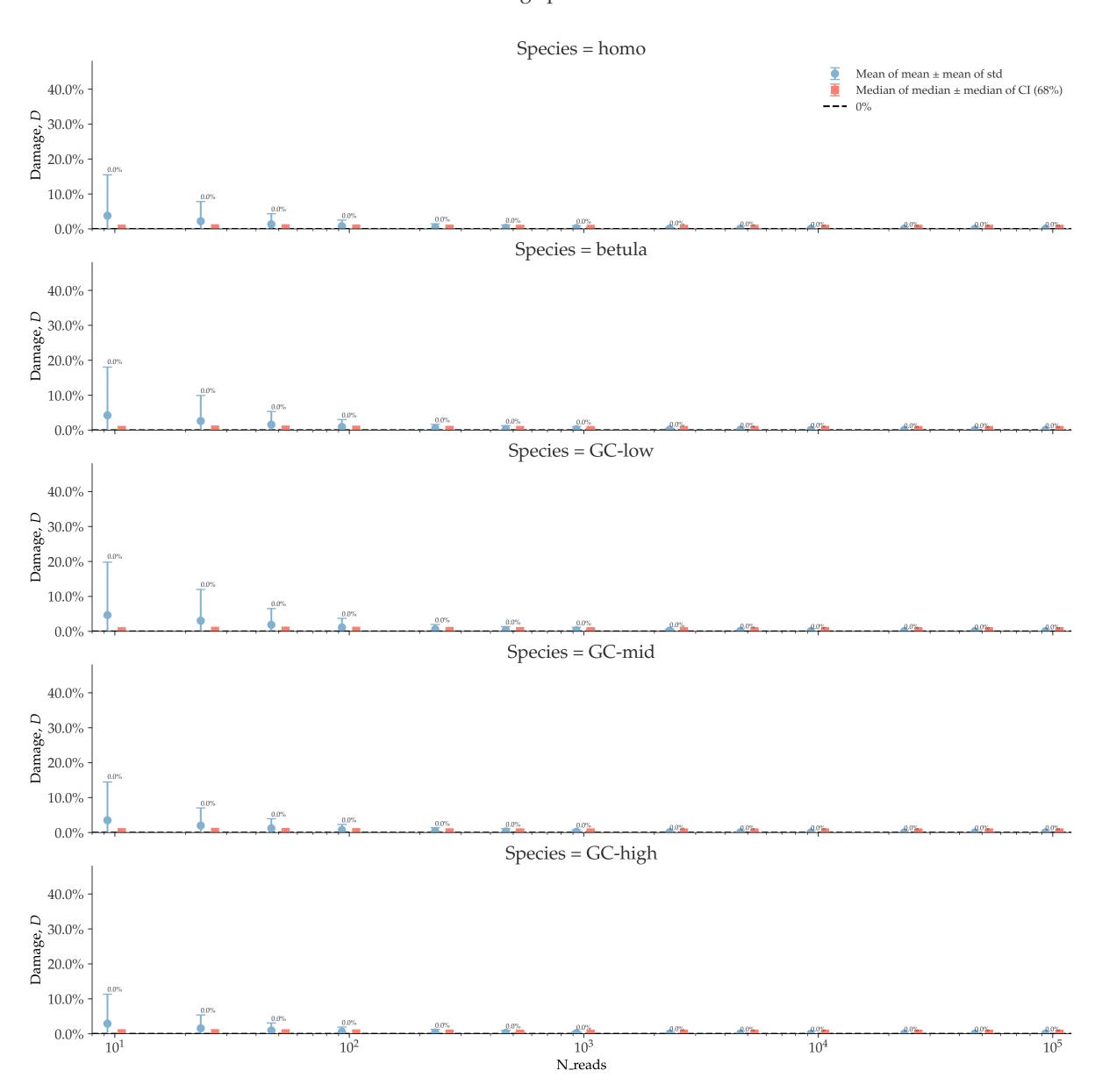
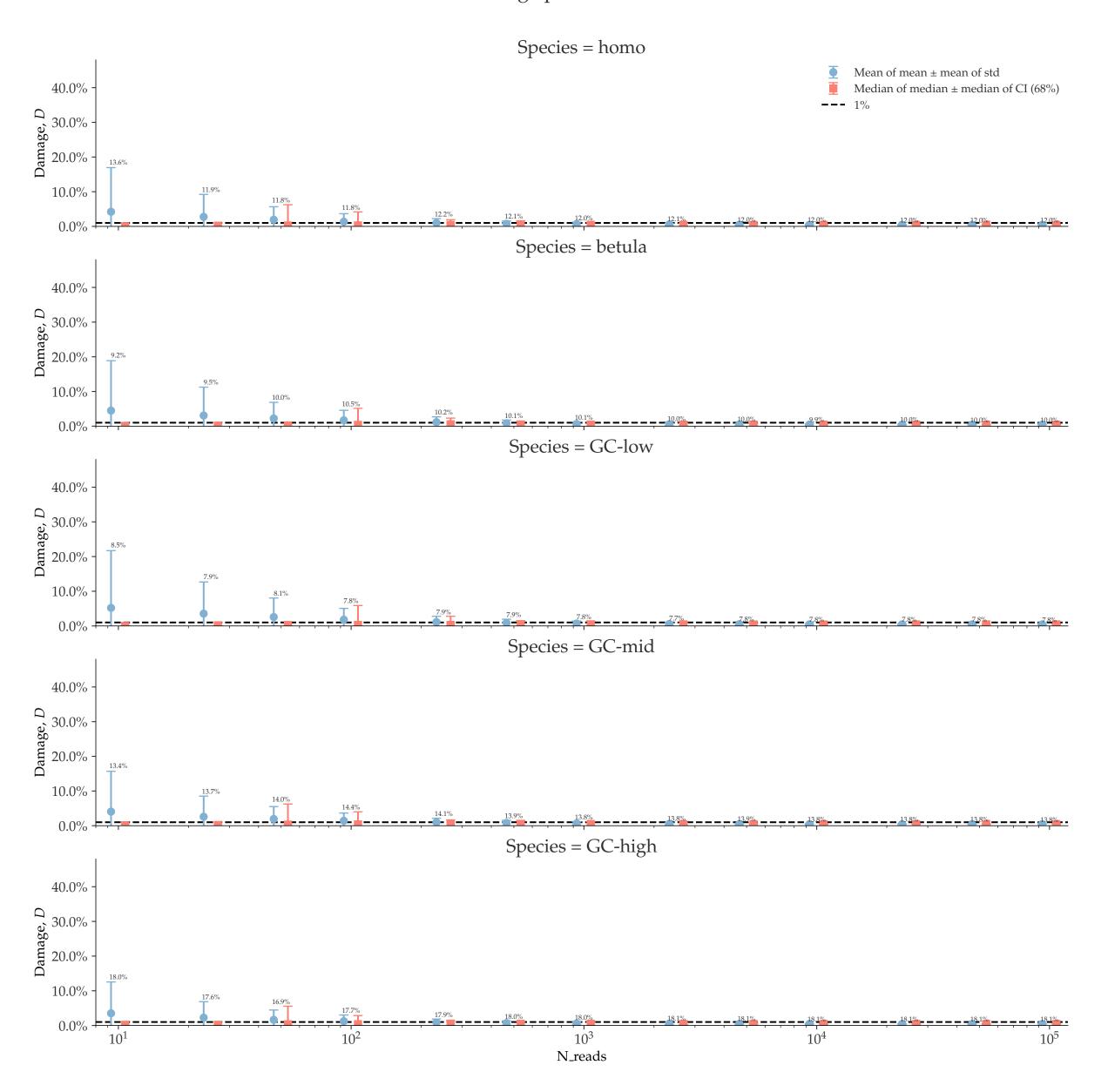
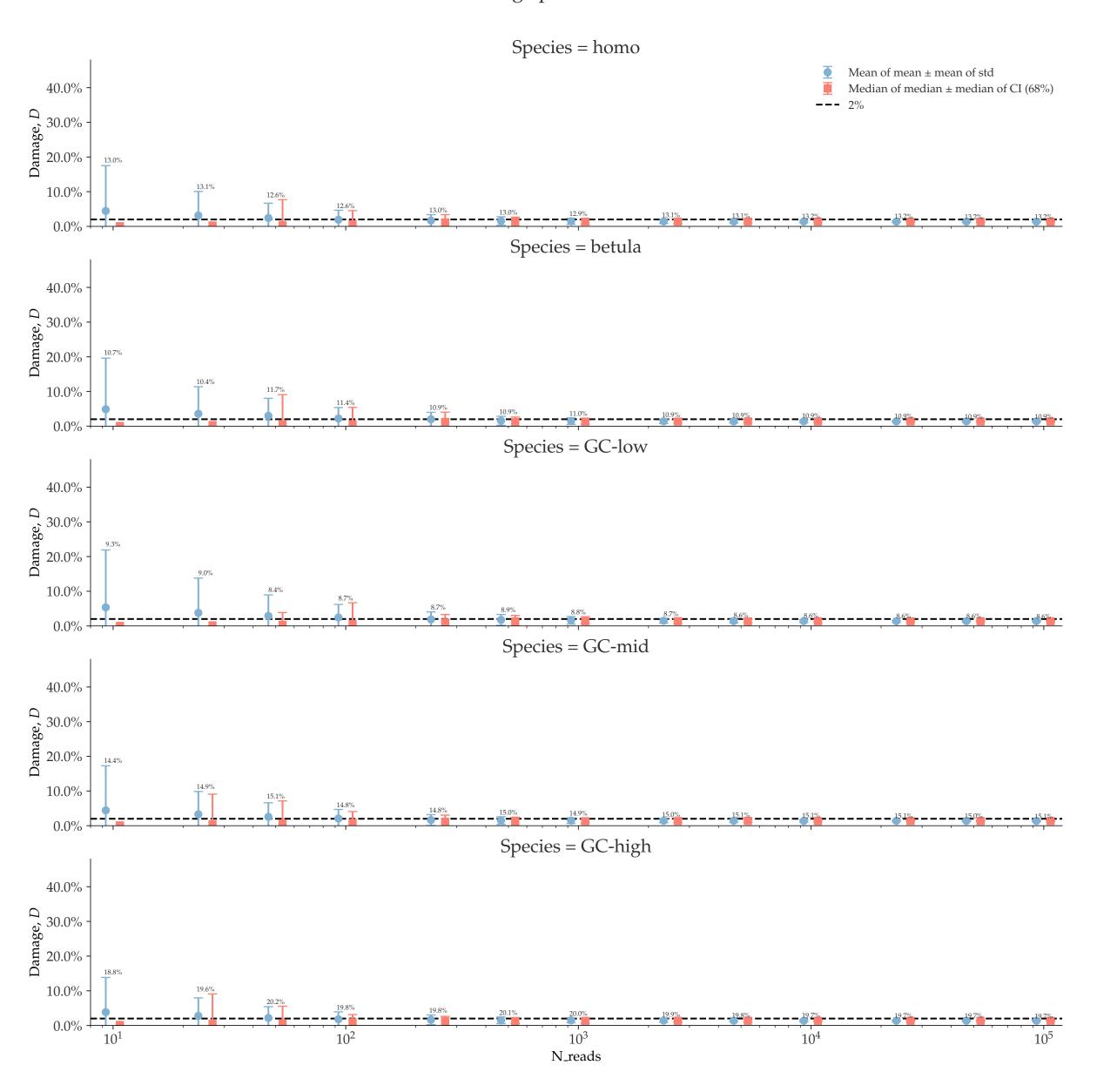
Damage, *D*Briggs damage = 0.0
Damage percent = 0%



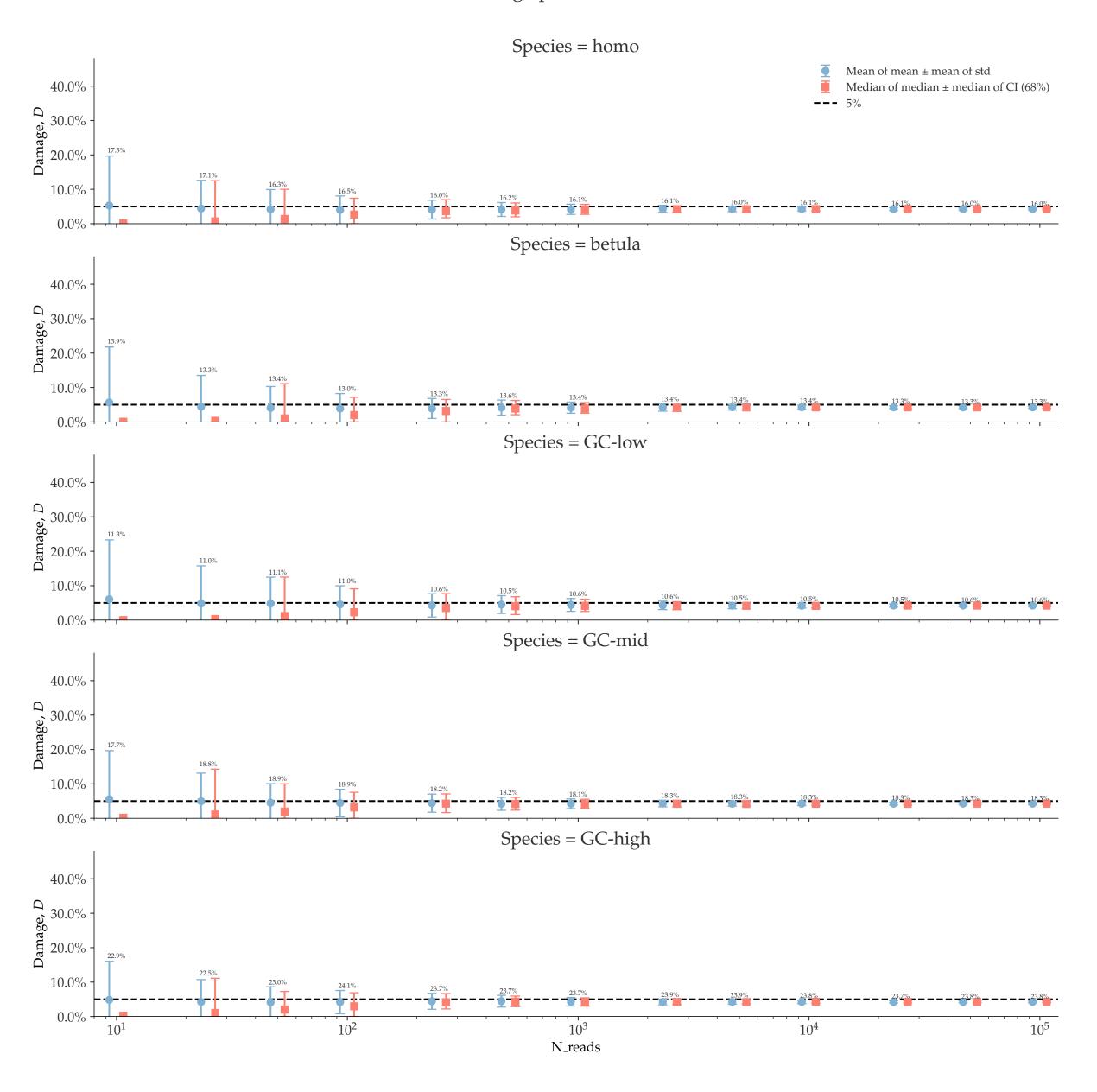
Damage, *D*Briggs damage = 0.014
Damage percent = 1%

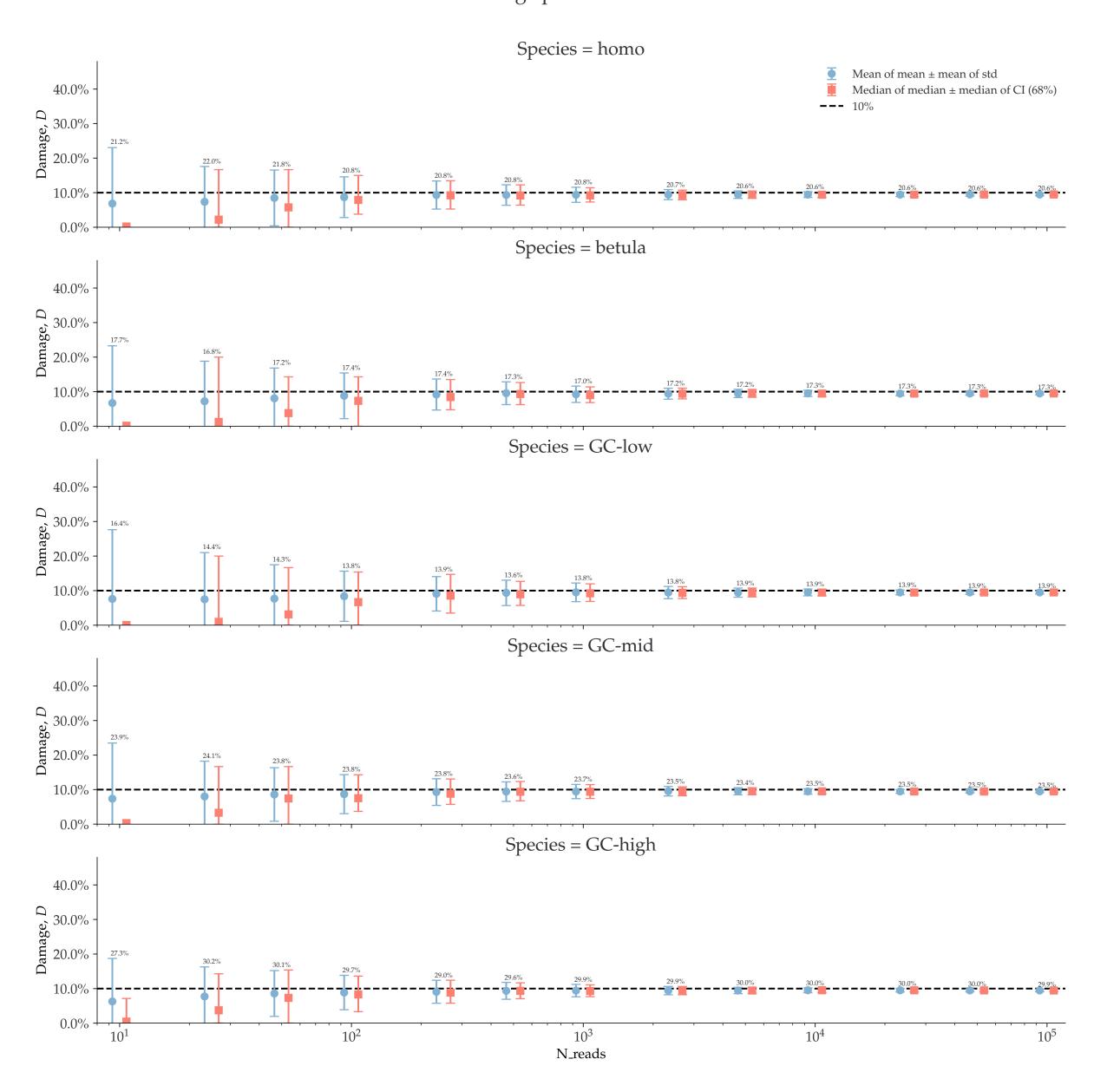


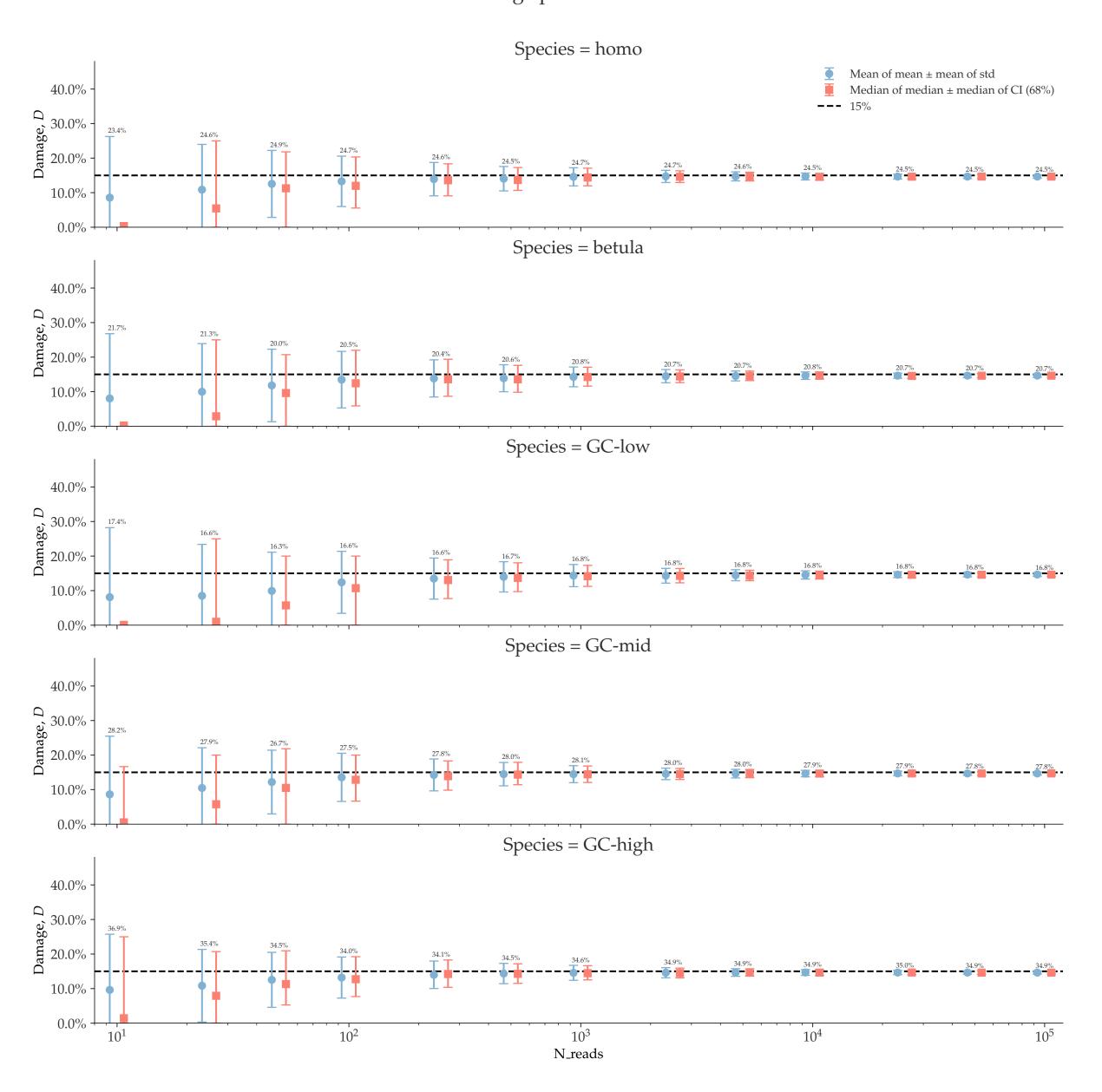
Damage, *D*Briggs damage = 0.047
Damage percent = 2%

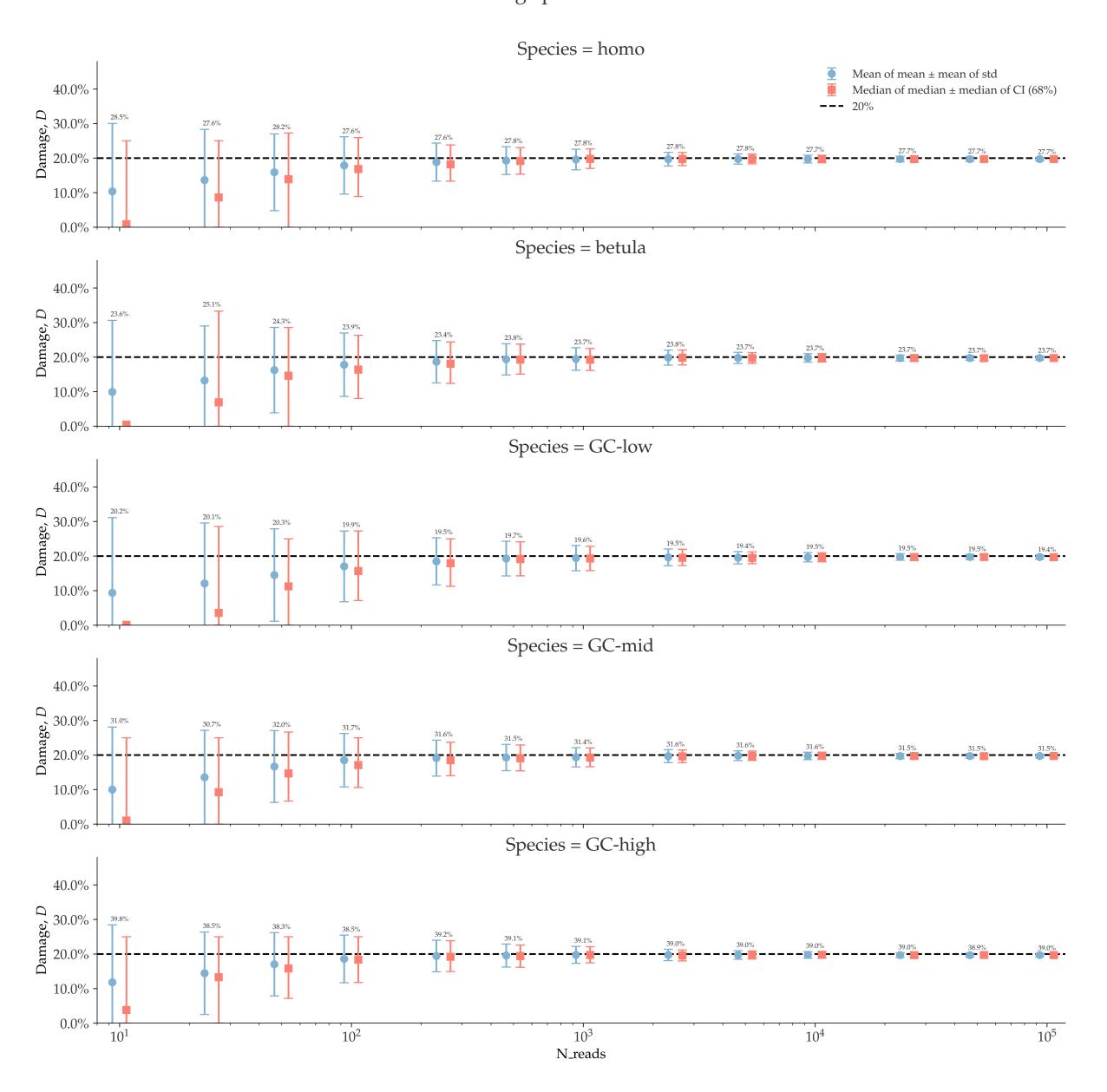


Damage, *D*Briggs damage = 0.138
Damage percent = 5%









Damage, *D*Briggs damage = 0.96
Damage percent = 30%

