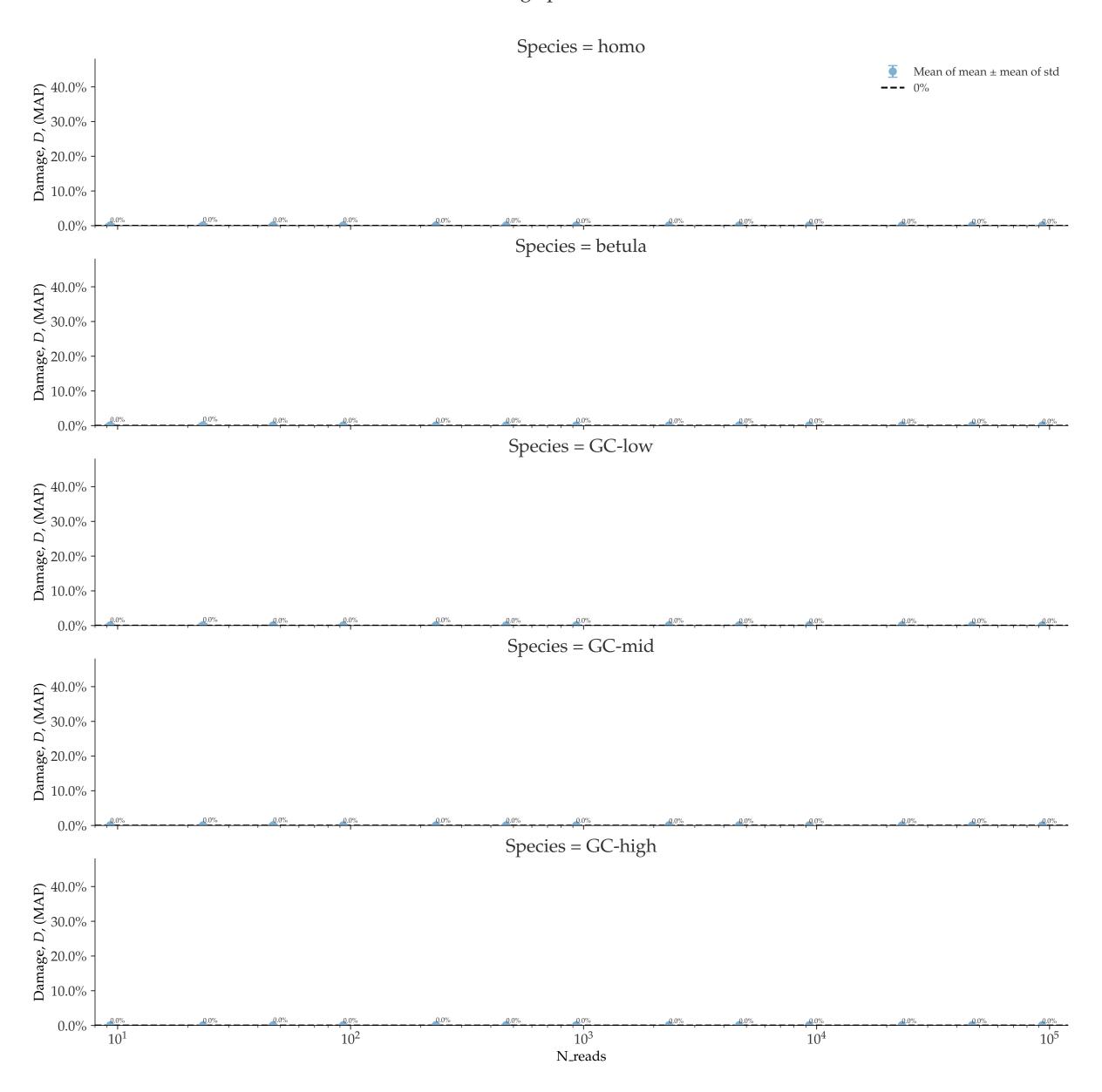
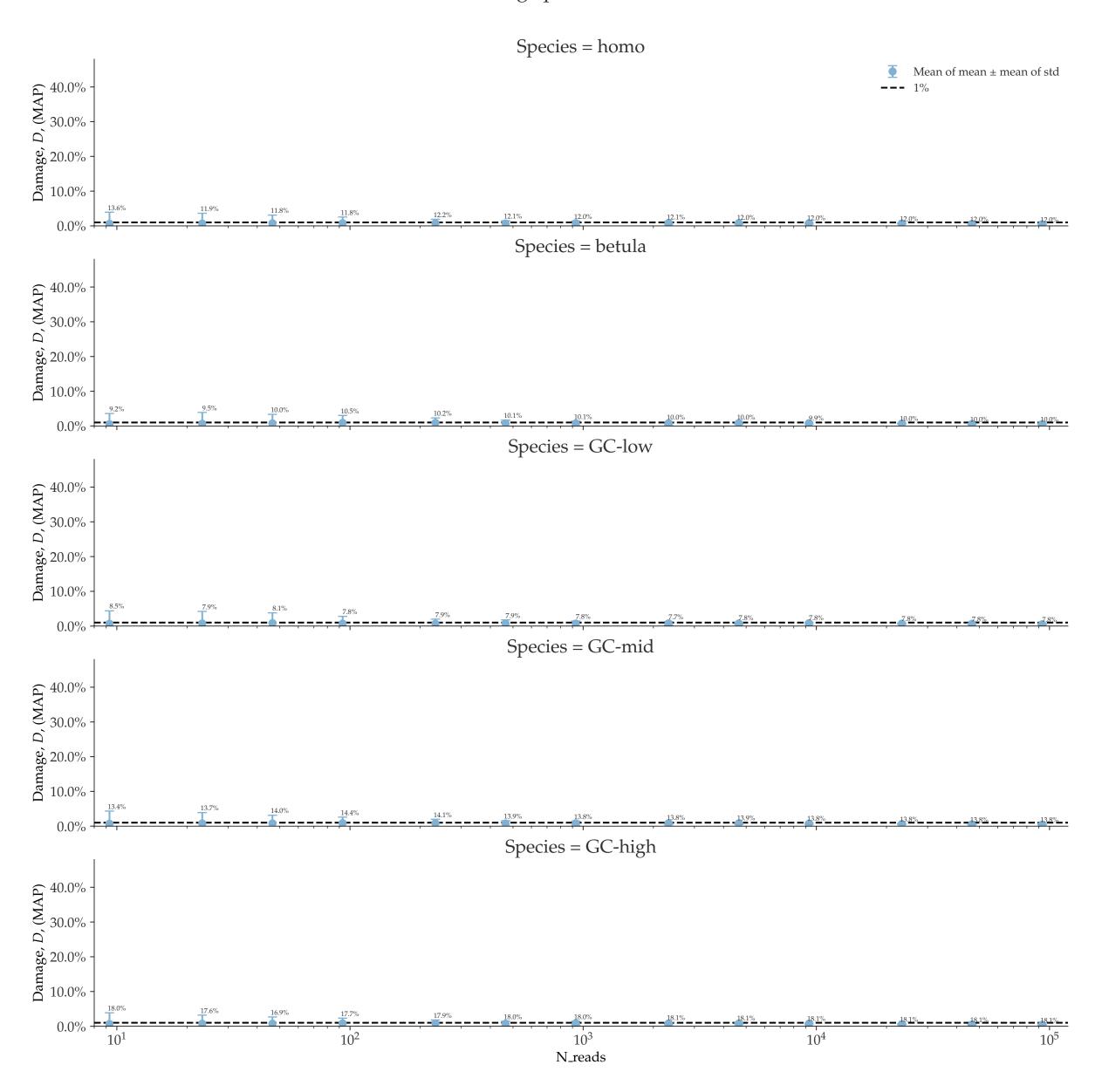
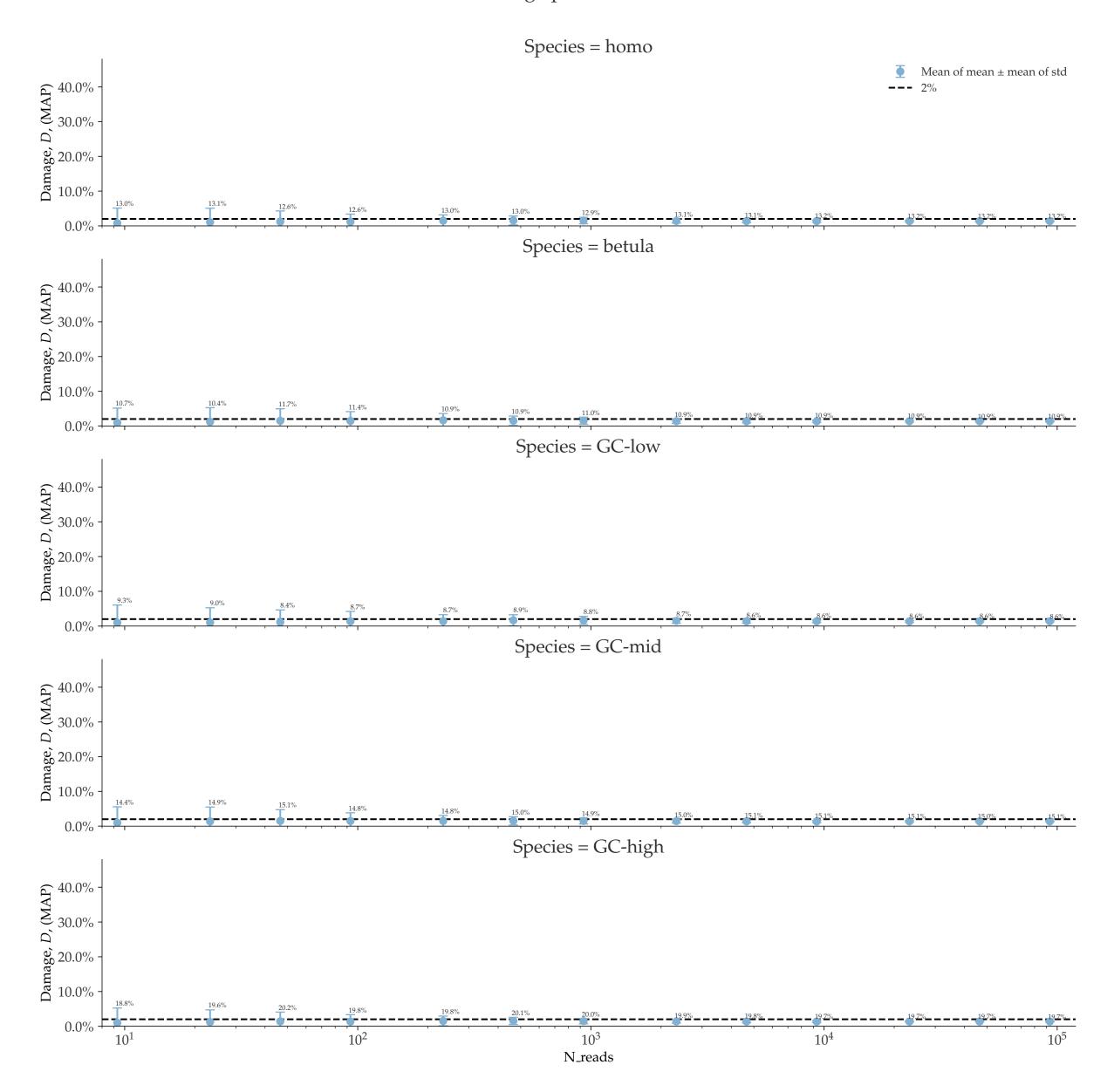
Damage, *D*, (MAP)
Briggs damage = 0.0
Damage percent = 0%



Damage, *D*, (MAP) Briggs damage = 0.014 Damage percent = 1%



Damage, *D*, (MAP) Briggs damage = 0.047 Damage percent = 2%



Damage, *D*, (MAP) Briggs damage = 0.138 Damage percent = 5%

