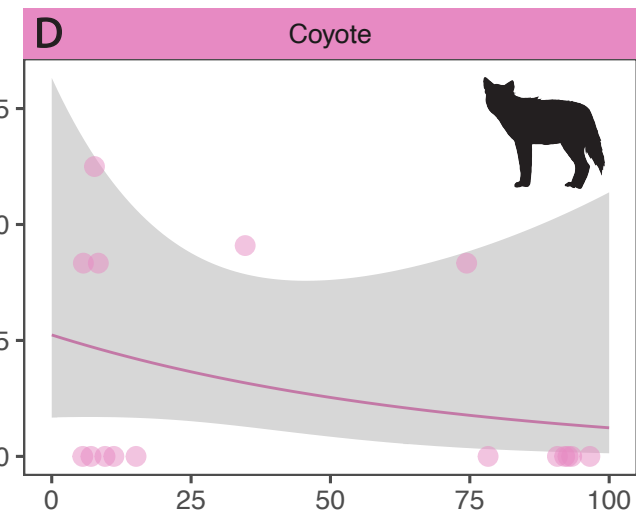
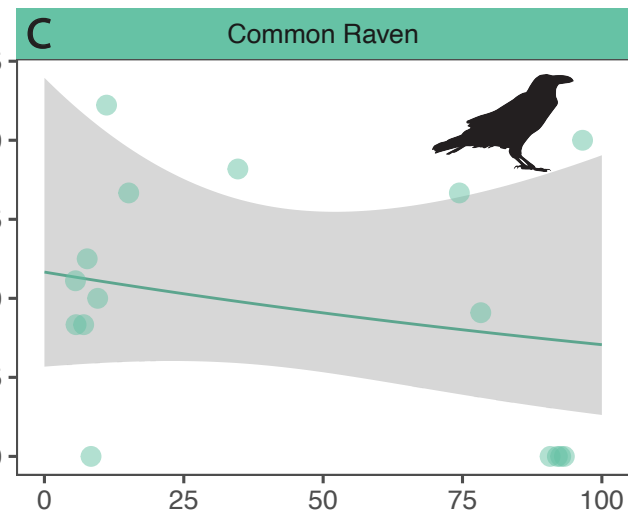
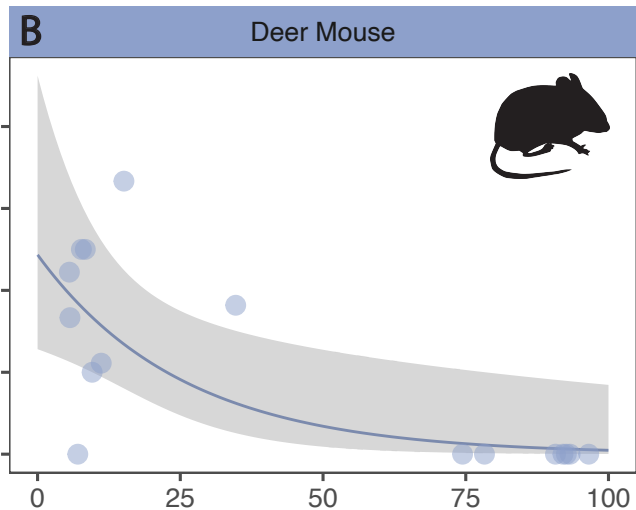
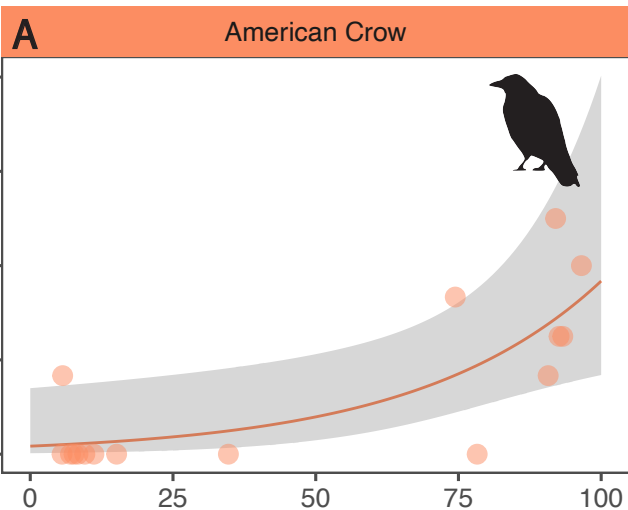


Scavenger Abundance
(MaxN / n carcasses deployed)



Percent Urbanized (1km)