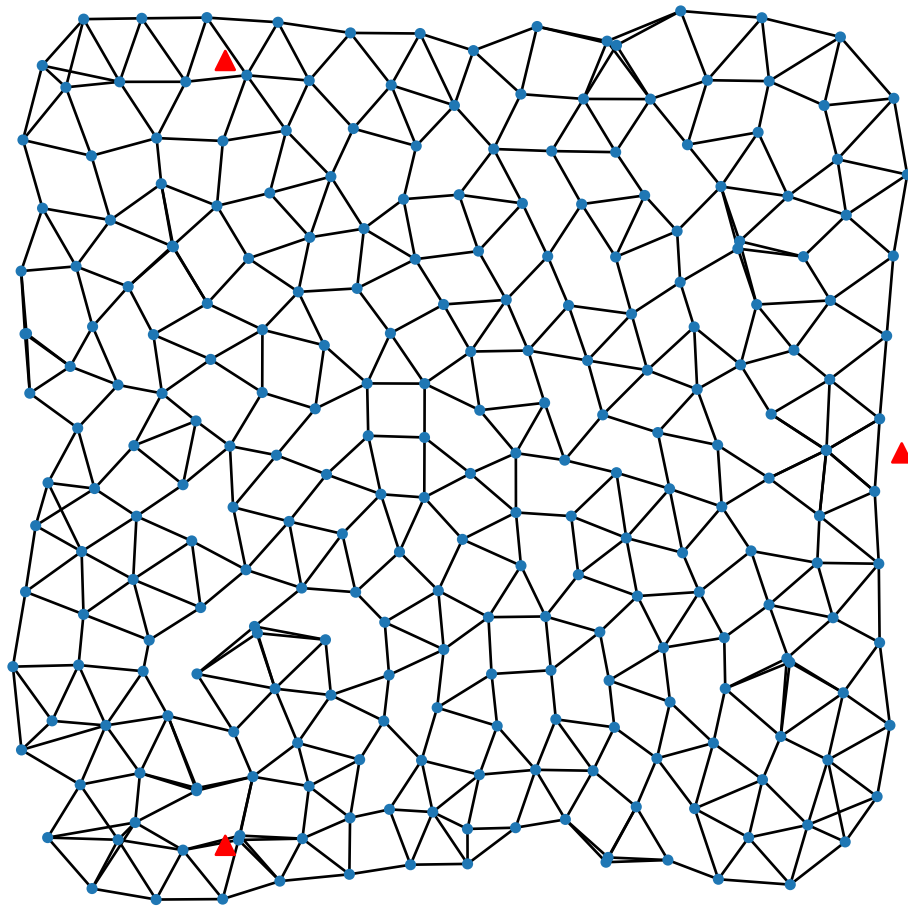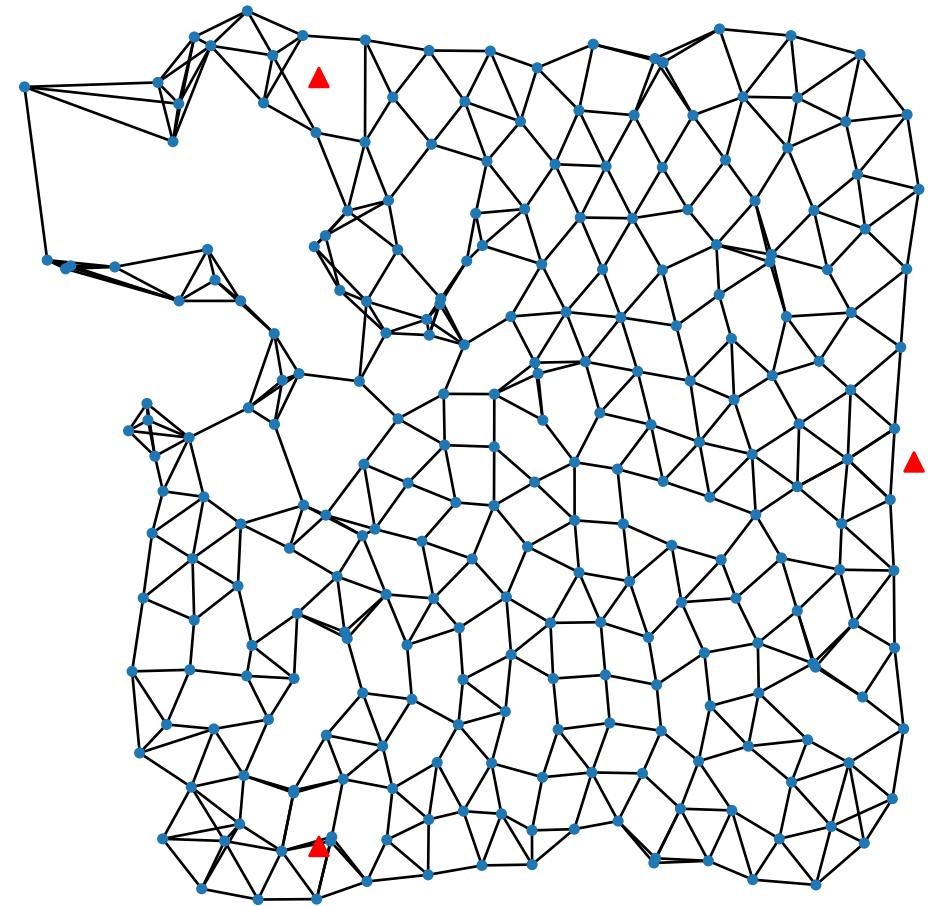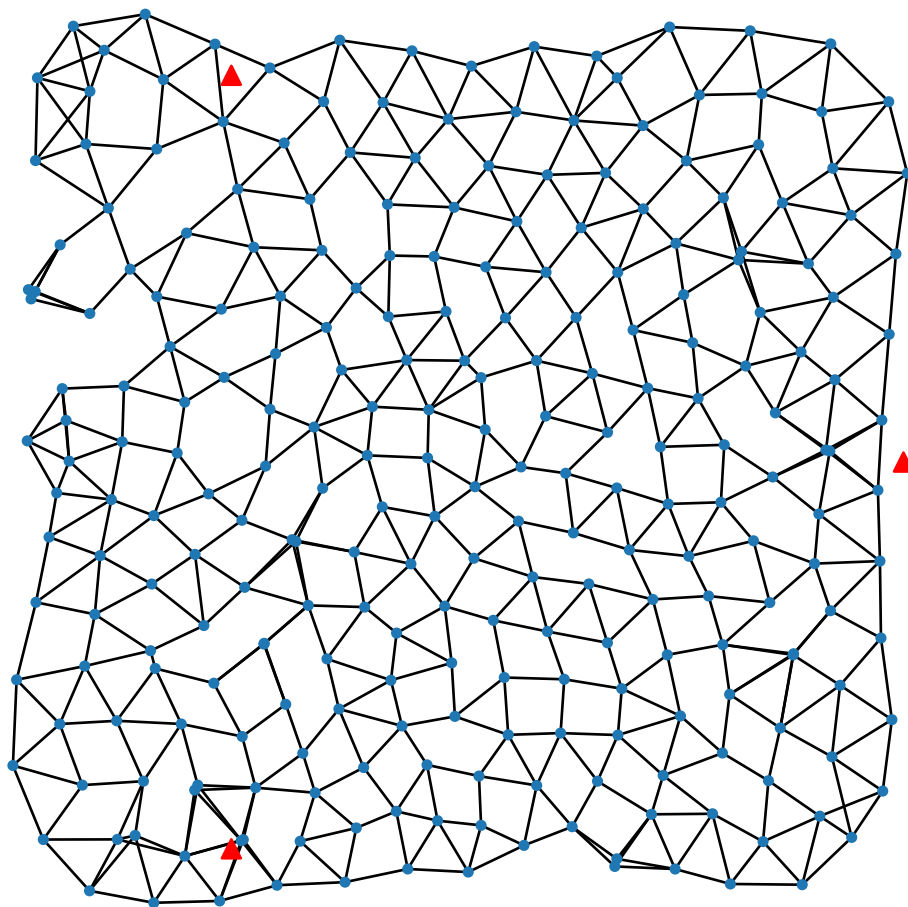Before damage

After Local damage

After Local damage, step 50

After Local damage, step 100