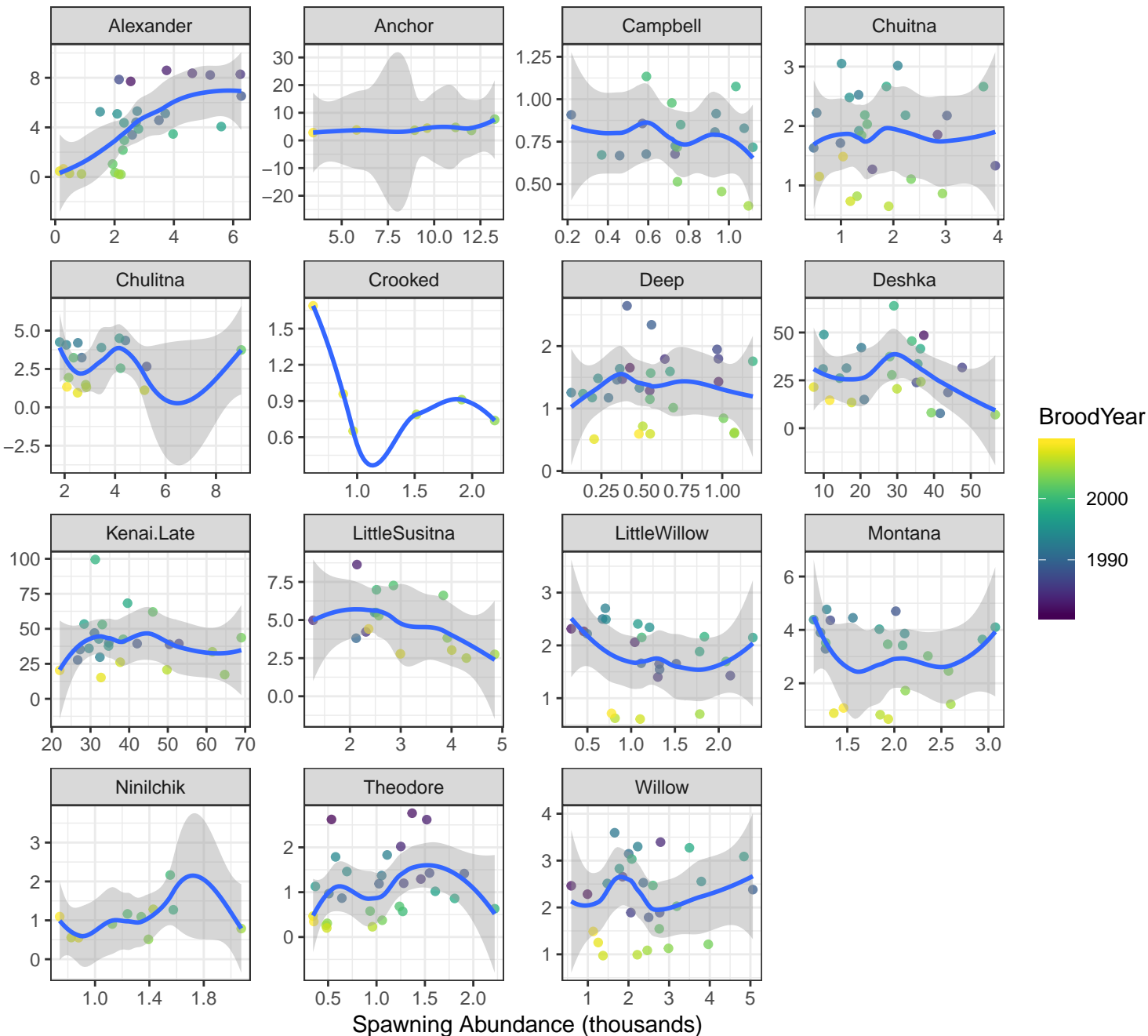


Recruitment (thousands)



LN(Recruits/Spawner)

