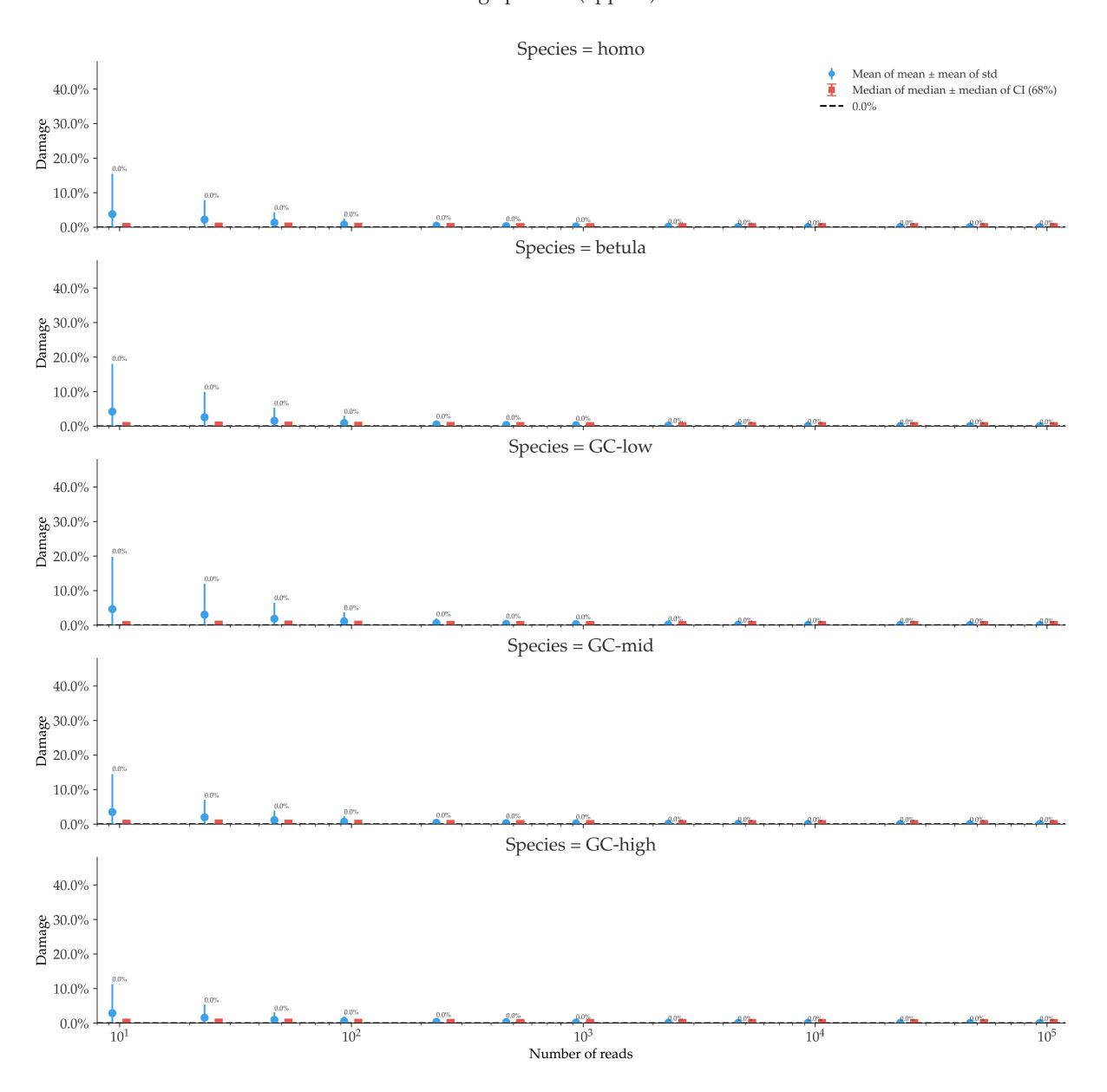
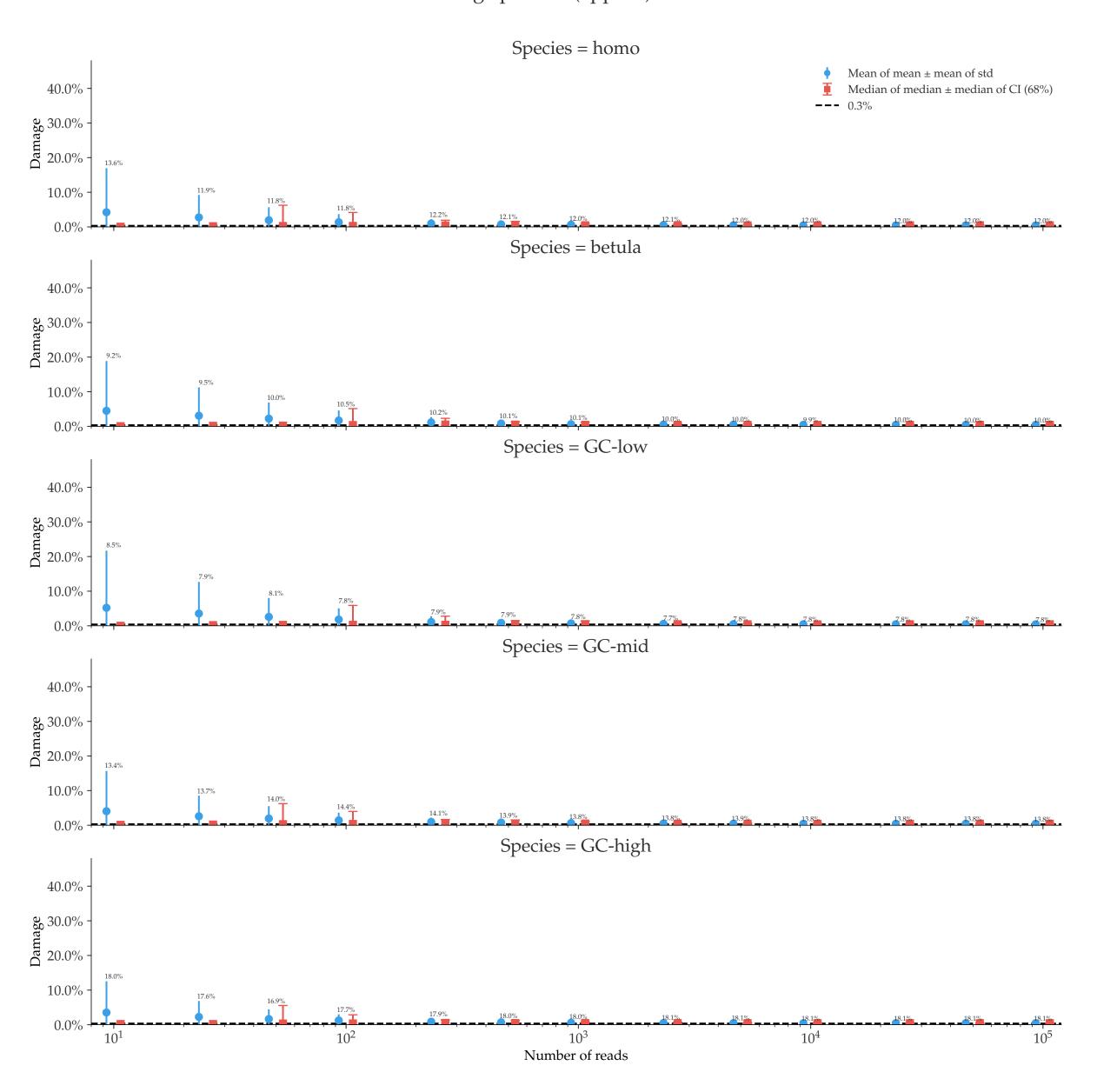
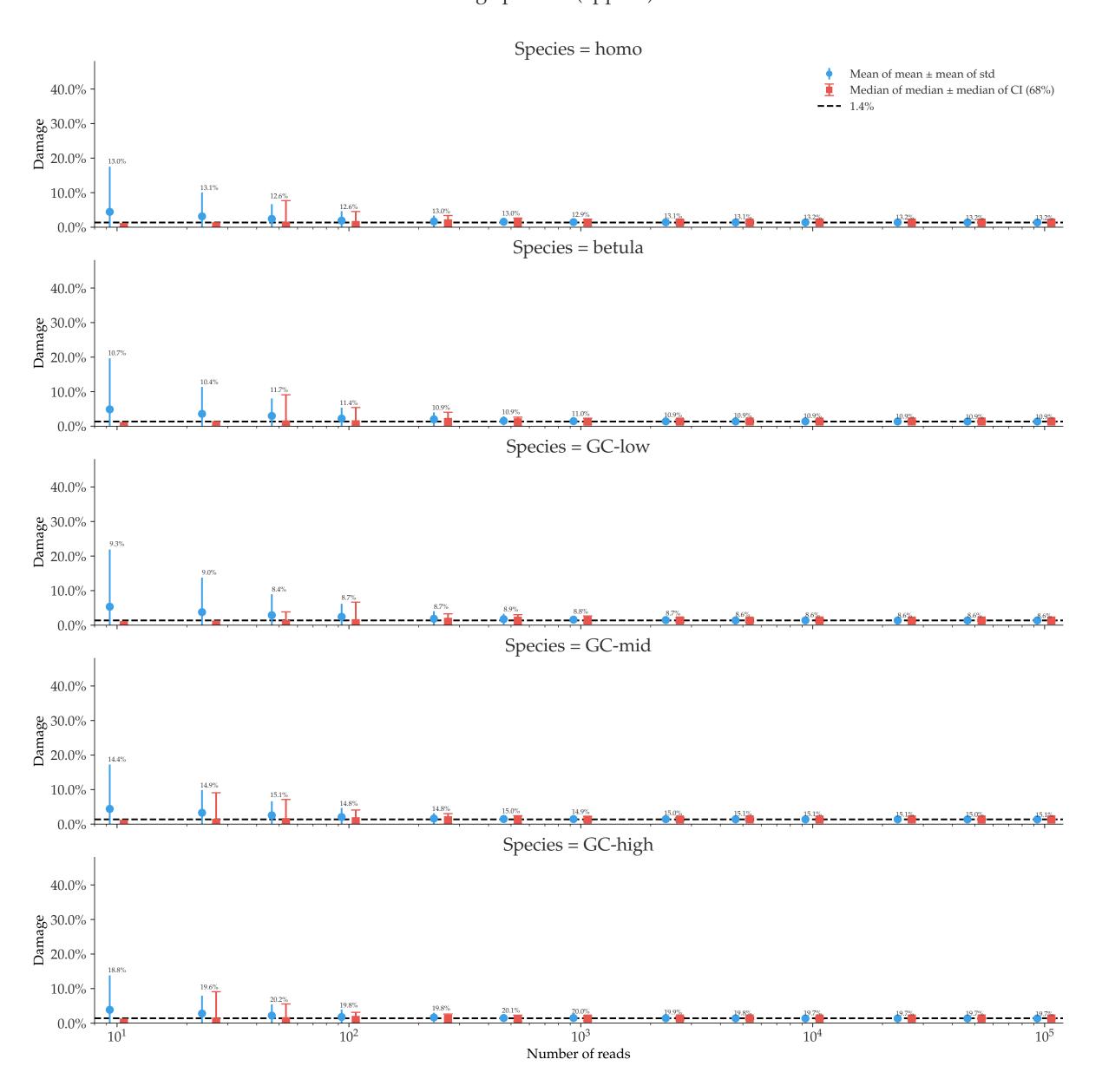
Damage
Briggs damage = 0.0
Damage percent (approx) = 0%



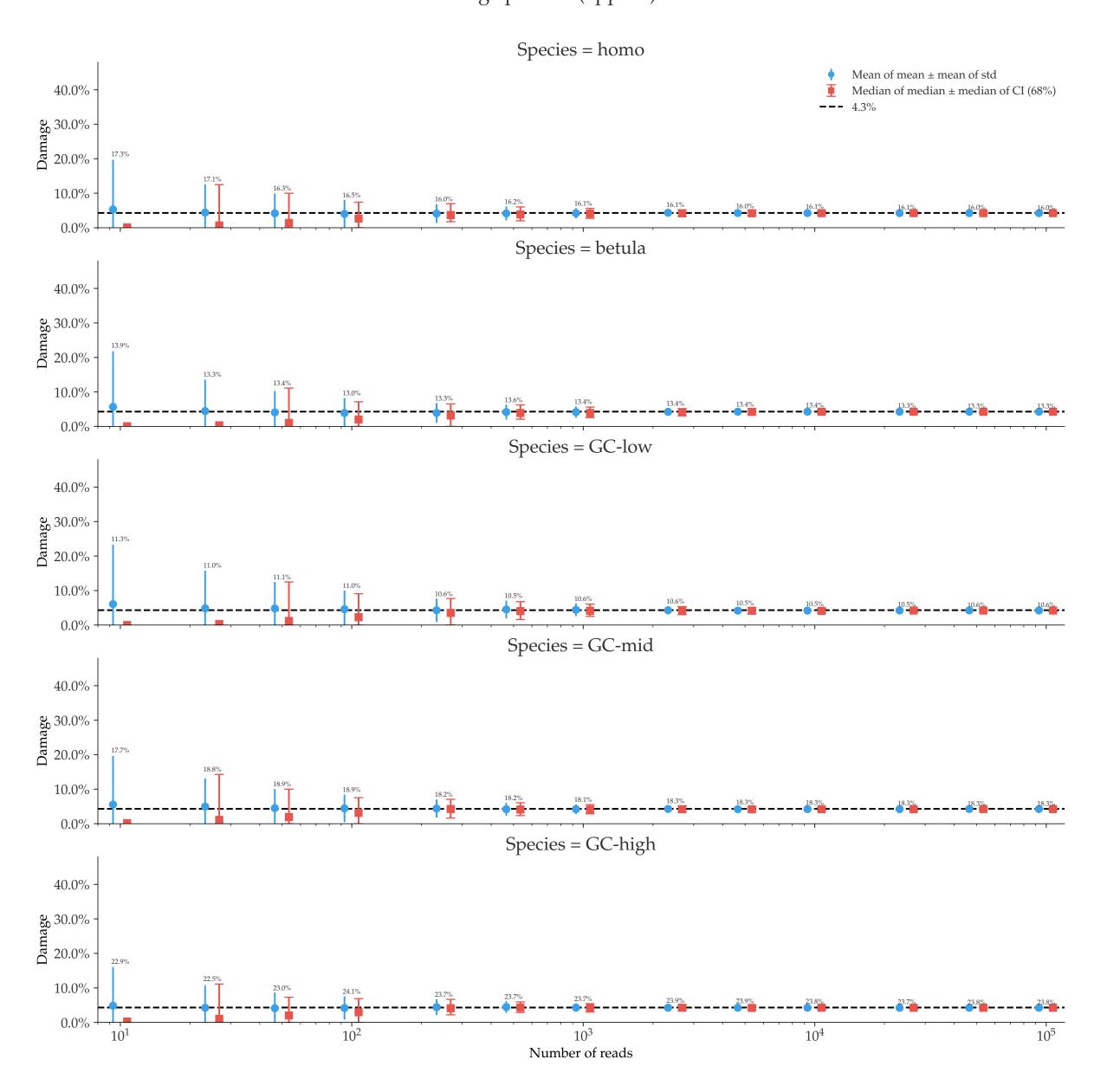
Damage
Briggs damage = 0.014
Damage percent (approx) = 1%



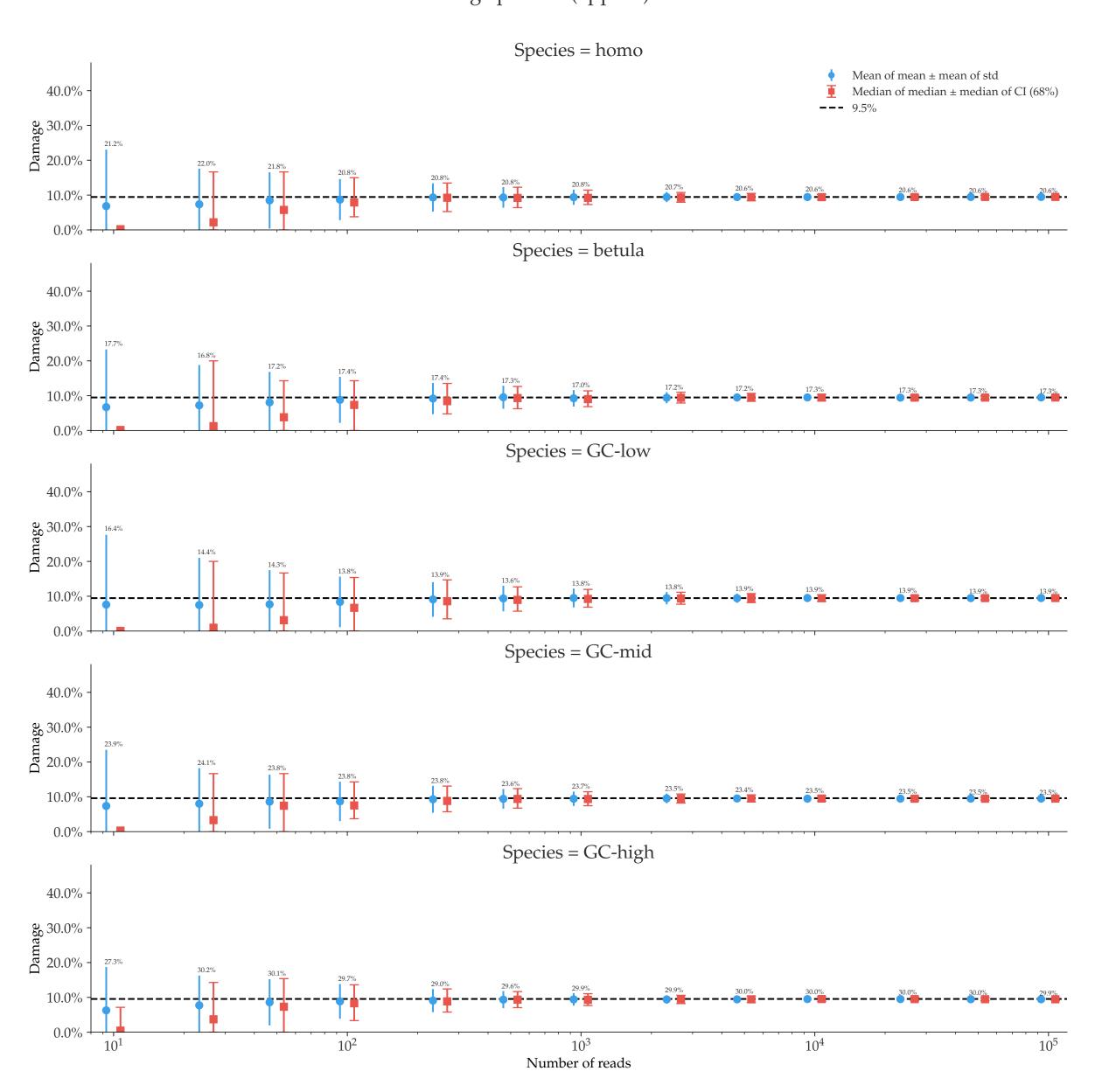
Damage
Briggs damage = 0.047
Damage percent (approx) = 2%



Damage
Briggs damage = 0.138
Damage percent (approx) = 5%



Damage
Briggs damage = 0.303
Damage percent (approx) = 10%



Damage
Briggs damage = 0.466
Damage percent (approx) = 15%

