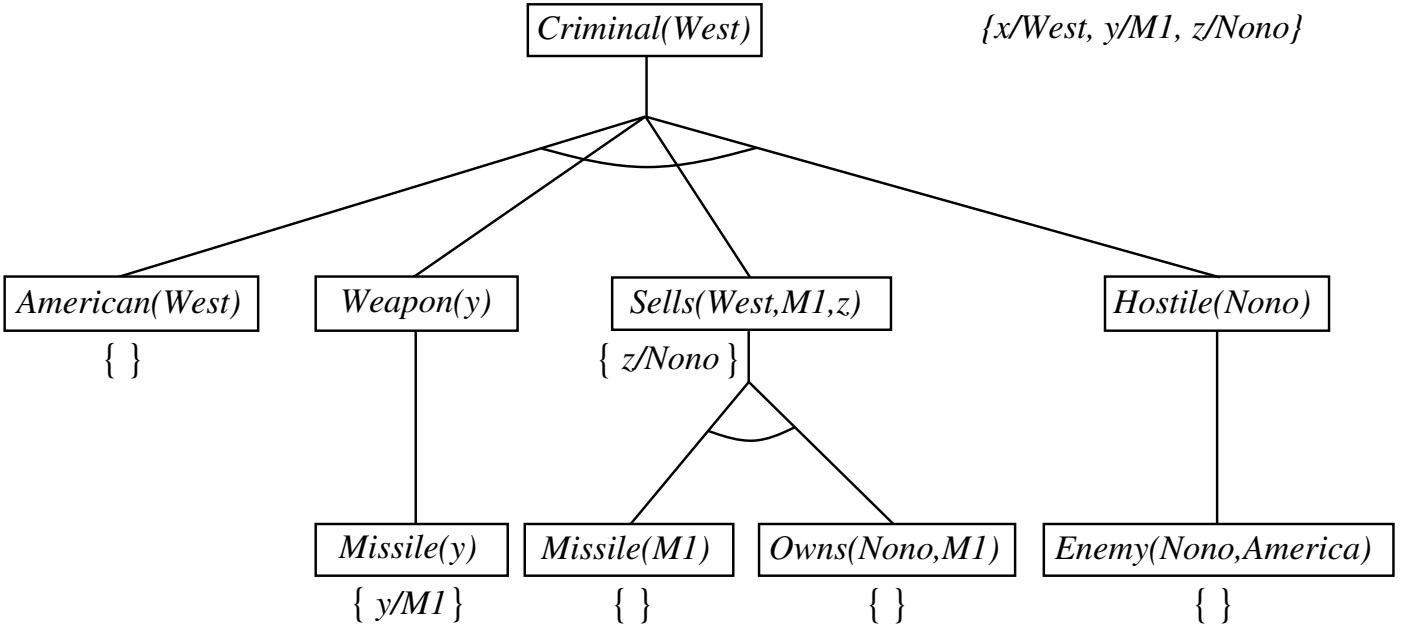
Criminal(West)
{x/West, y/M1, z/Nono}
American(West)
{ }
Weapon(y)
Sells(West,M1,z)
{ z/Nono }
Hostile(Nono)
Missile(y)
{ y/M1 }
Missile(M1)
{ }
Owns(Nono,M1)
{ }
Enemy(Nono,America)
{ }