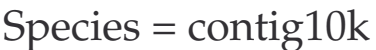
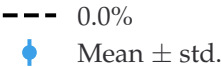


Damage percent (approx) = 0%



Individual damages:
25 reads
Briggs damage = 0.0
Damage percent (approx) = 0%

