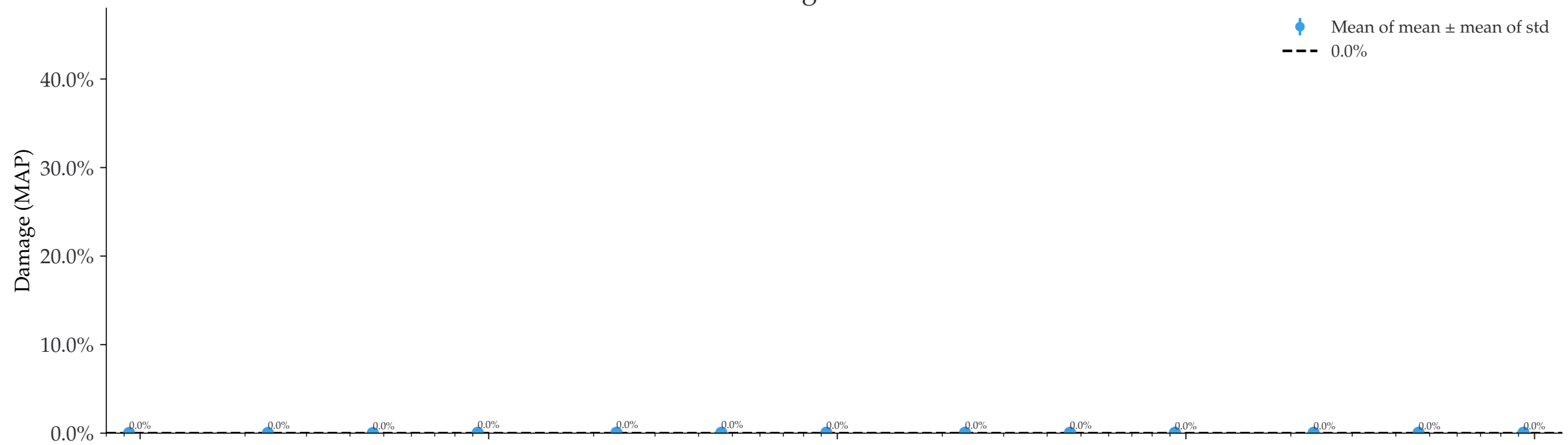
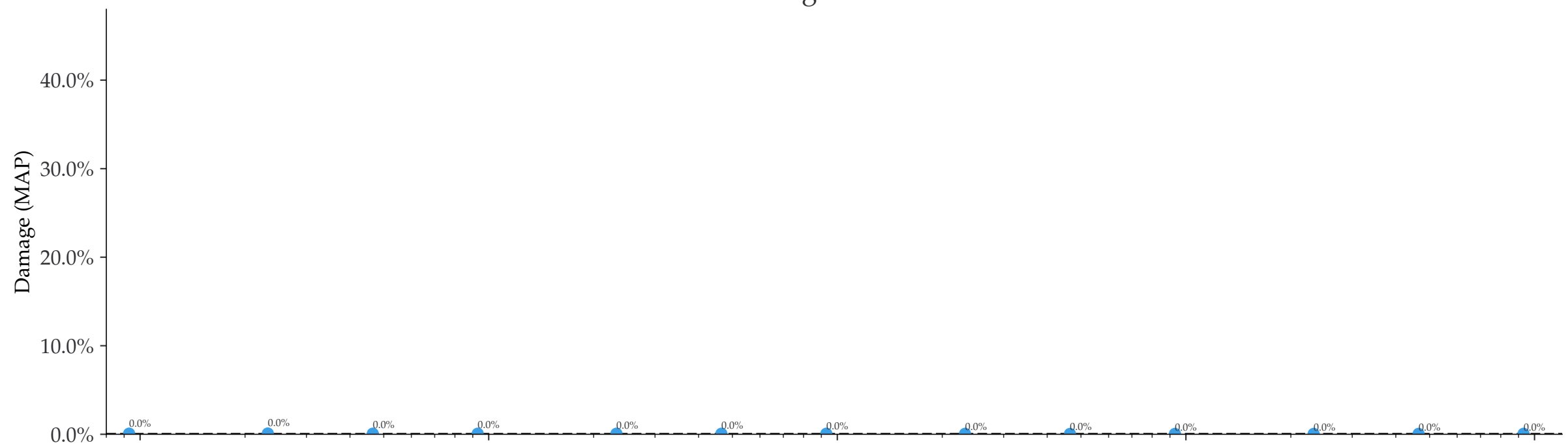


Damage (MAP)
Briggs damage = 0.0
Damage percent (approx) = 0%

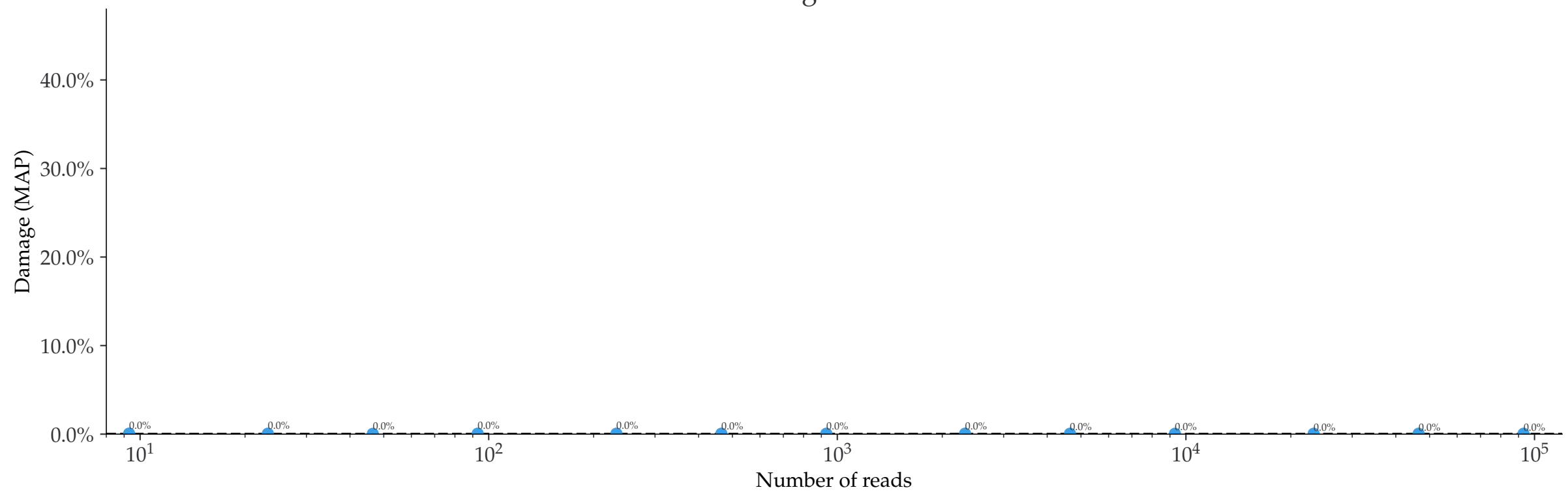
Lengths = 35



Lengths = 60

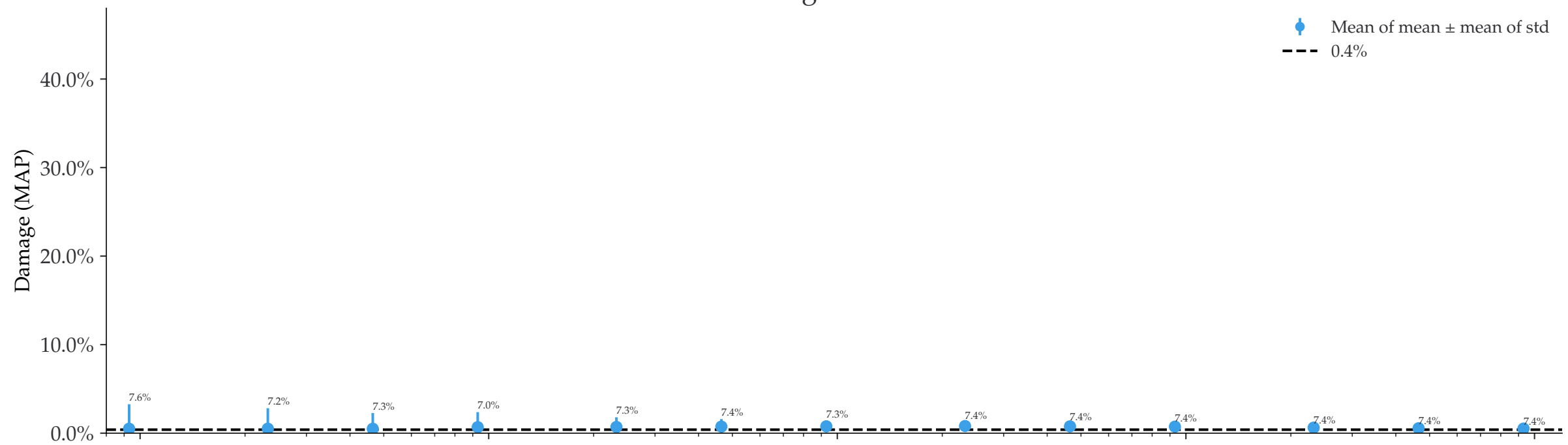


Lengths = 90

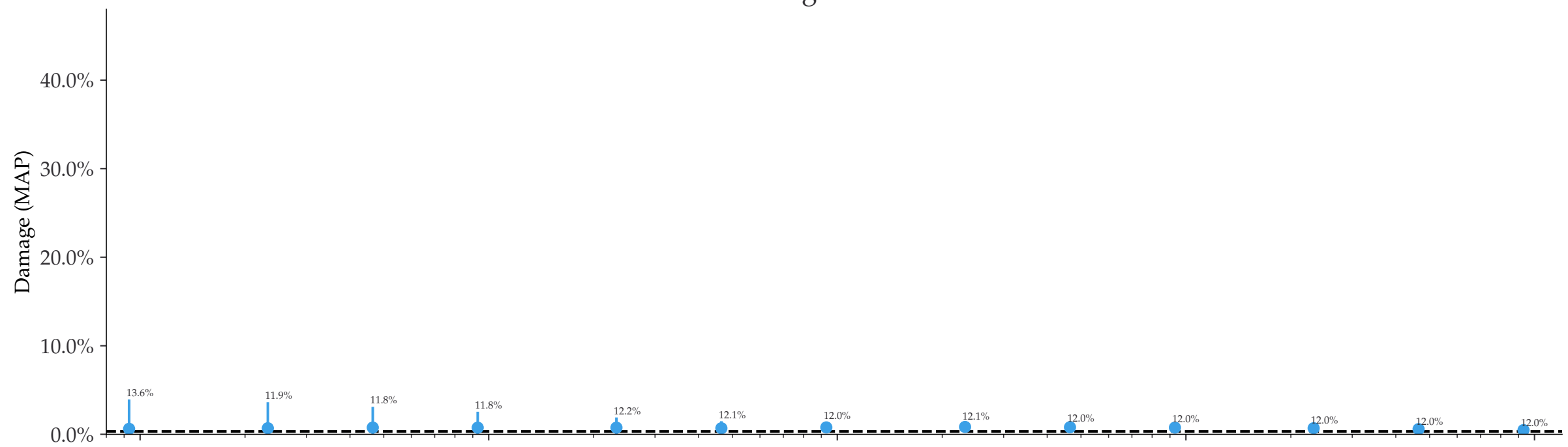


Damage (MAP)
Briggs damage = 0.014
Damage percent (approx) = 1%

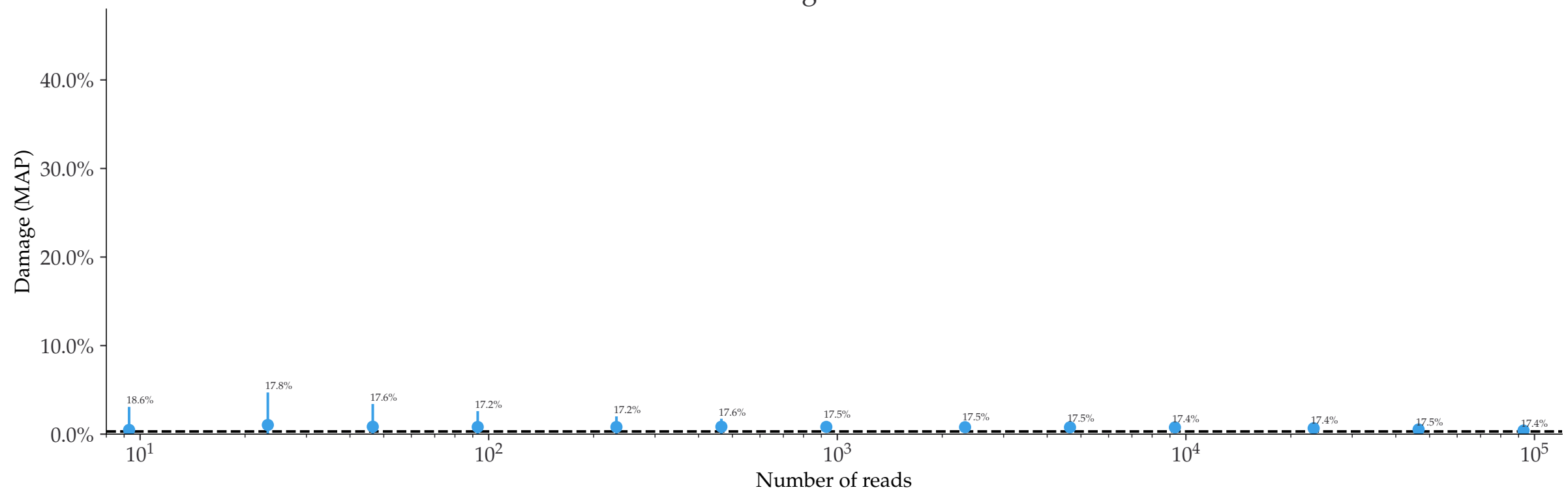
Lengths = 35



Lengths = 60

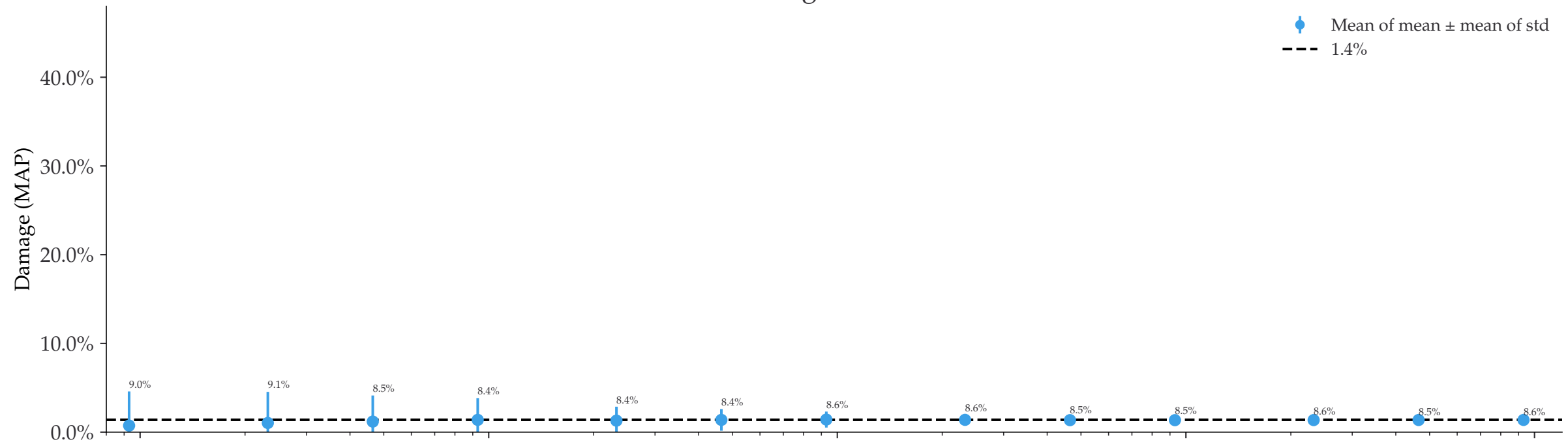


Lengths = 90

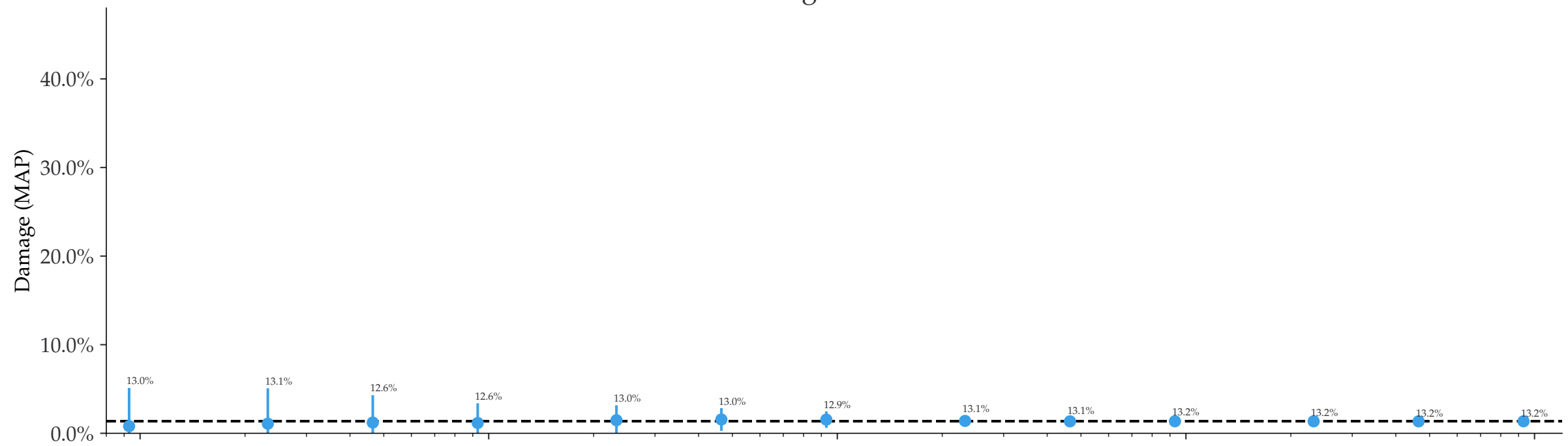


Damage (MAP)
Briggs damage = 0.047
Damage percent (approx) = 2%

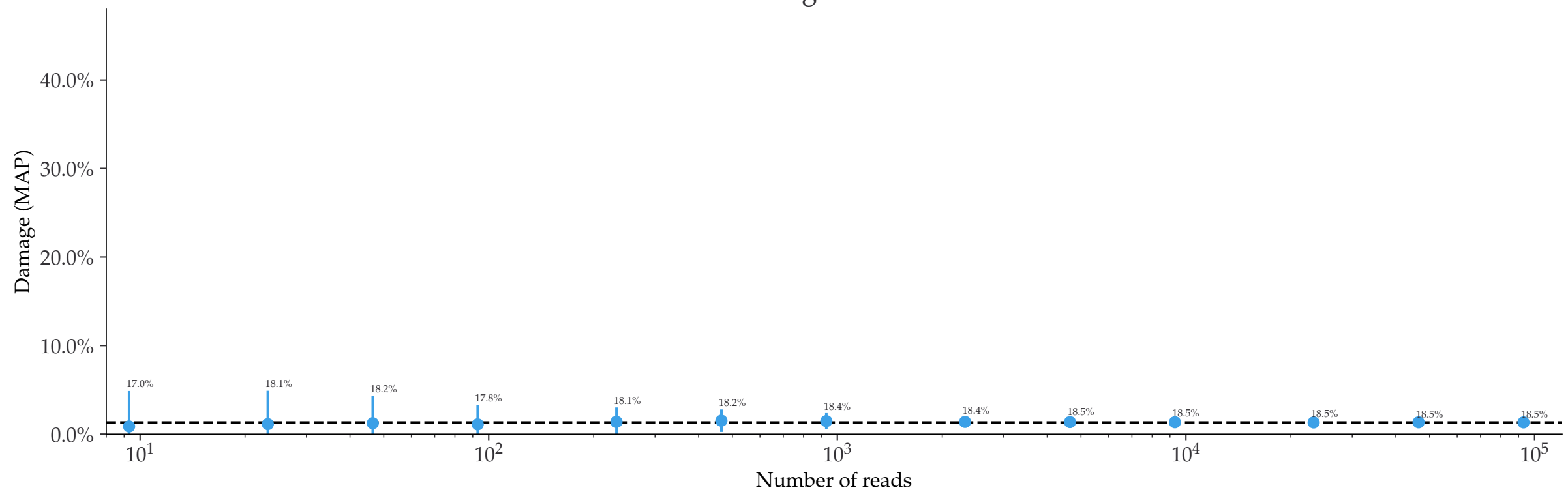
Lengths = 35



Lengths = 60

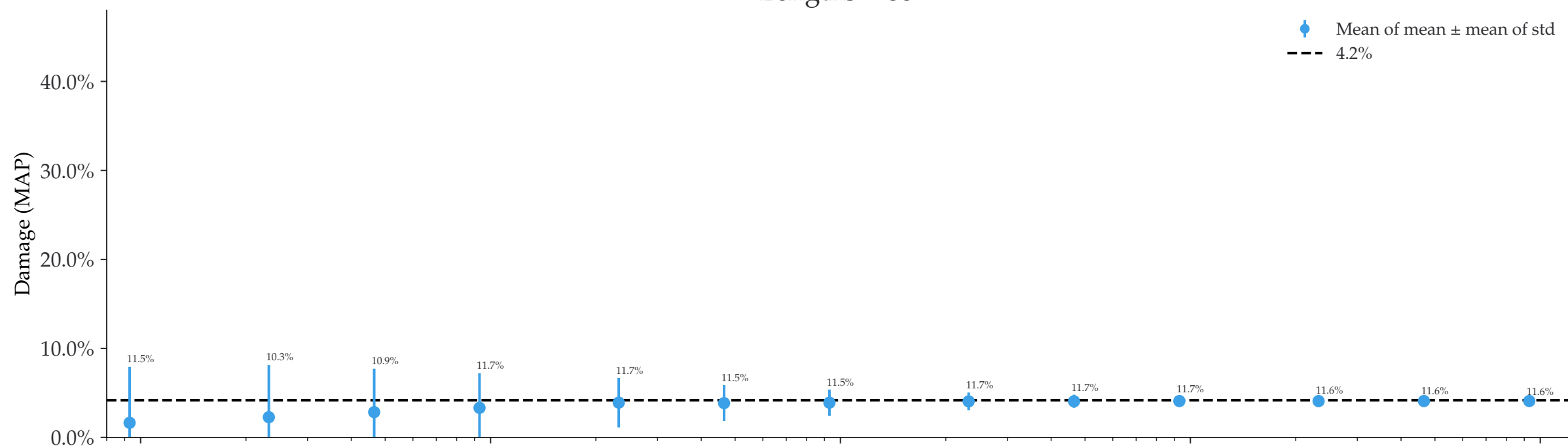


Lengths = 90

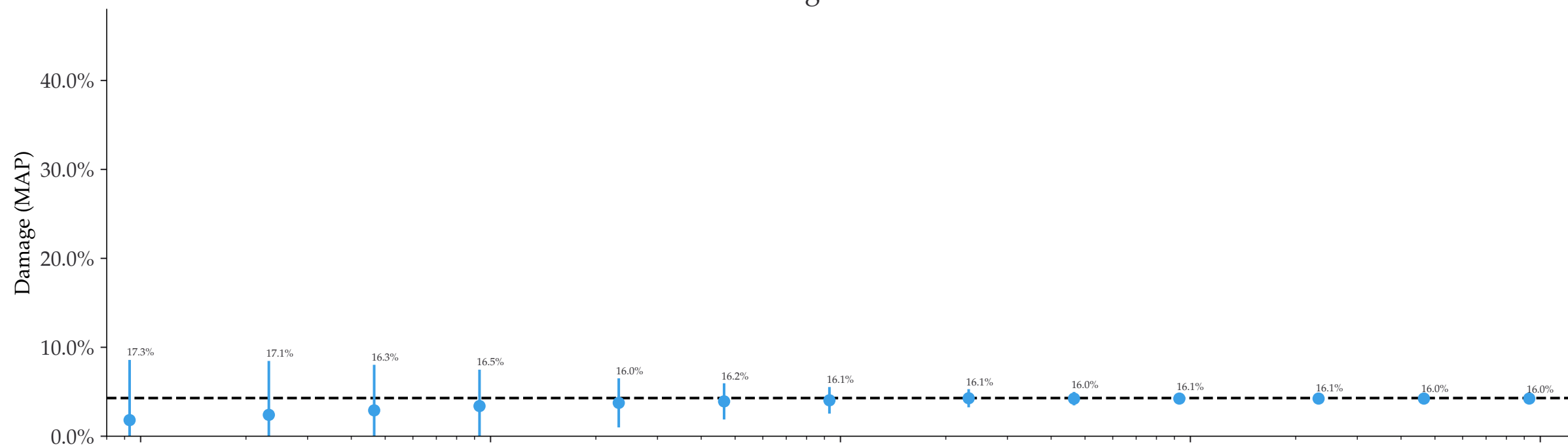


Damage (MAP)
Briggs damage = 0.138
Damage percent (approx) = 5%

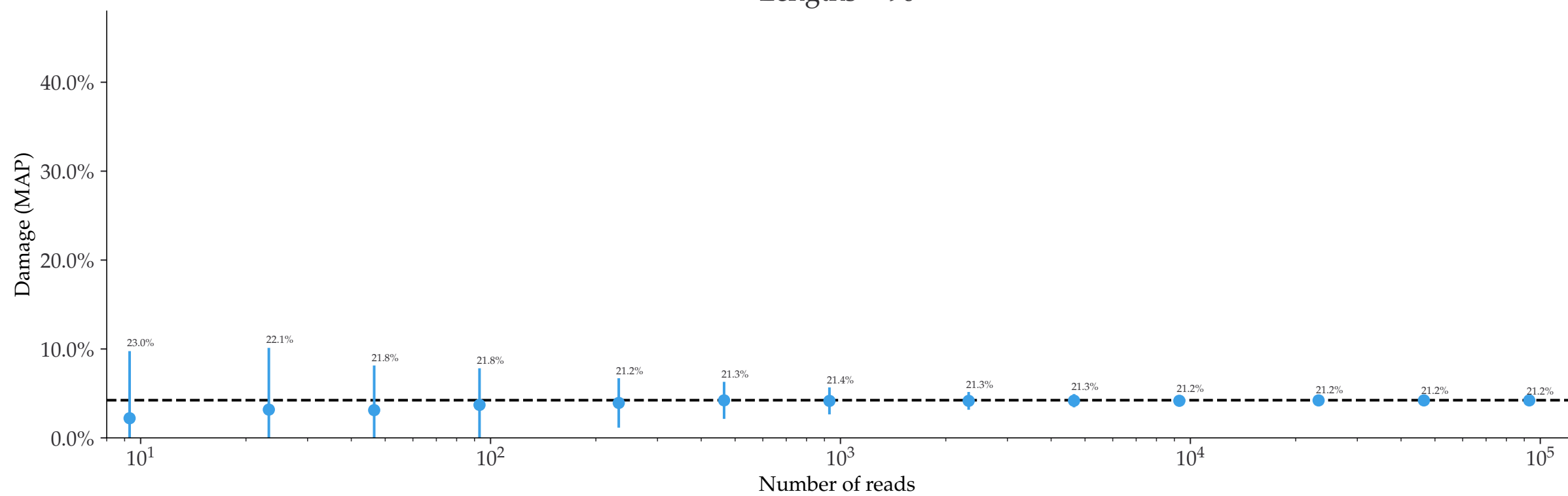
Lengths = 35



Lengths = 60

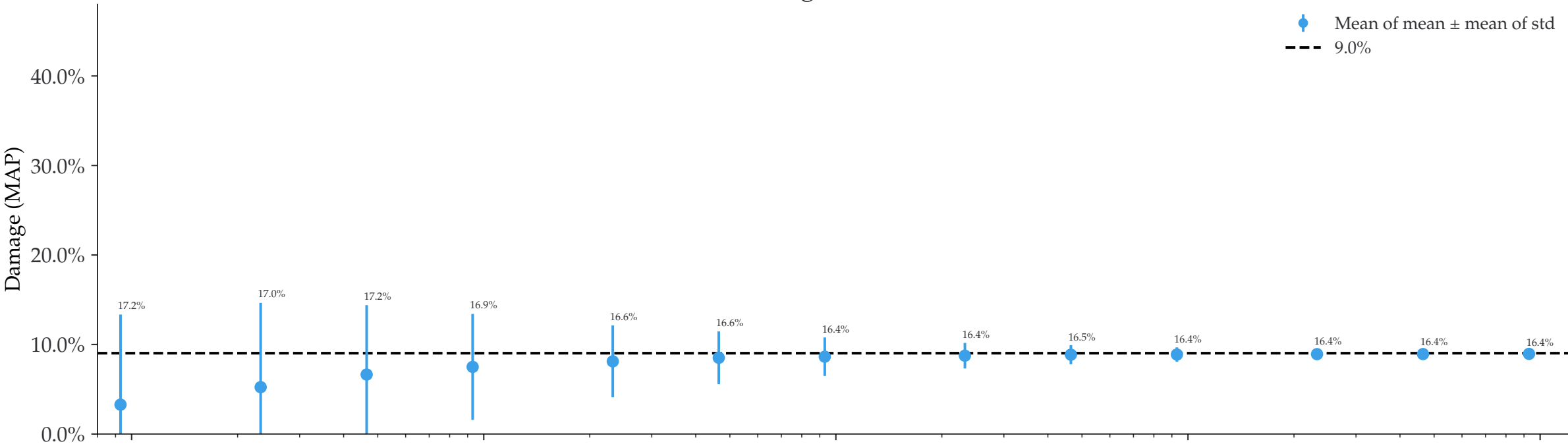


Lengths = 90

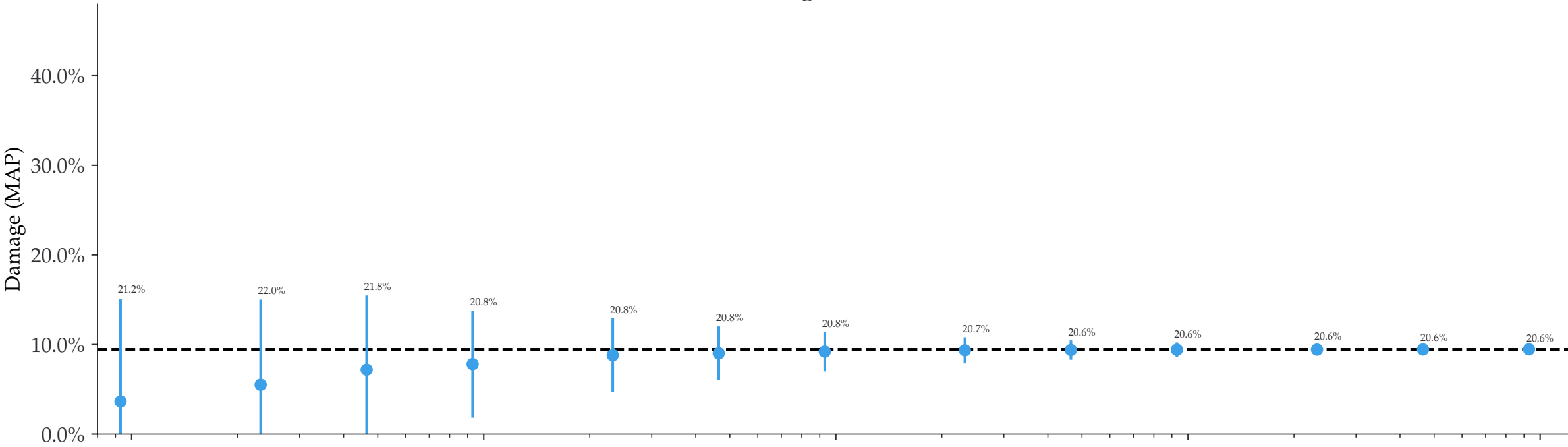


Damage (MAP)
Briggs damage = 0.303
Damage percent (approx) = 10%

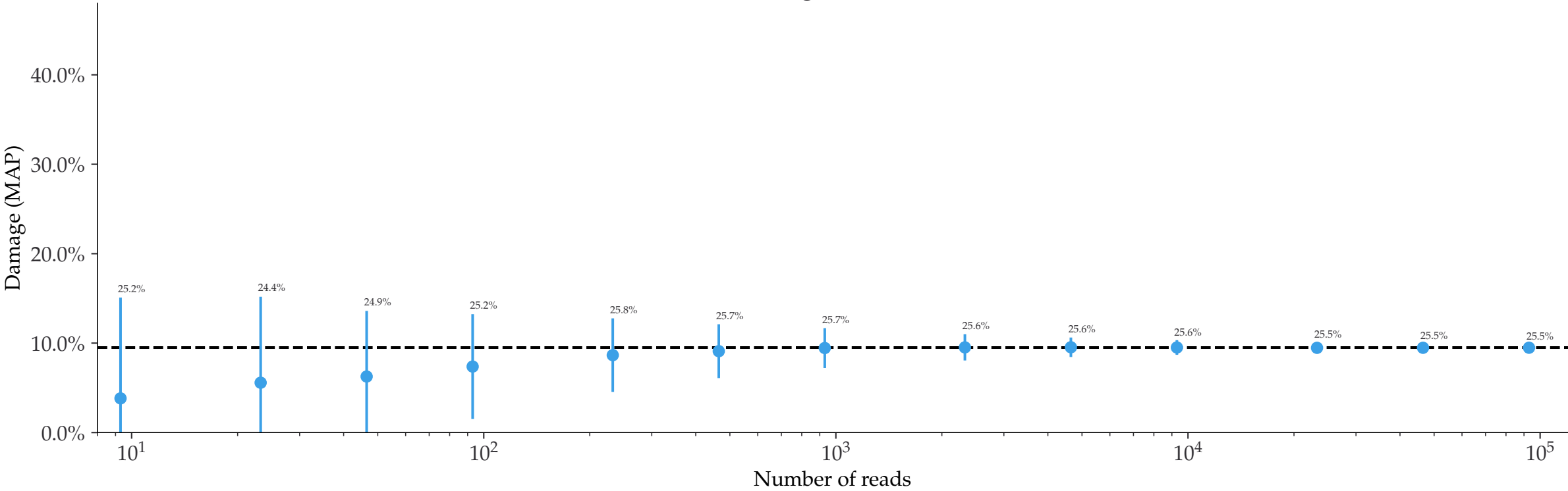
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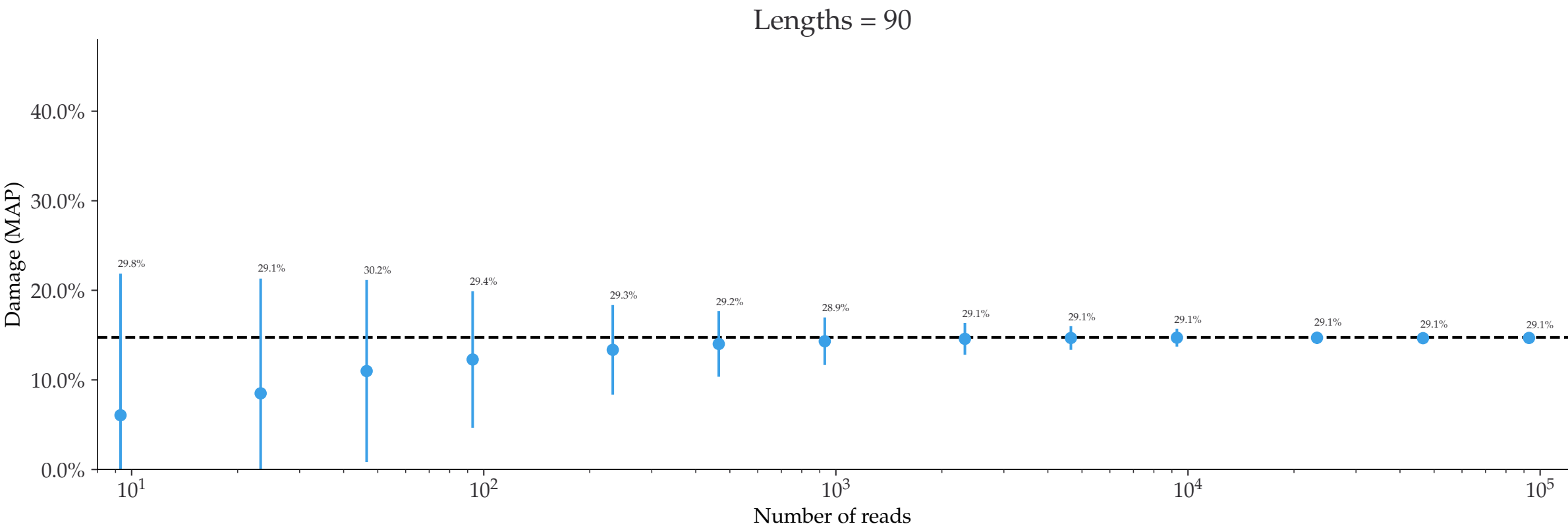
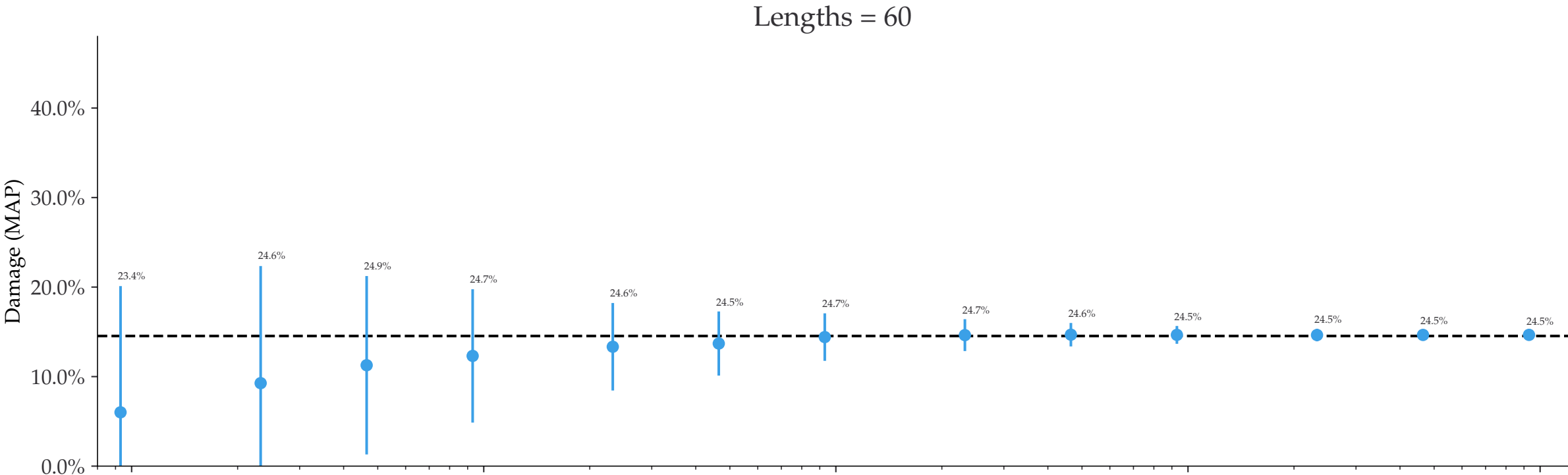
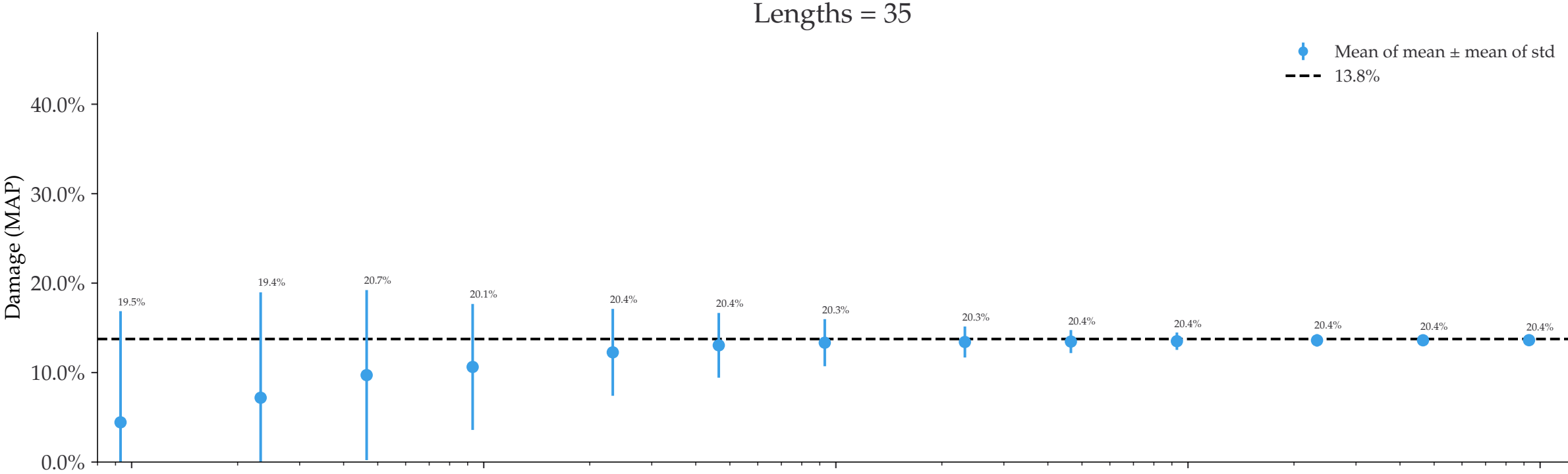
Lengths = 60



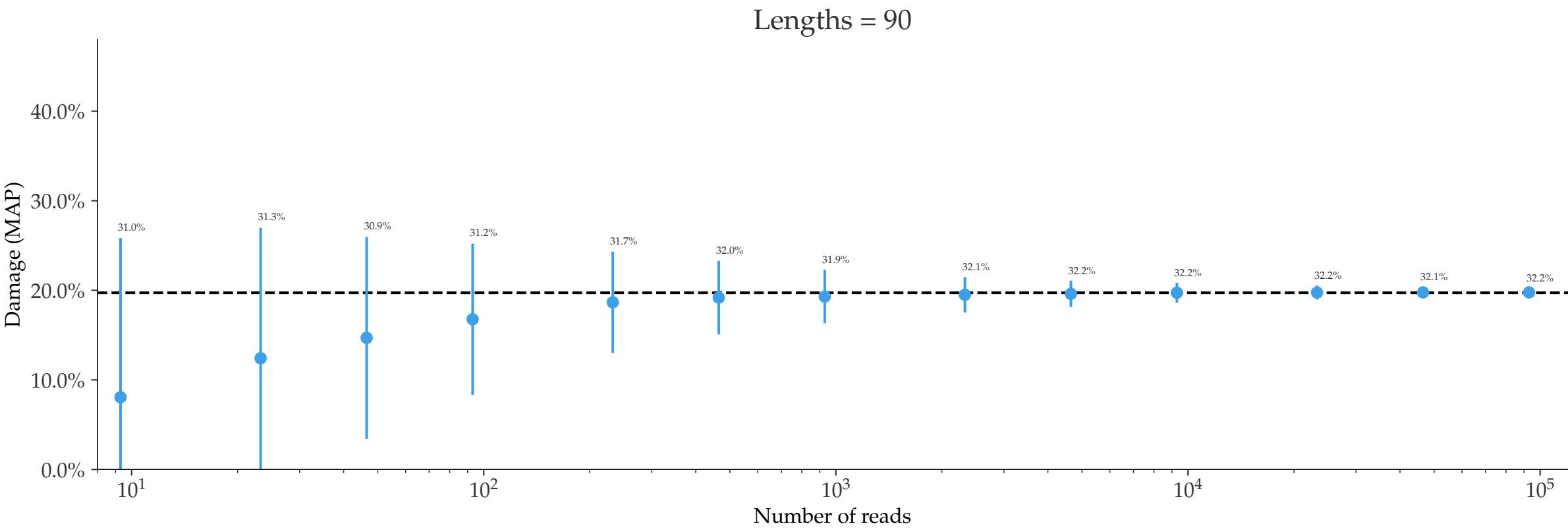
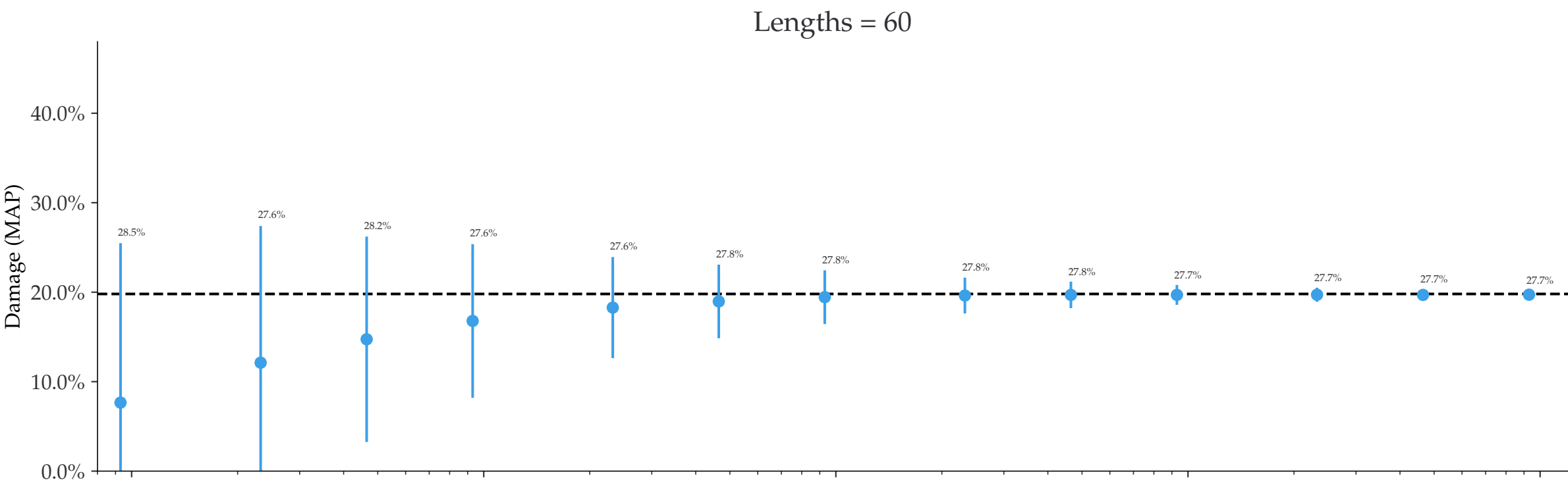
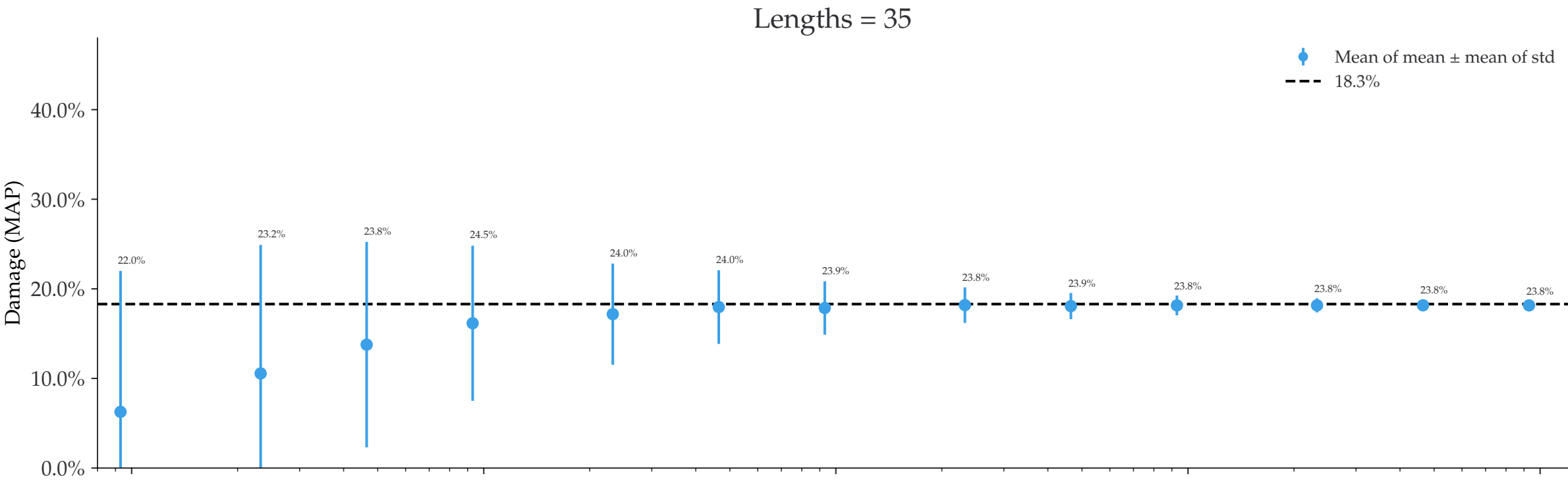
Lengths = 90



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



Damage (MAP)
Briggs damage = 0.626
Damage percent (approx) = 20%



Damage (MAP)
Briggs damage = 0.96
Damage percent (approx) = 30%

