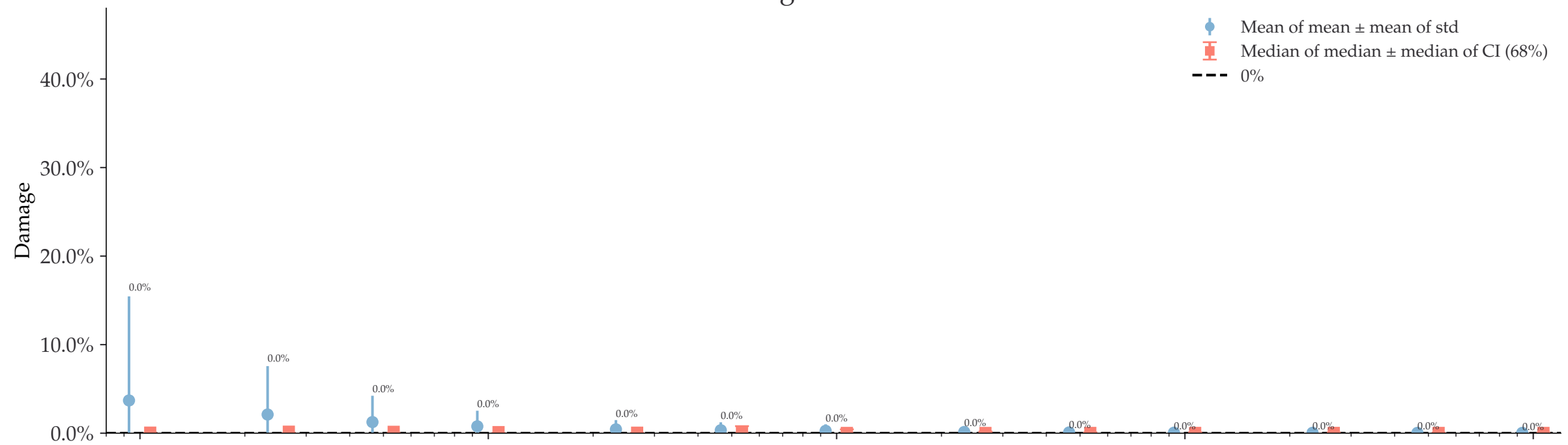
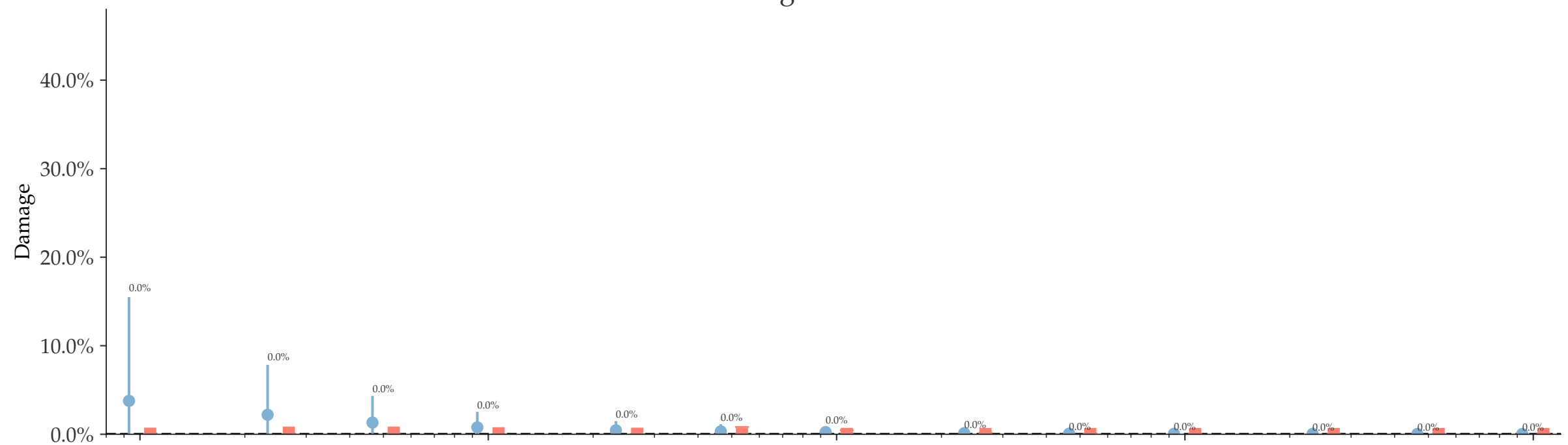


Damage  
Briggs damage = 0.0  
Damage percent = 0%

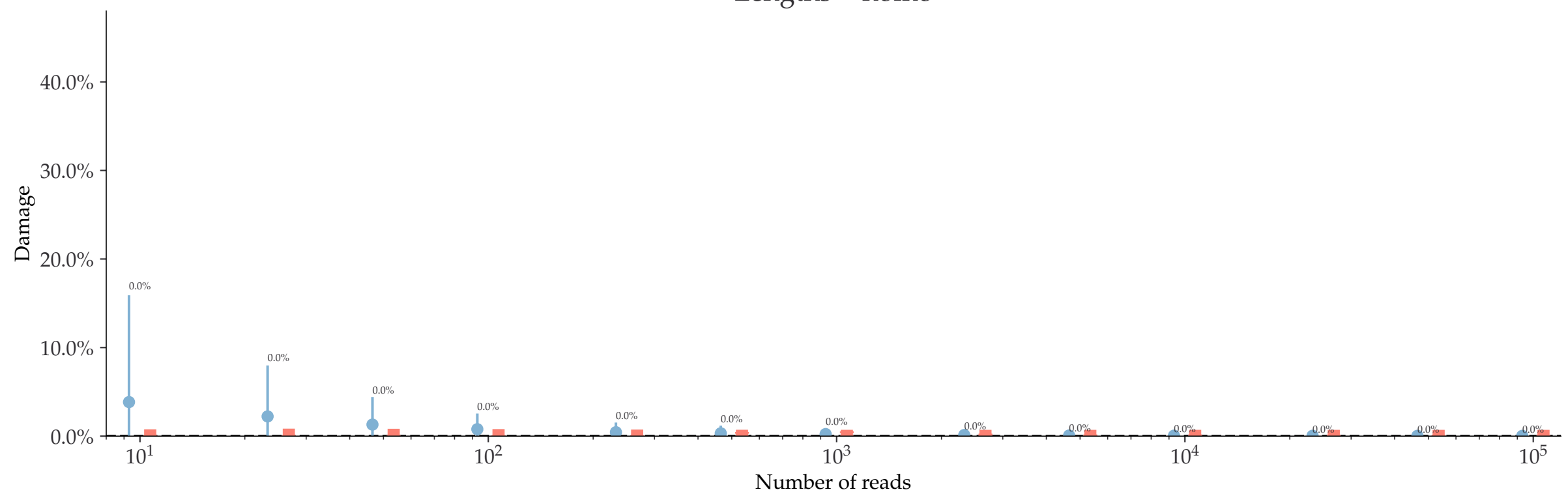
Lengths = homo



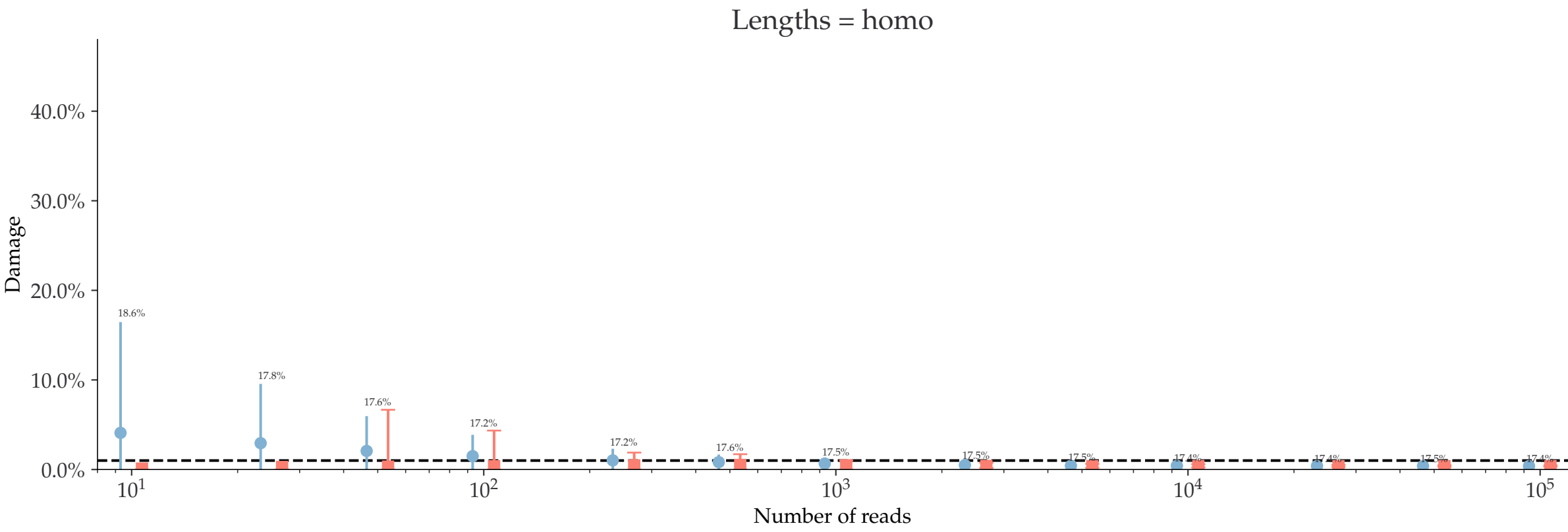
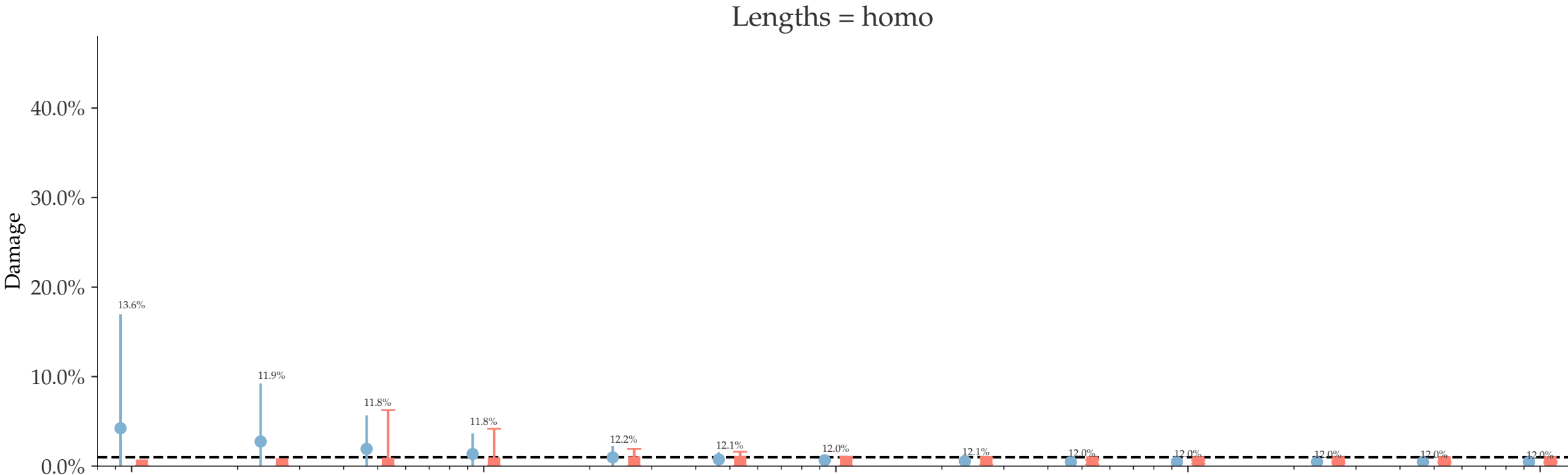
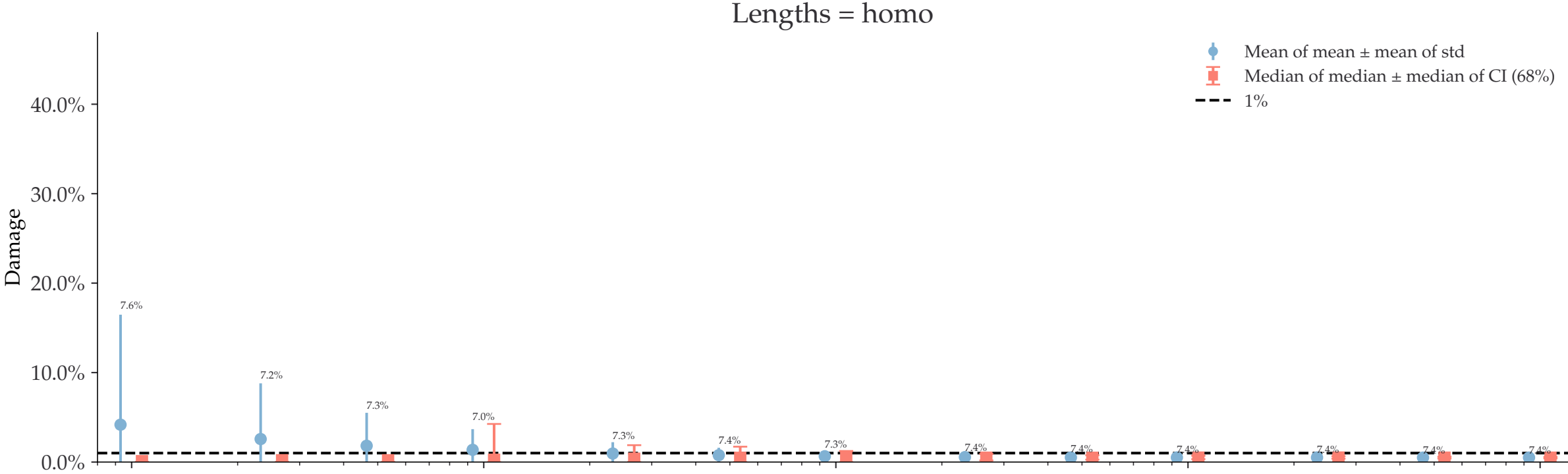
Lengths = homo



Lengths = homo

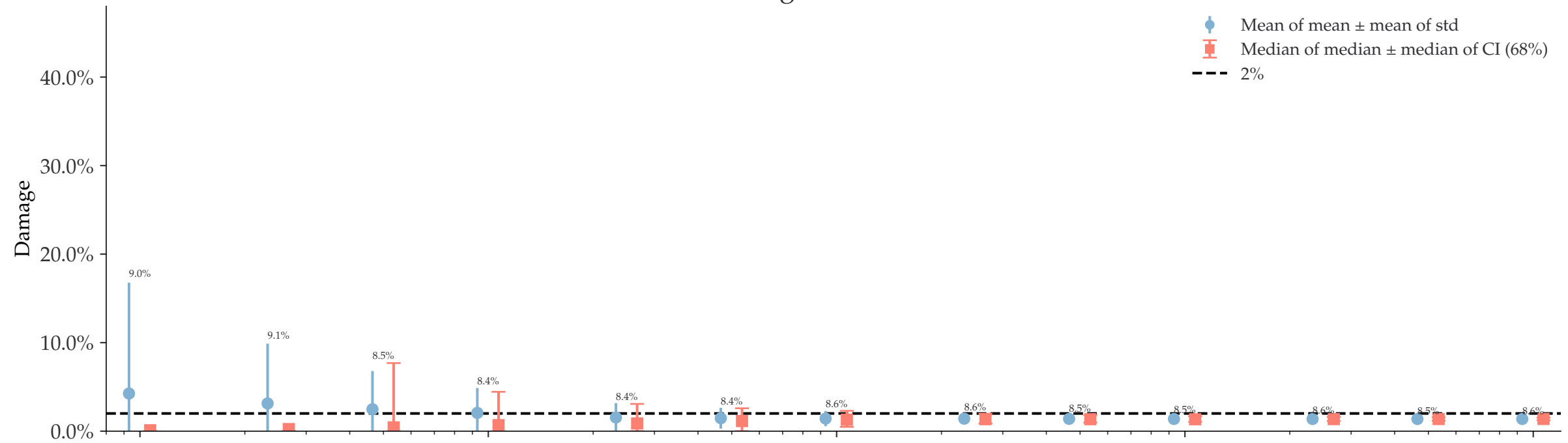


Damage  
Briggs damage = 0.014  
Damage percent = 1%

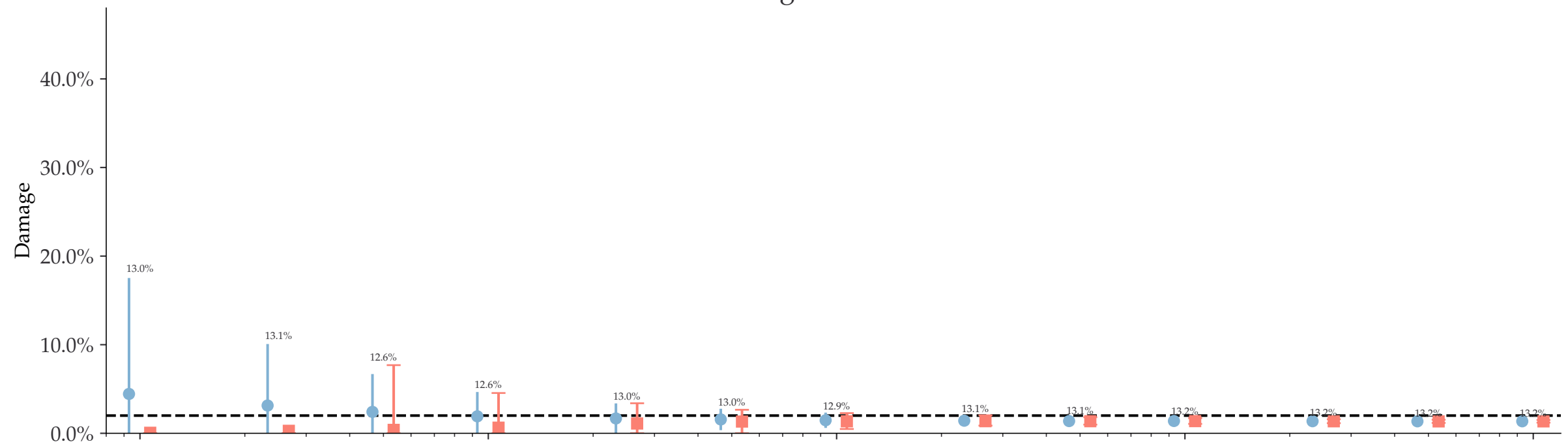


Damage  
Briggs damage = 0.047  
Damage percent = 2%

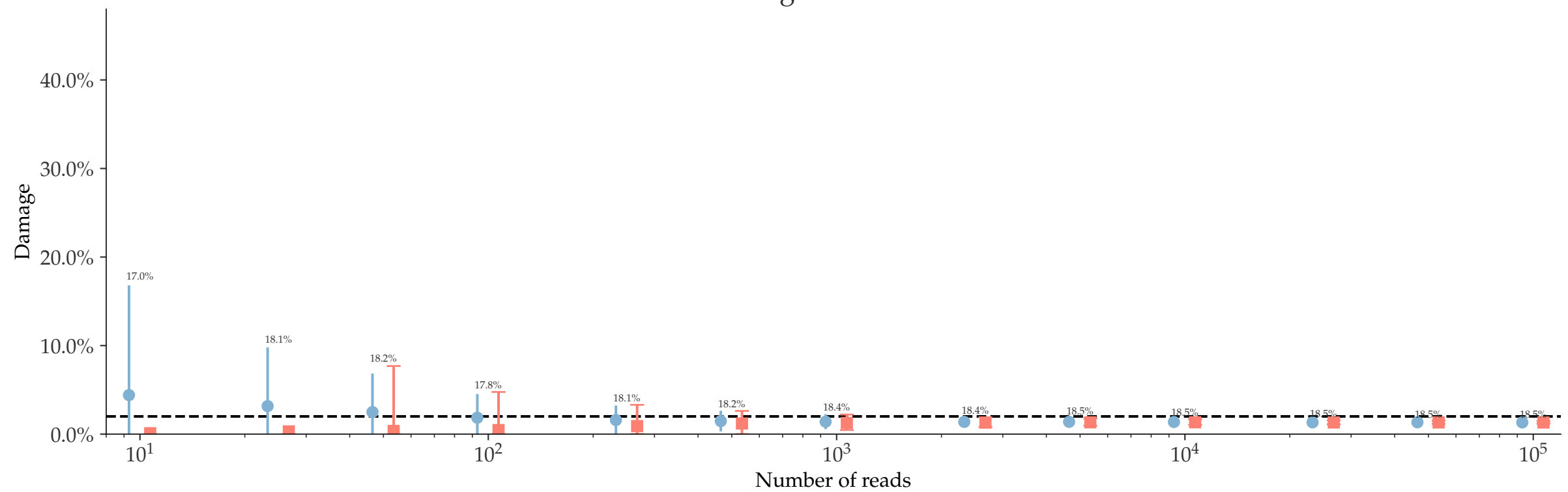
Lengths = homo



Lengths = homo

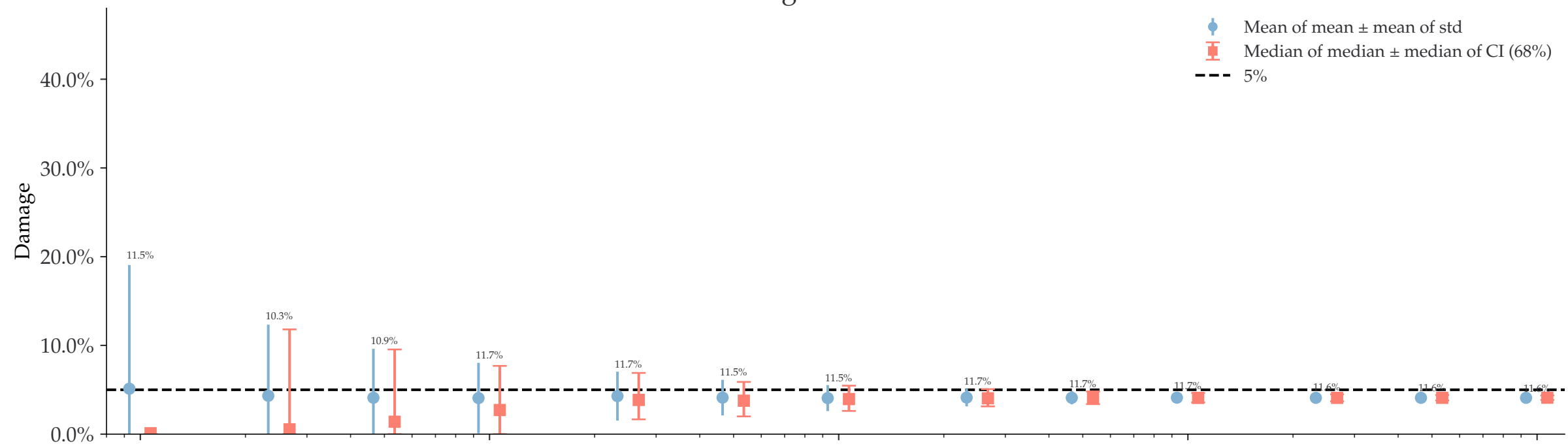


Lengths = homo

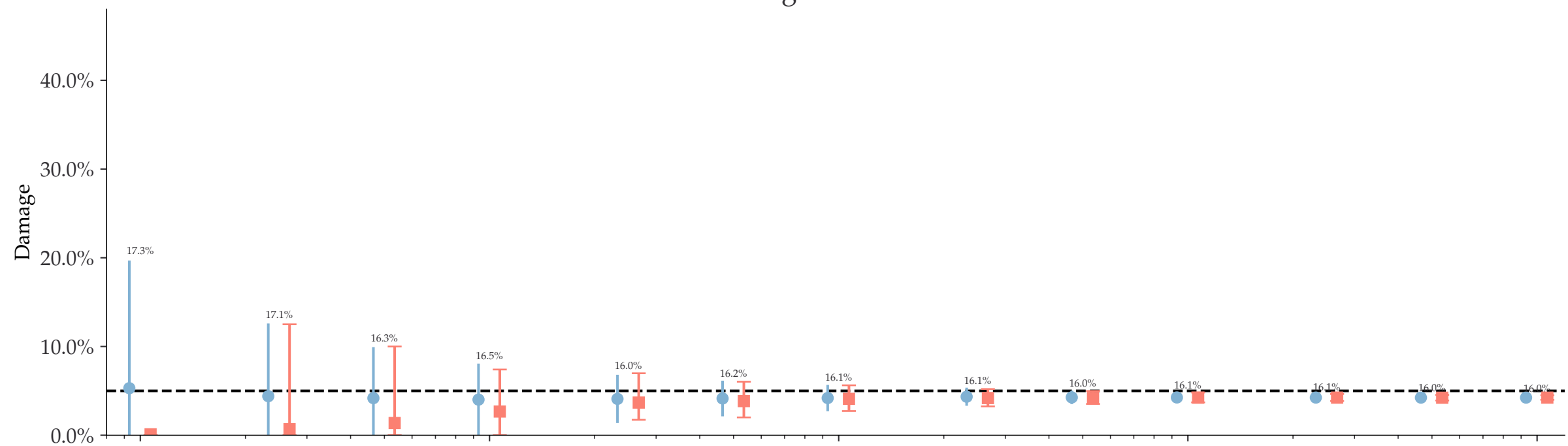


Damage  
Briggs damage = 0.138  
Damage percent = 5%

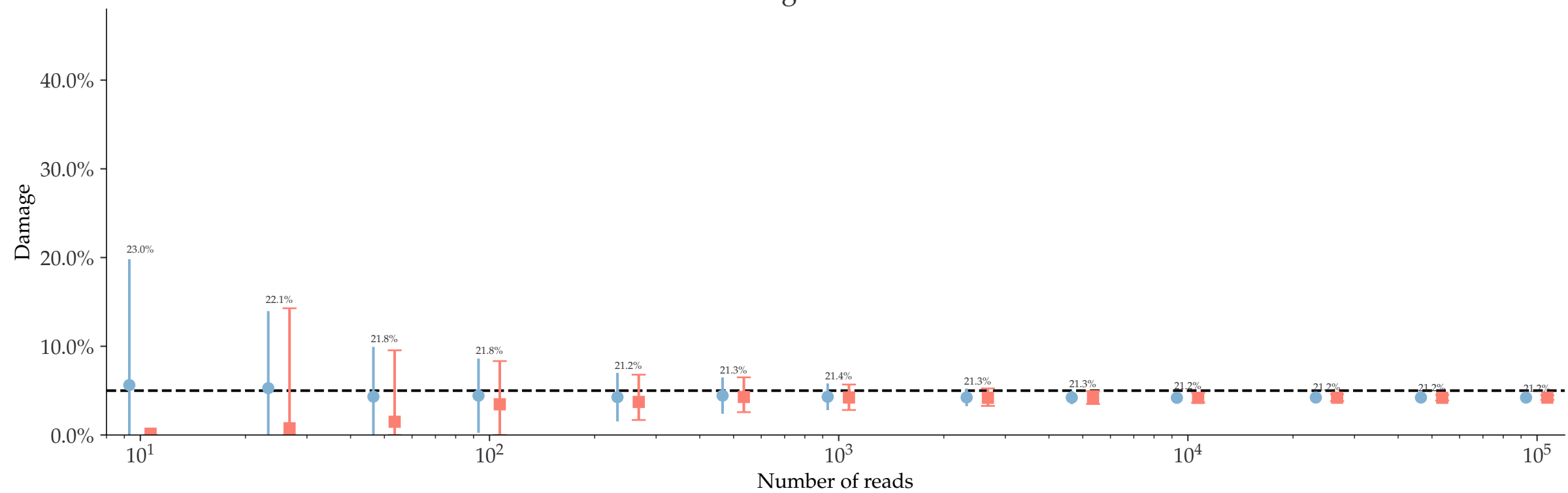
Lengths = homo



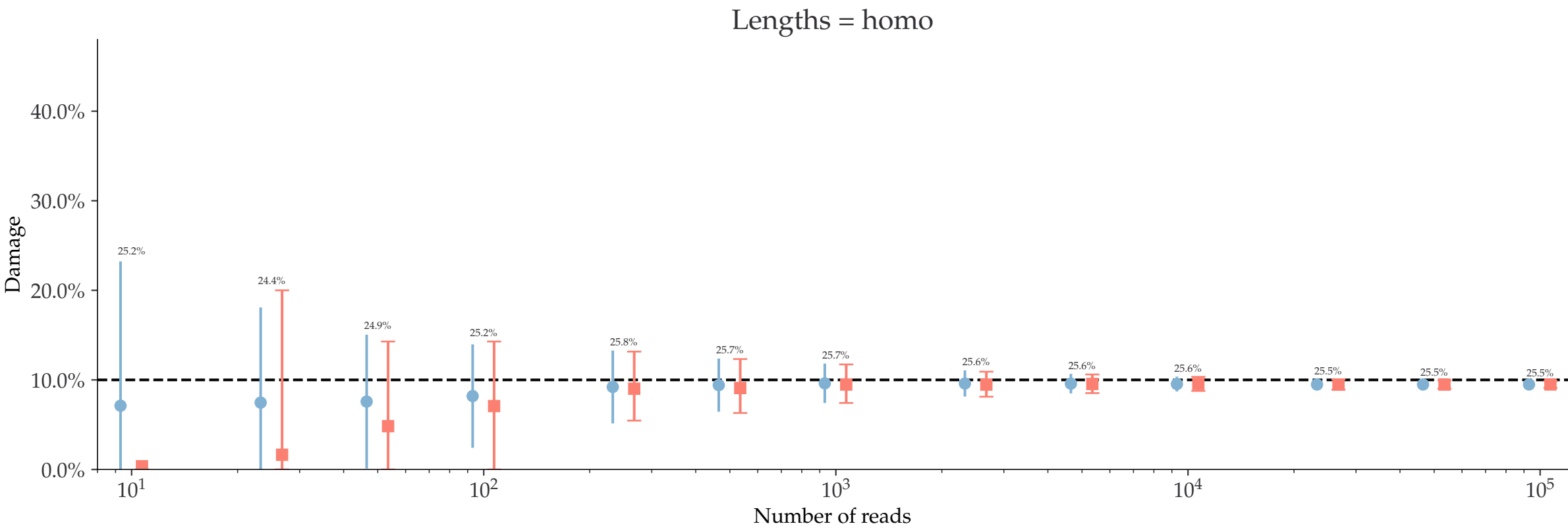
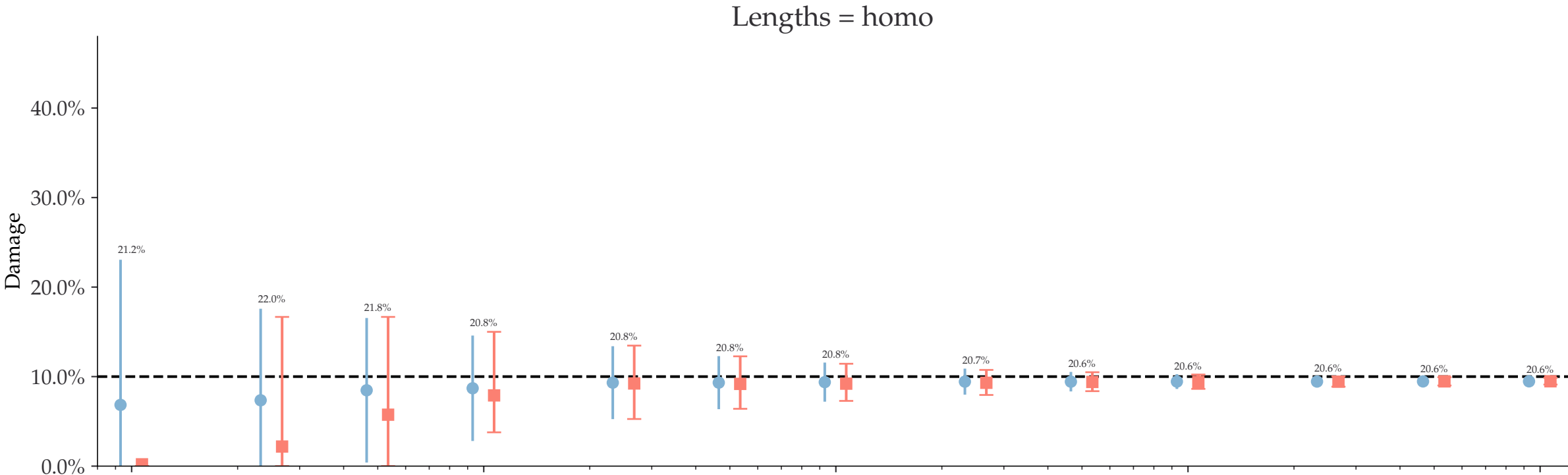
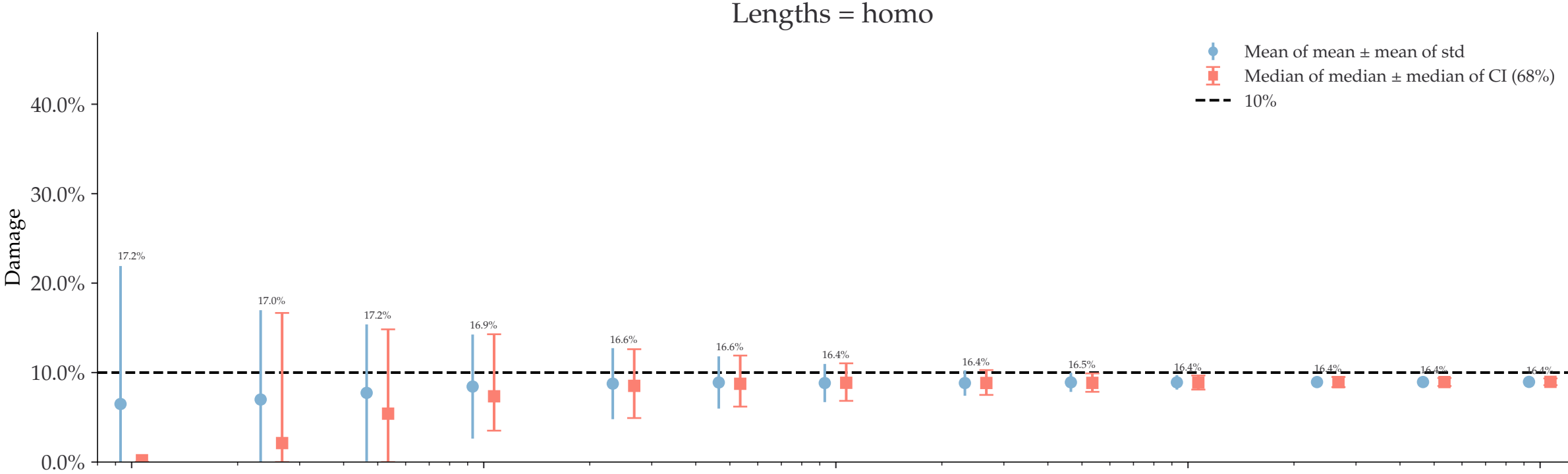
Lengths = homo



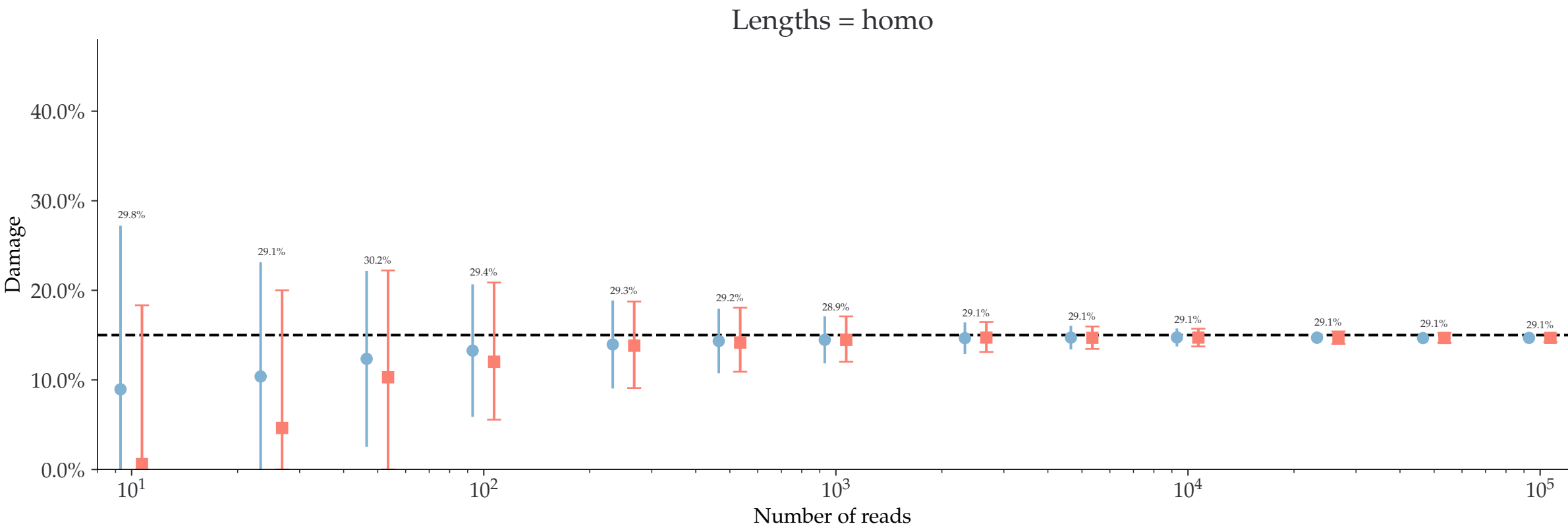
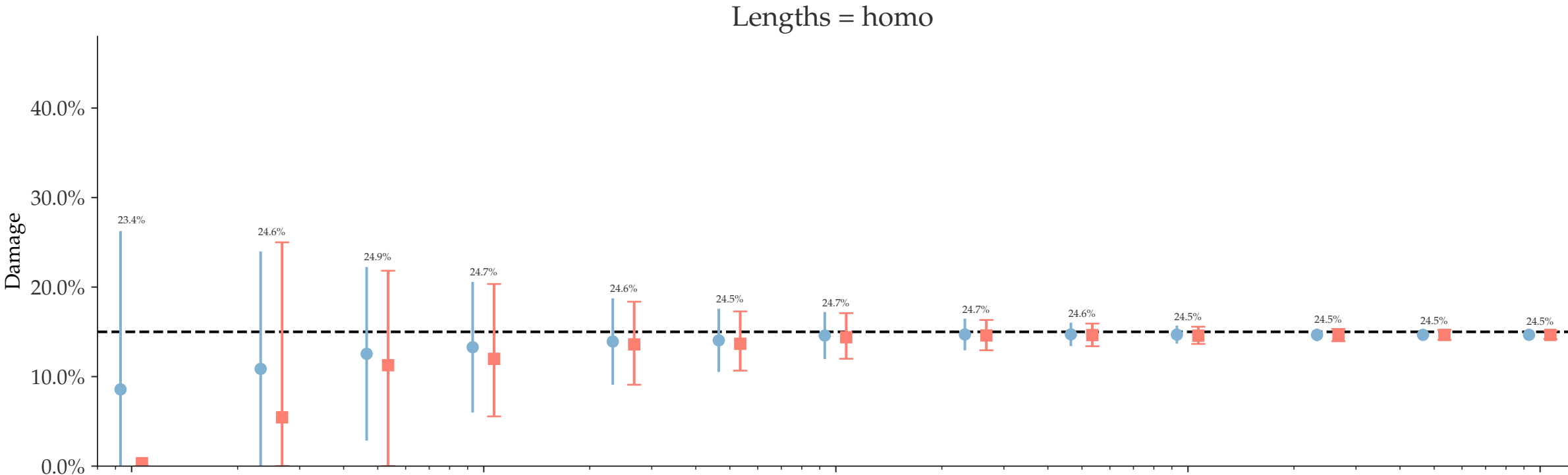
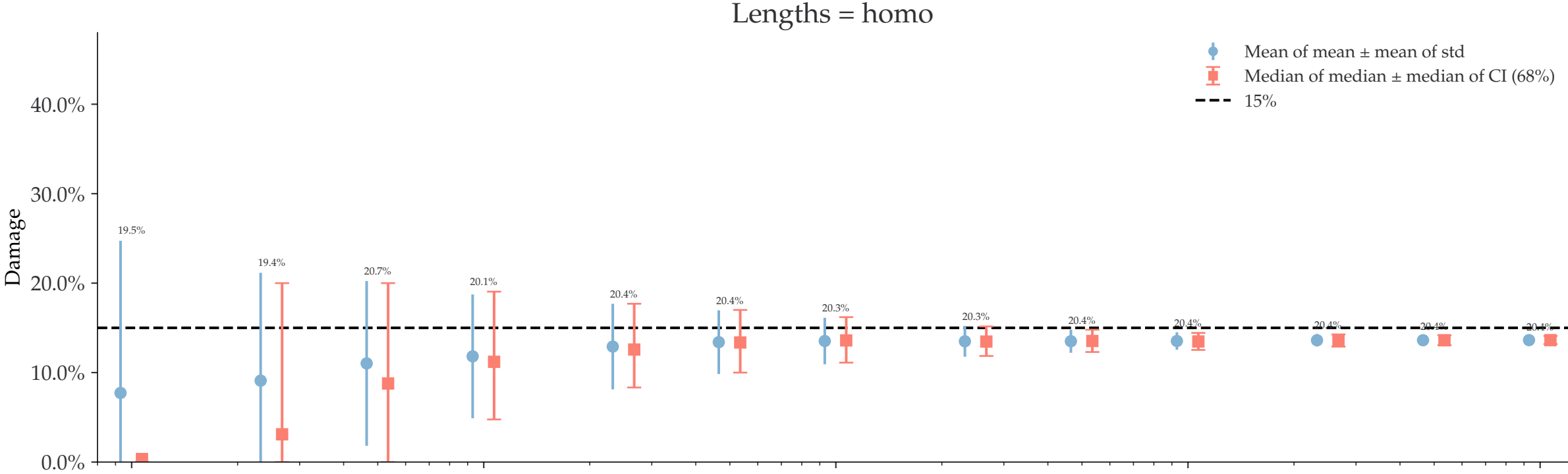
Lengths = homo



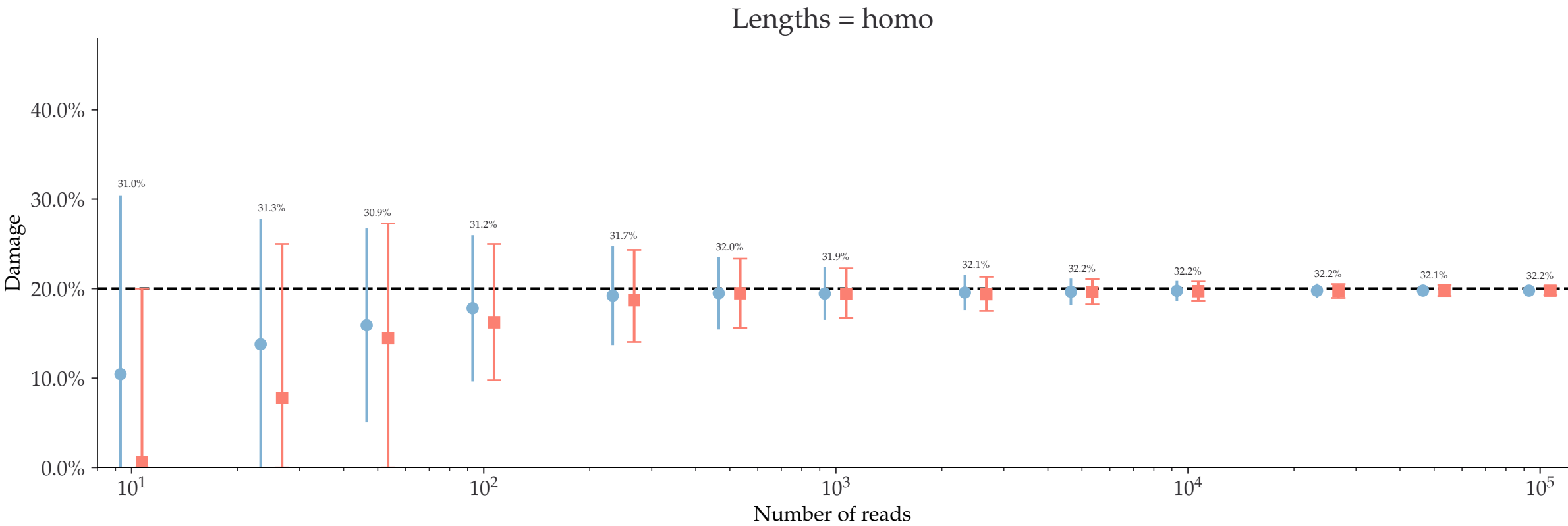
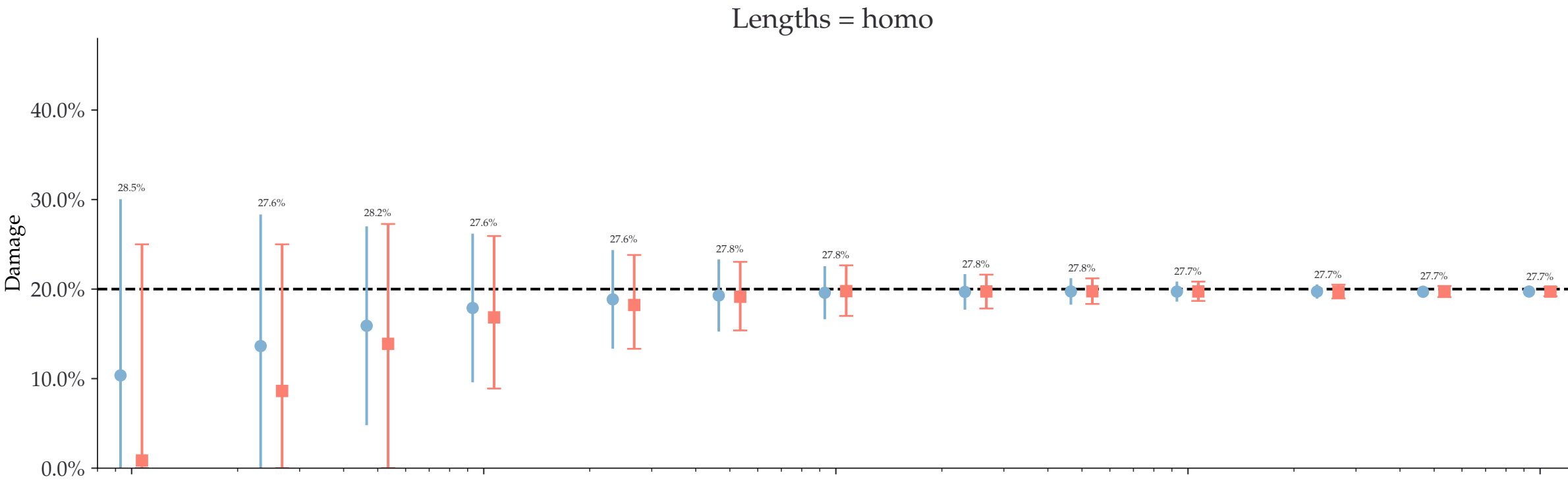
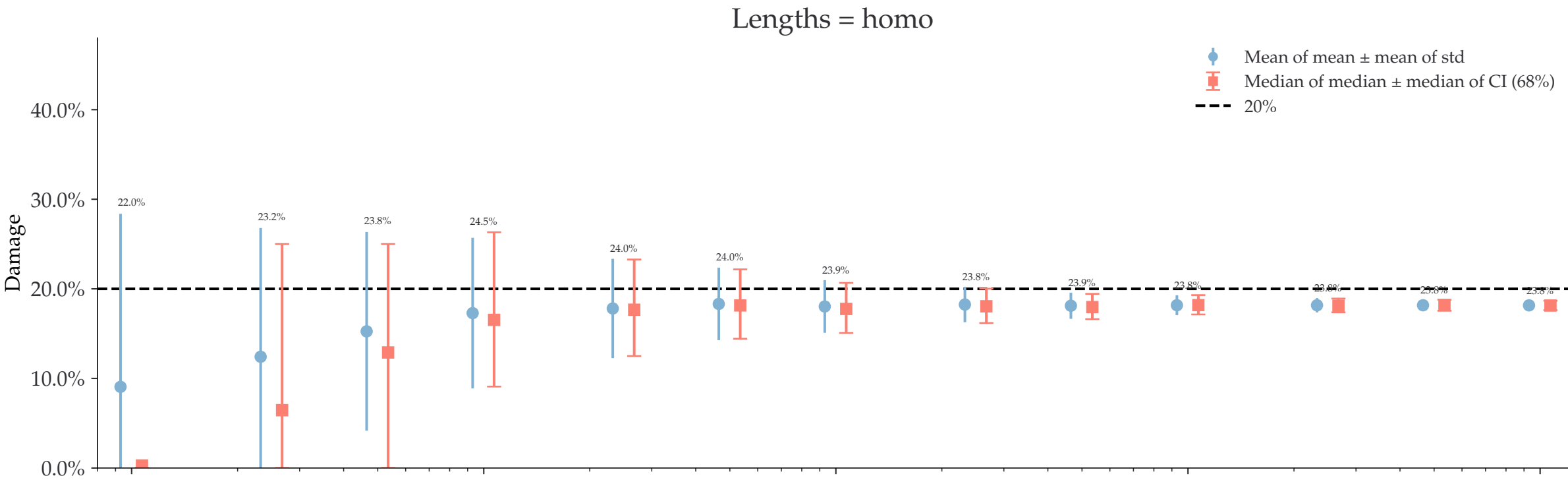
Damage  
Briggs damage = 0.303  
Damage percent = 10%



Damage  
Briggs damage = 0.466  
Damage percent = 15%



Damage  
Briggs damage = 0.626  
Damage percent = 20%



Damage  
Briggs damage = 0.96  
Damage percent = 30%

