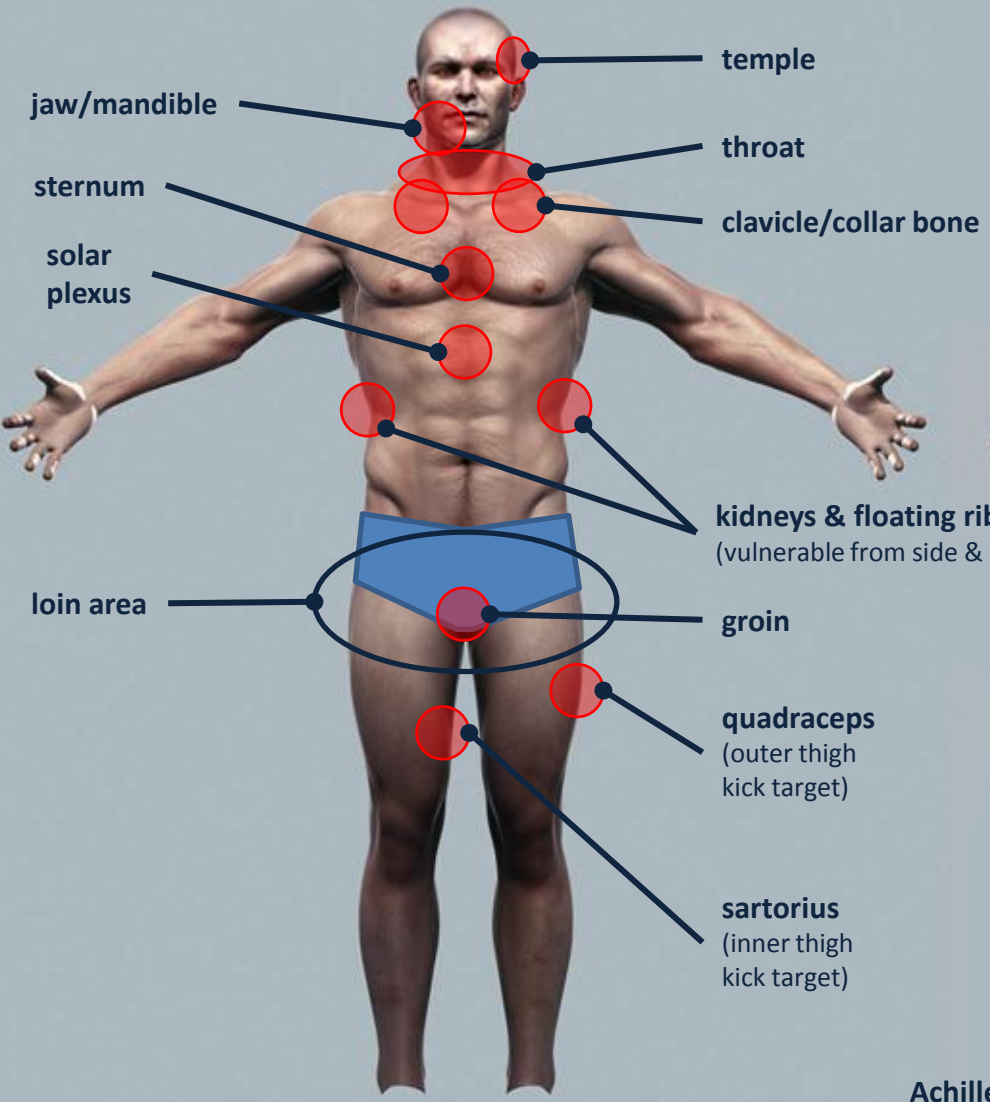


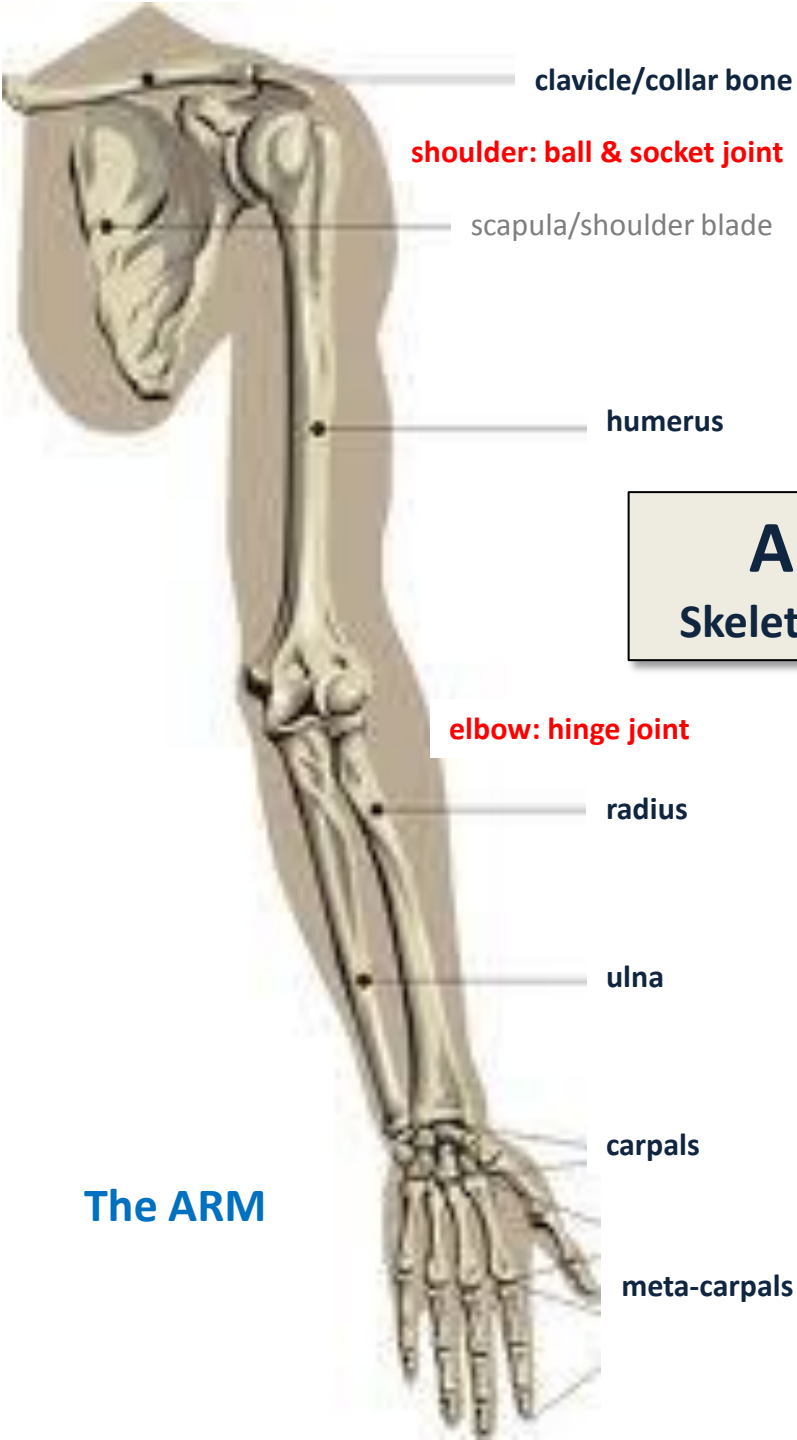
ANATOMY 1.

Primary targets for strikes and locks.

Yellow → Green Belts



Key  **Strike target**  **Locking target**



ANATOMY 2.
Skeleton. Yellow → Green

