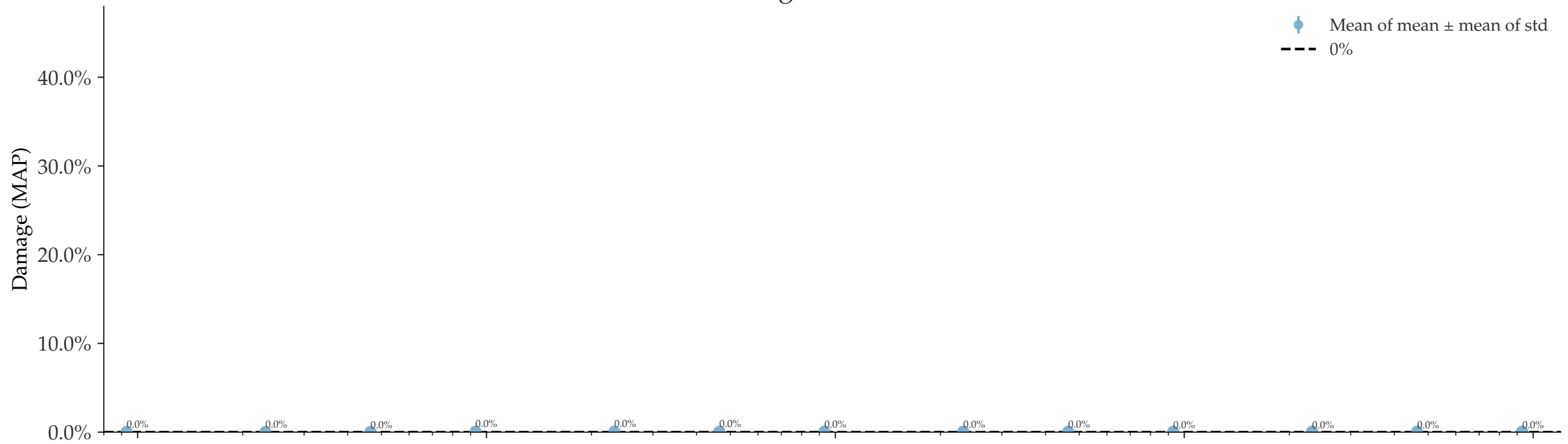
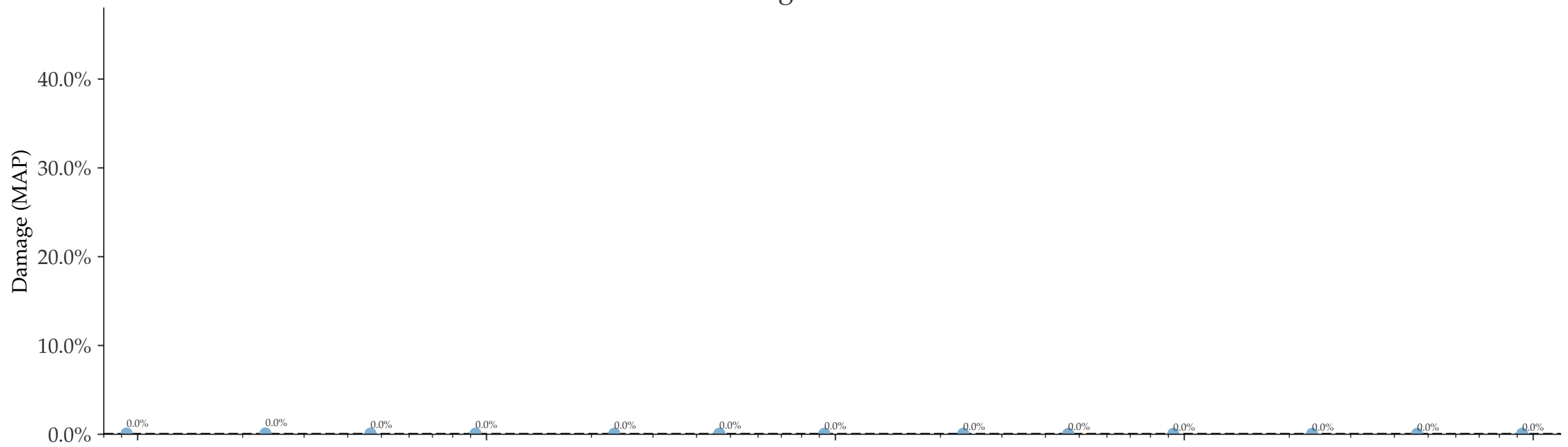


Damage (MAP)
Briggs damage = 0.0
Damage percent = 0%

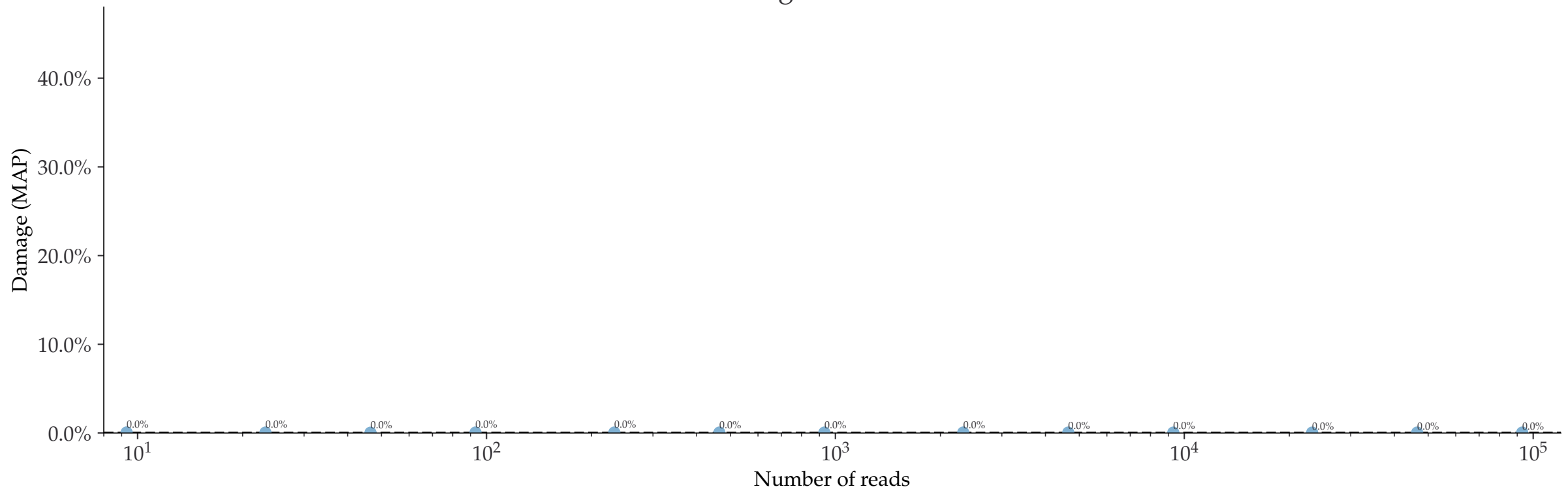
Lengths = homo



Lengths = homo

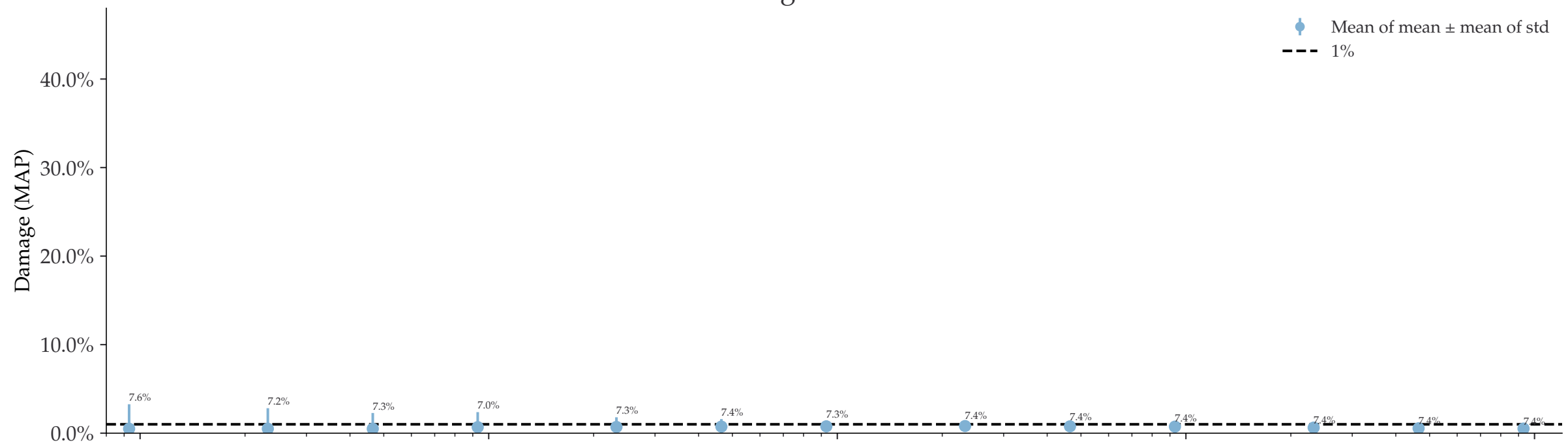


Lengths = homo

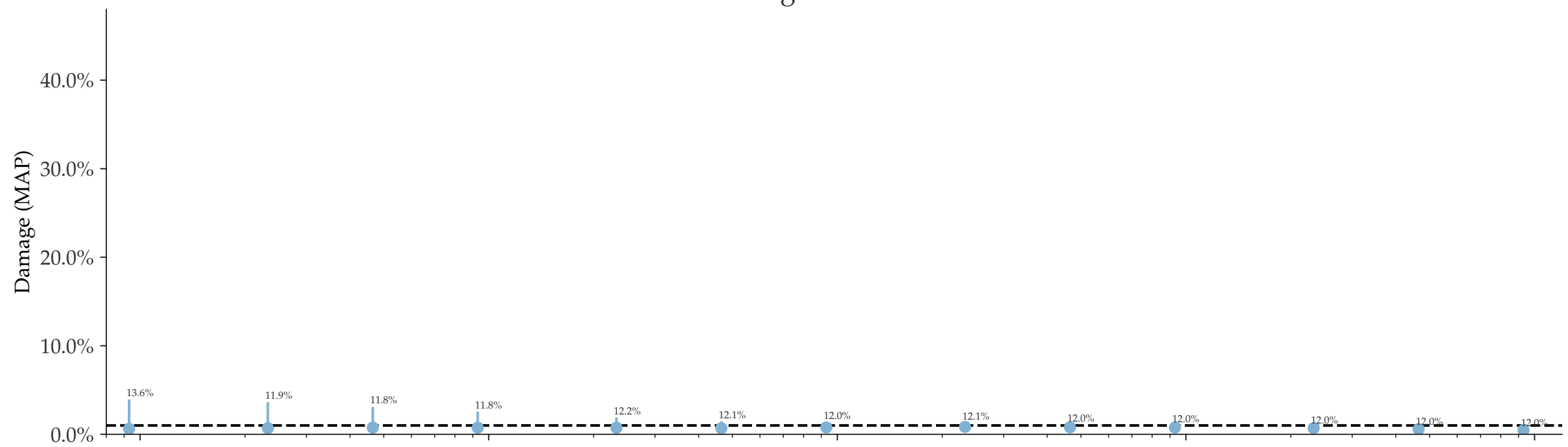


Damage (MAP)
Briggs damage = 0.014
Damage percent = 1%

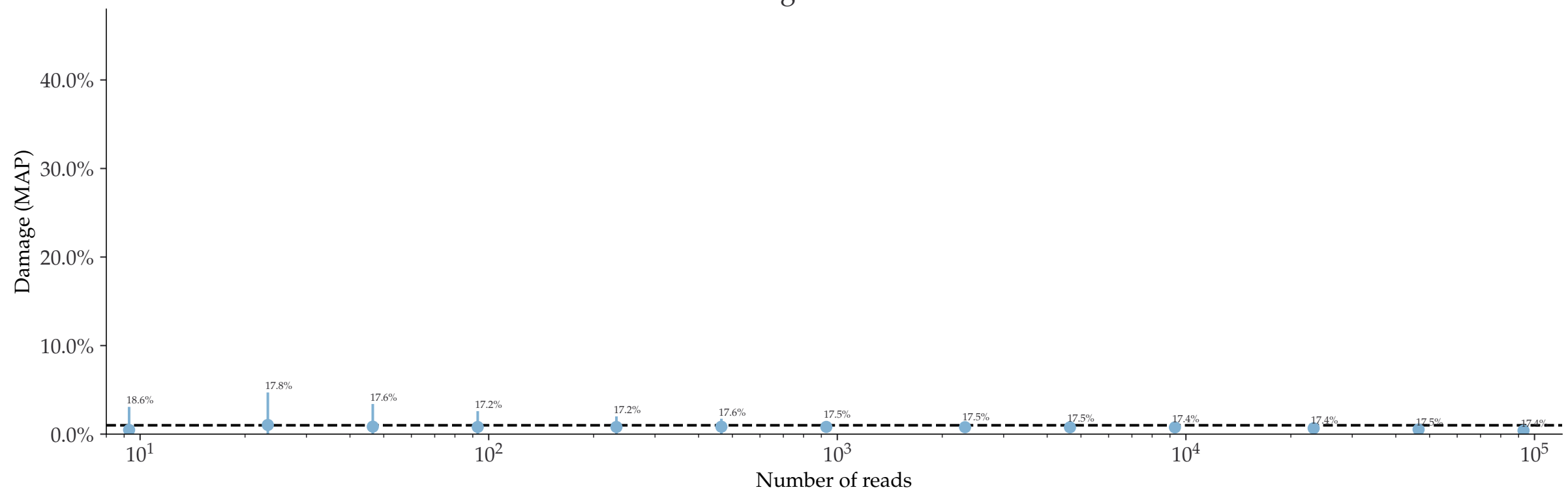
Lengths = homo



Lengths = homo

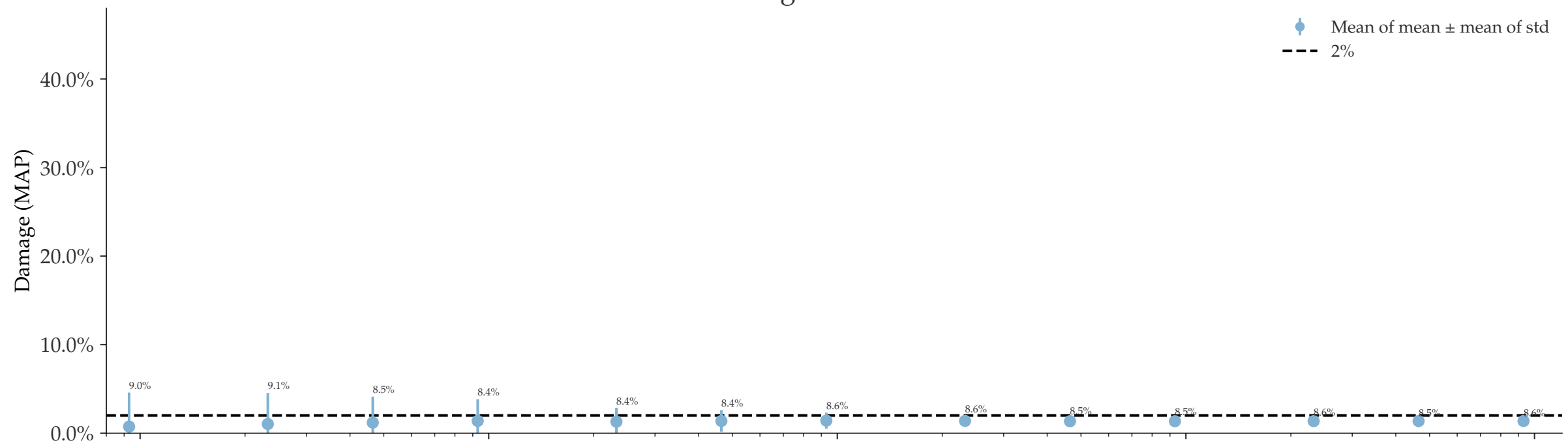


Lengths = homo

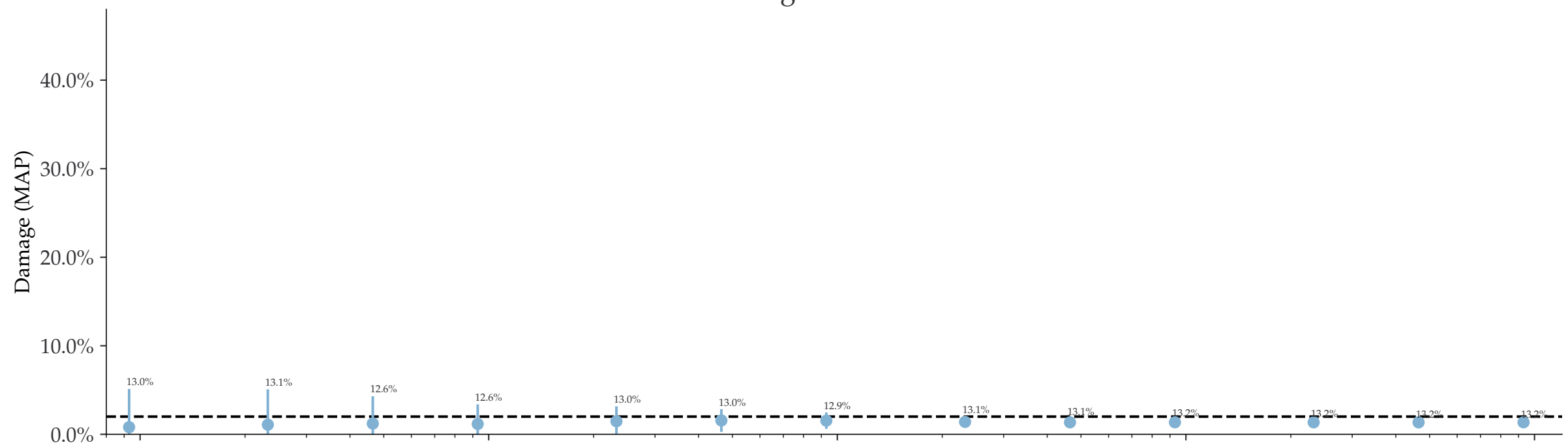


Damage (MAP)
Briggs damage = 0.047
Damage percent = 2%

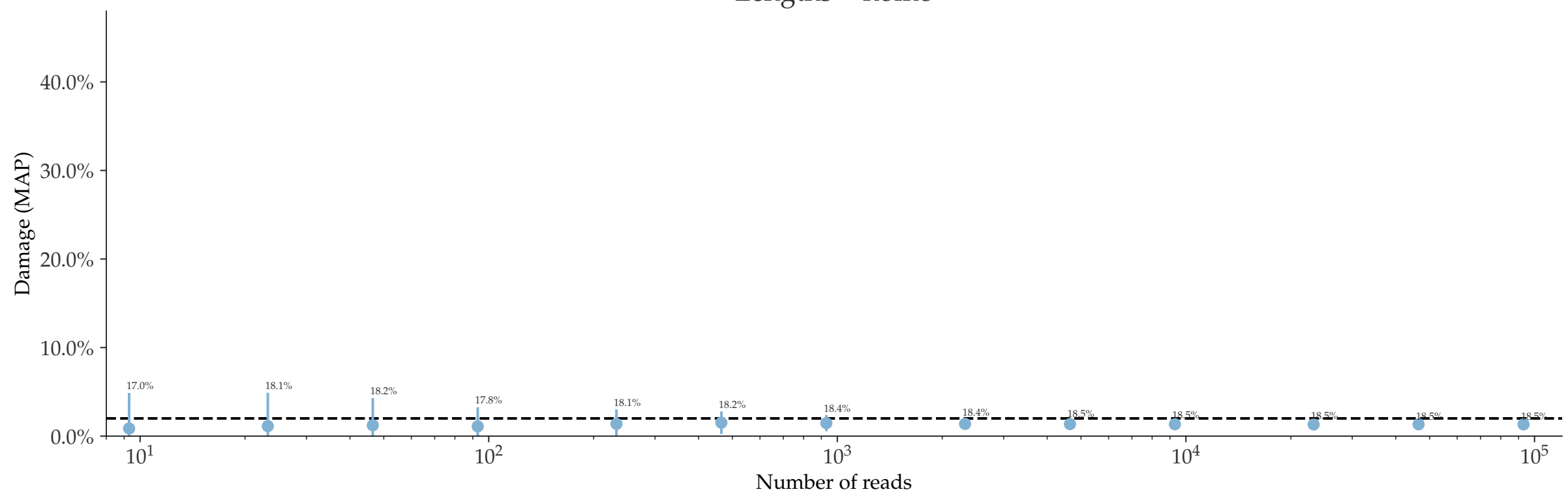
Lengths = homo



Lengths = homo

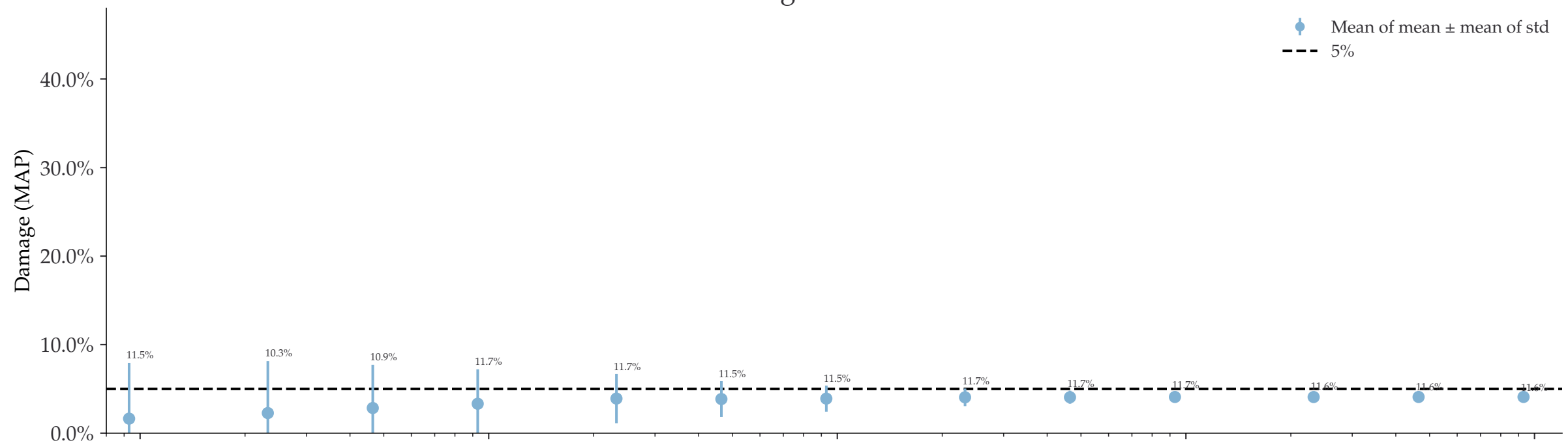


Lengths = homo

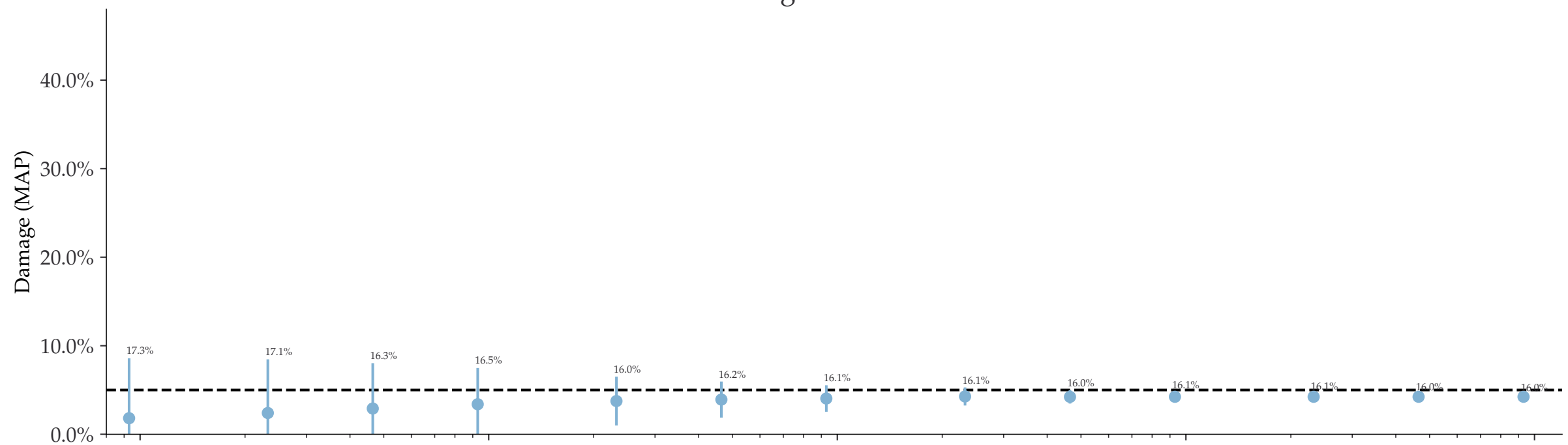


Damage (MAP)
Briggs damage = 0.138
Damage percent = 5%

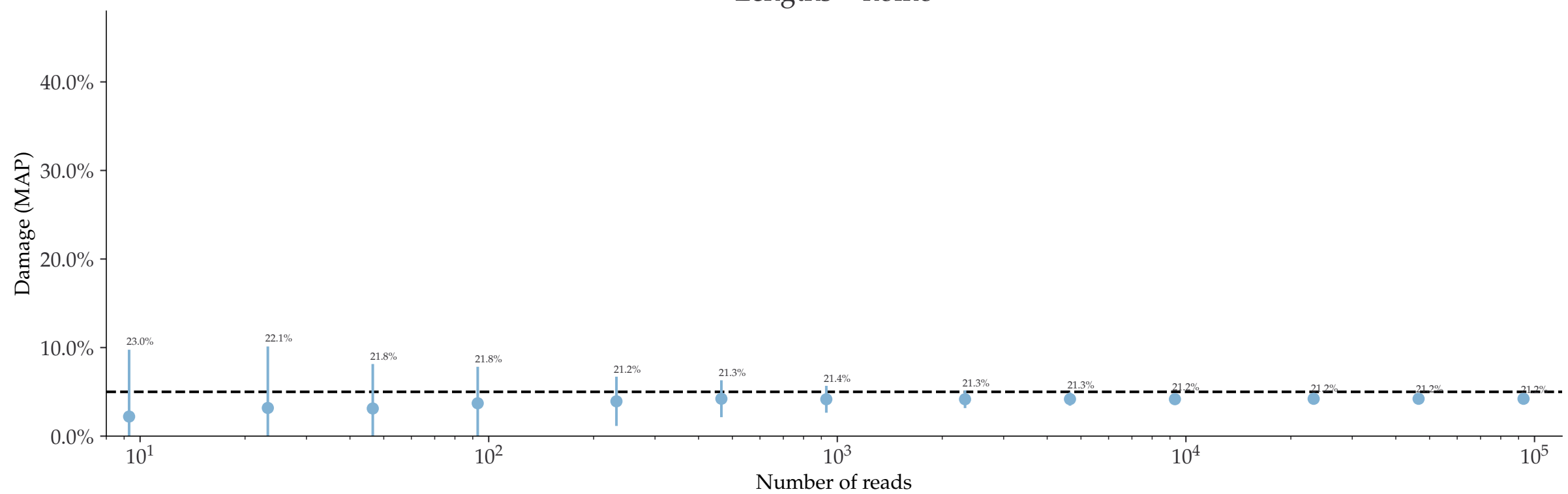
Lengths = homo



Lengths = homo

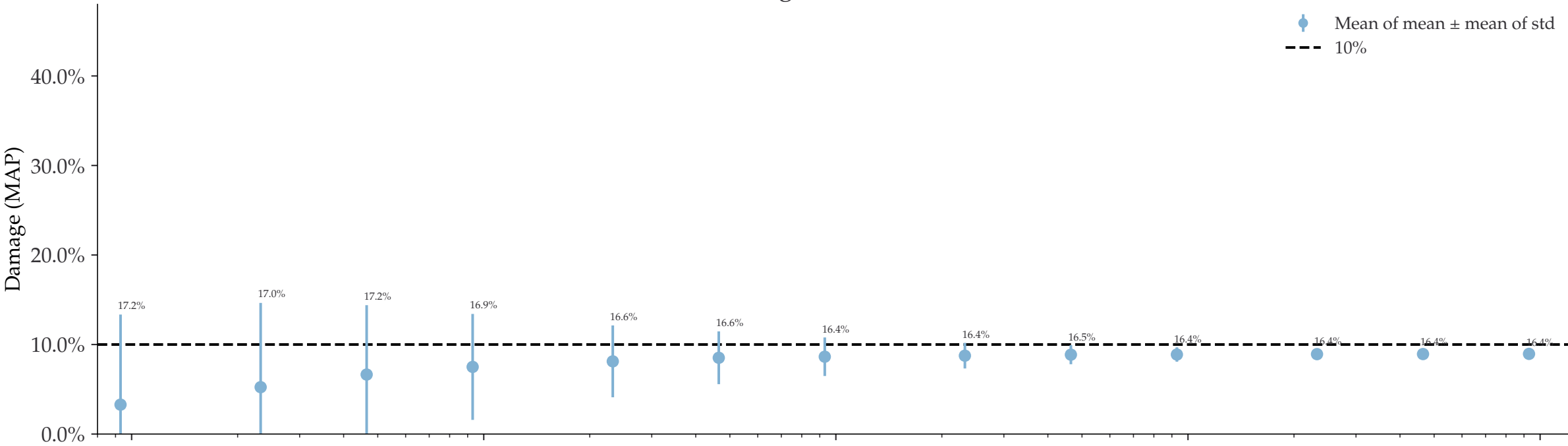


Lengths = homo

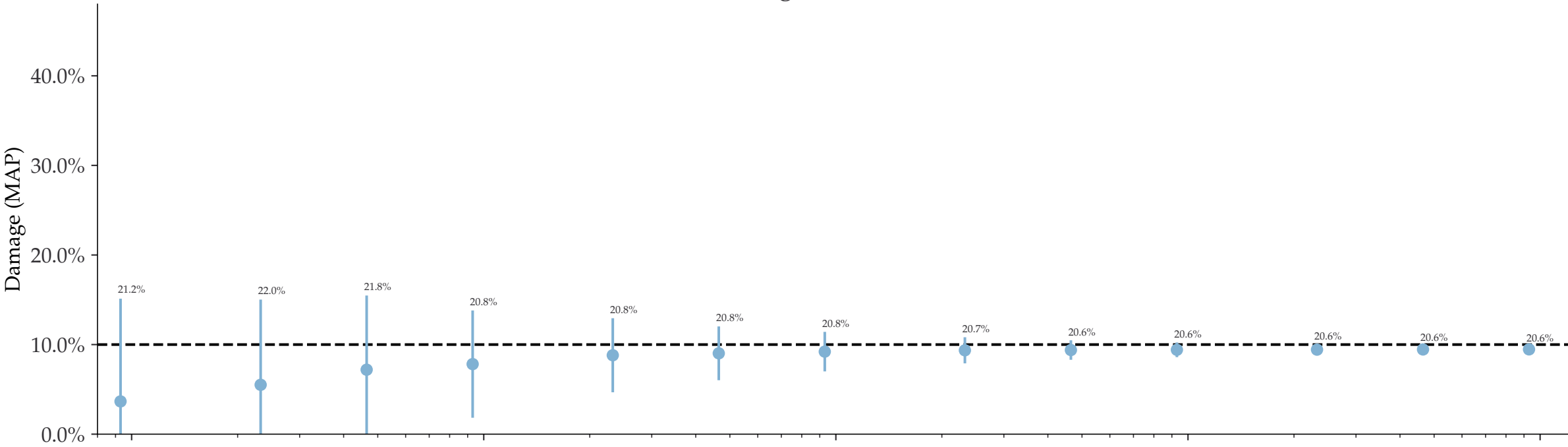


Damage (MAP)
Briggs damage = 0.303
Damage percent = 10%

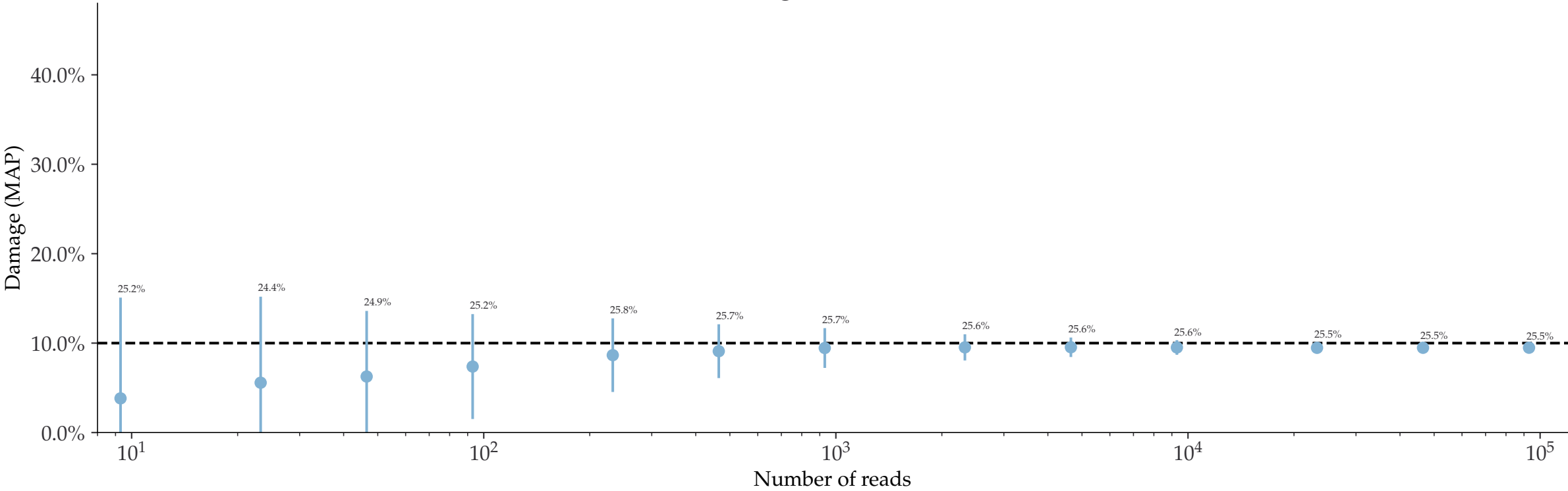
Lengths = homo



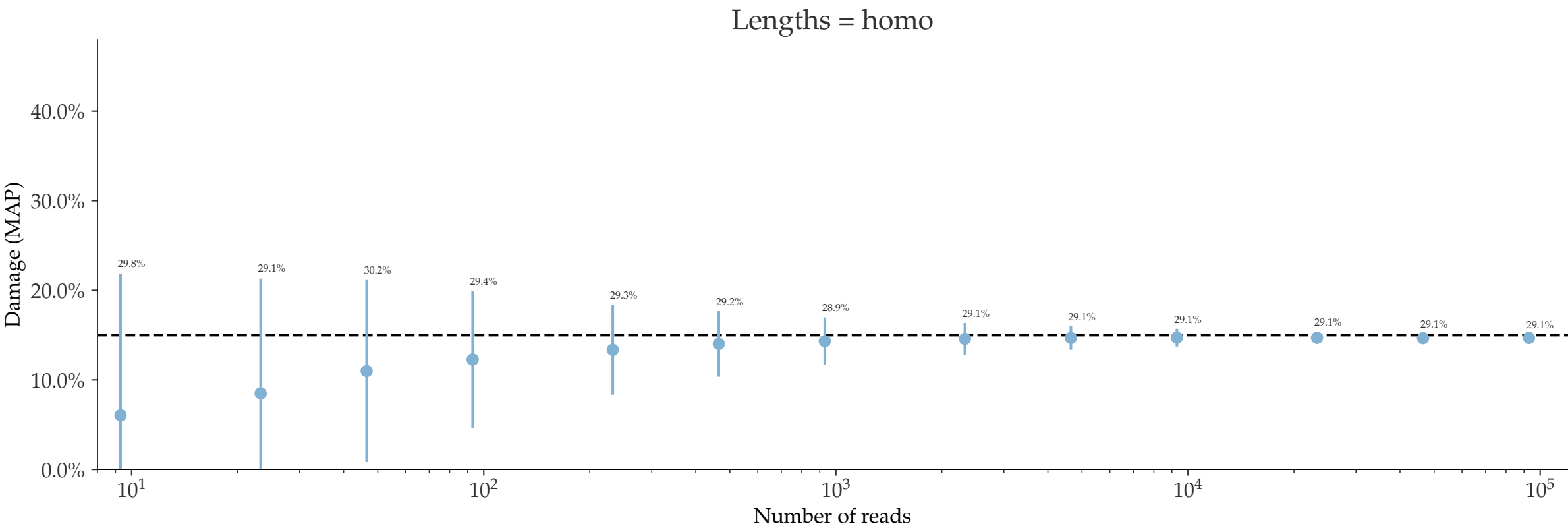
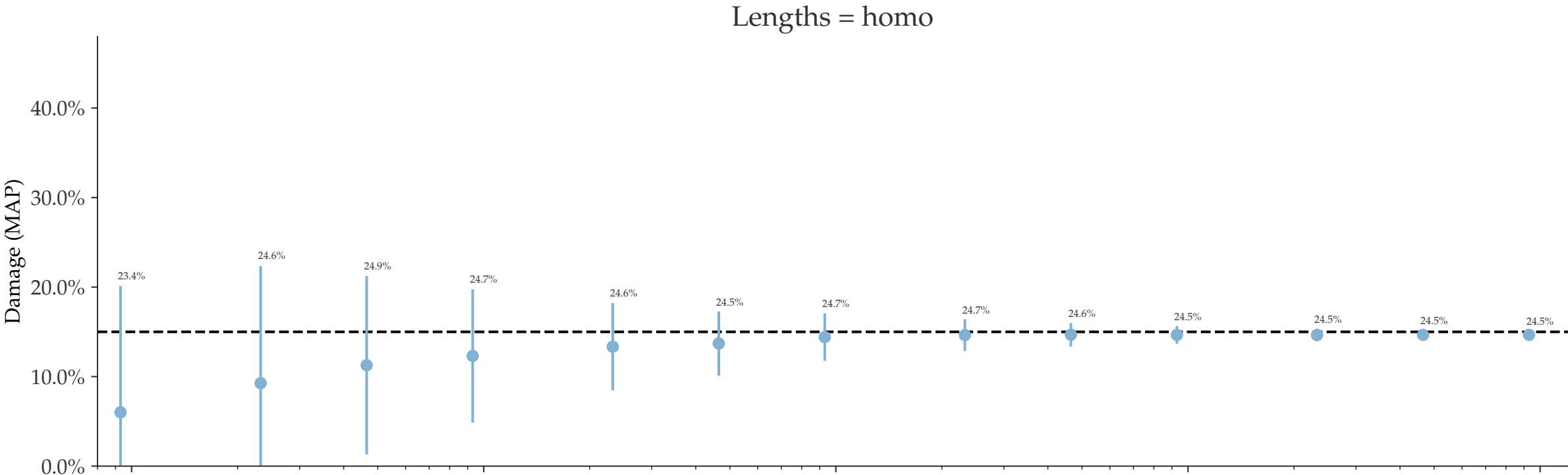
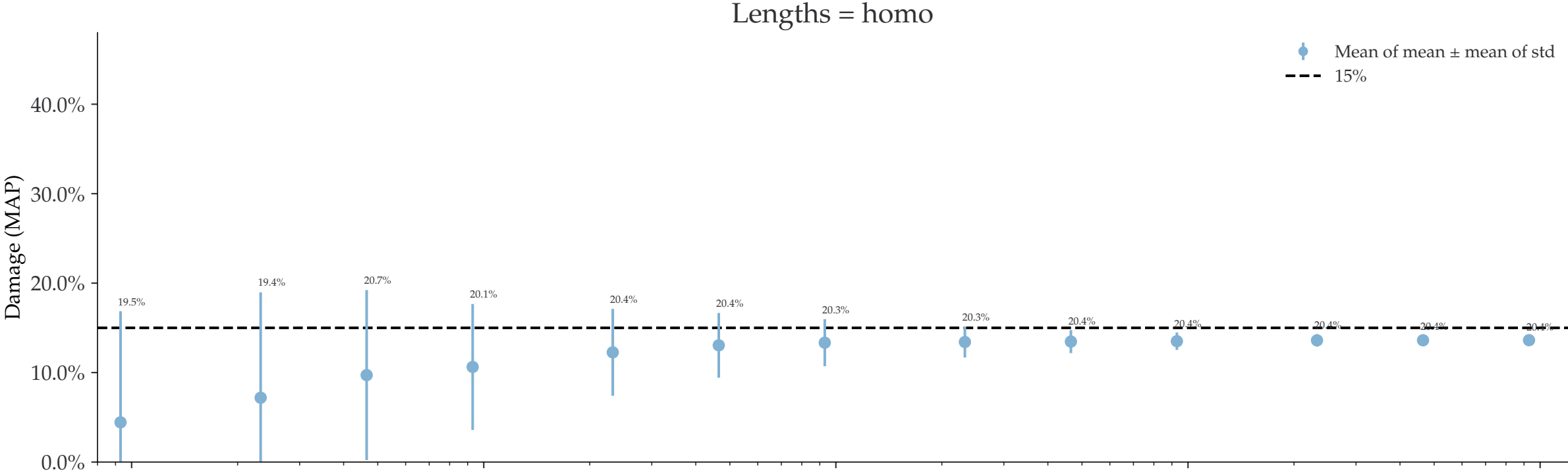
Lengths = homo



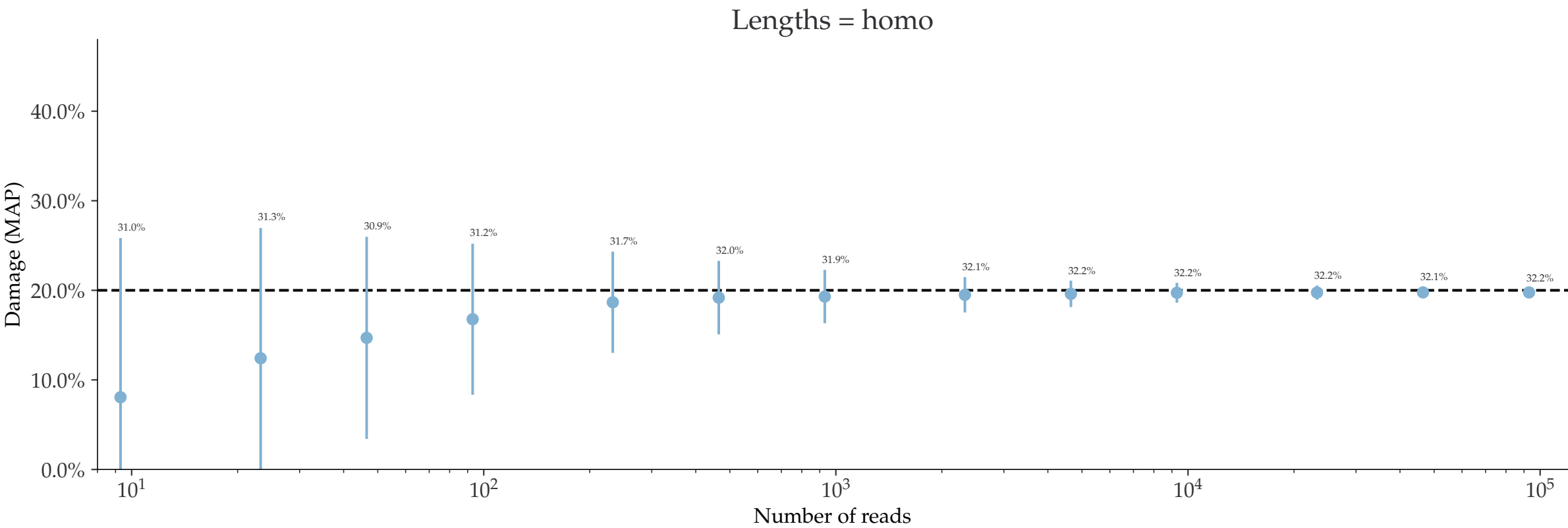
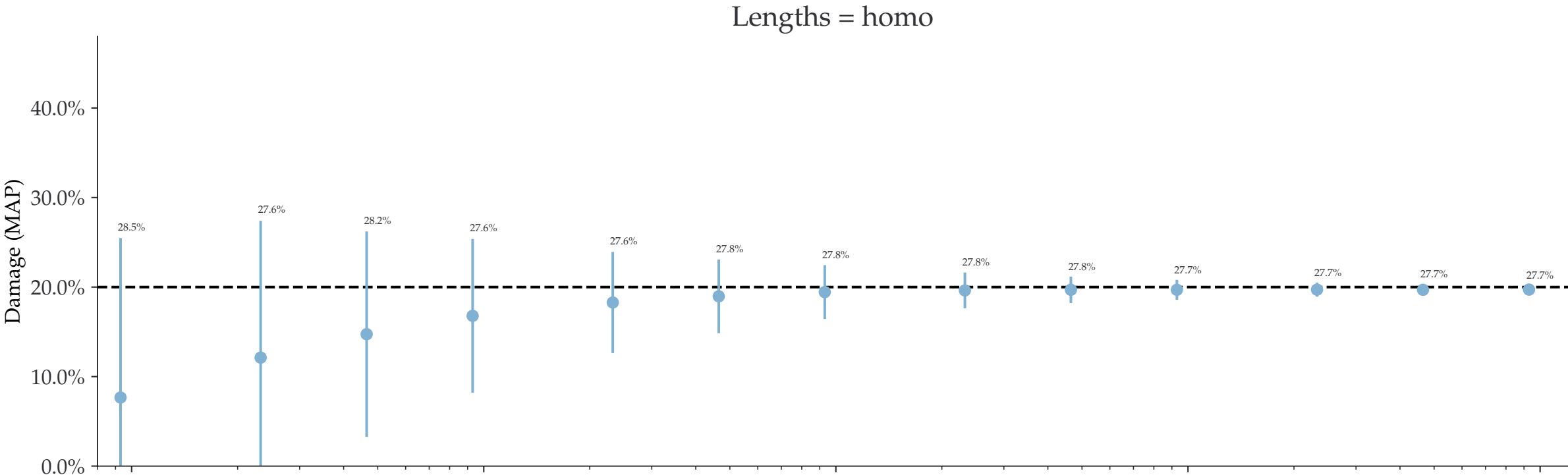
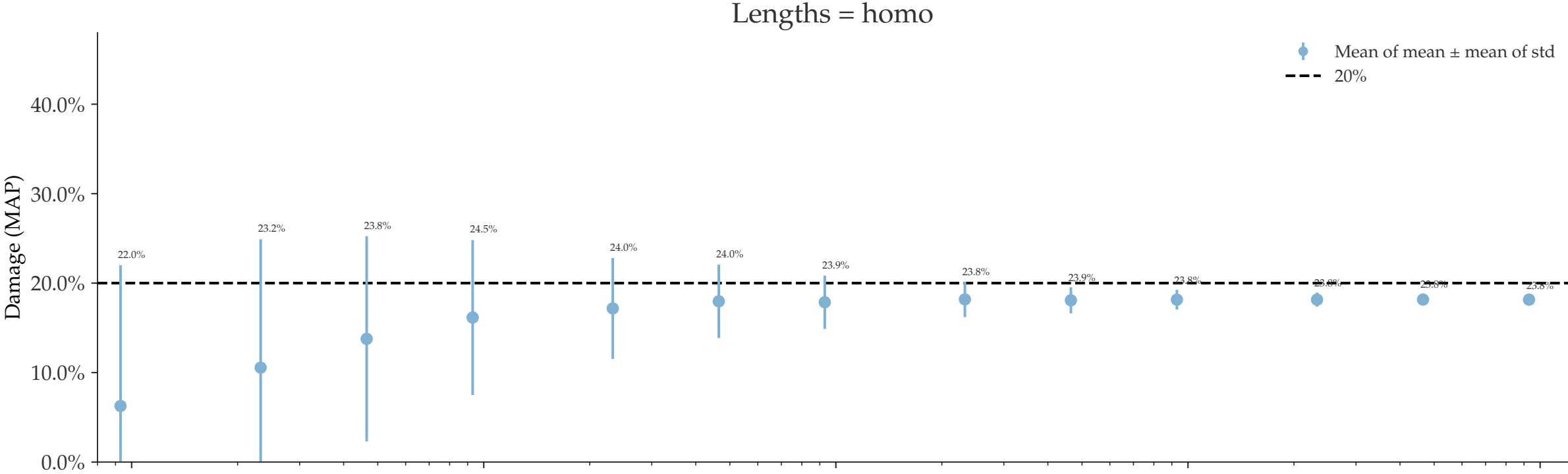
Lengths = homo



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



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



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

