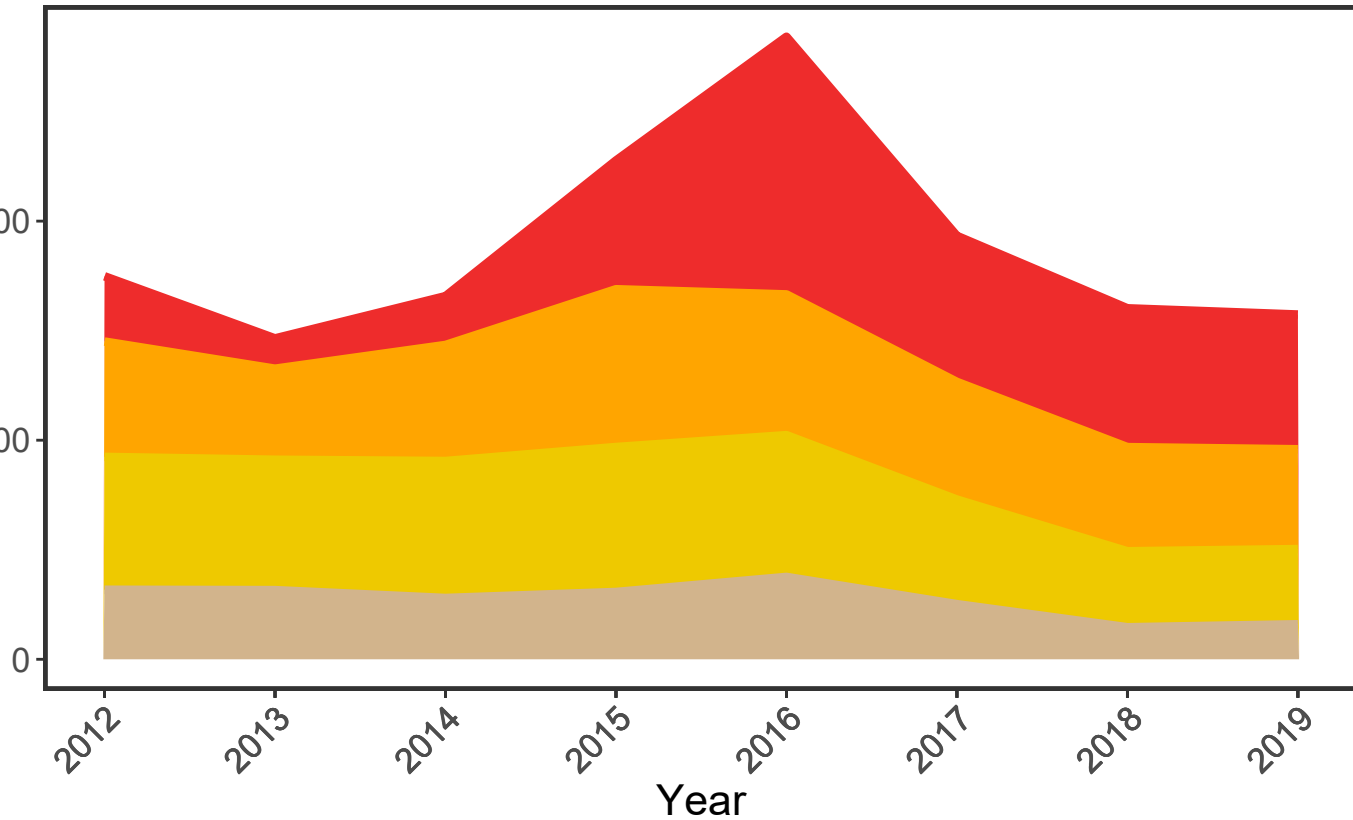


Damaged area (ha)



Severity class

- high
- cons
- mod
- low