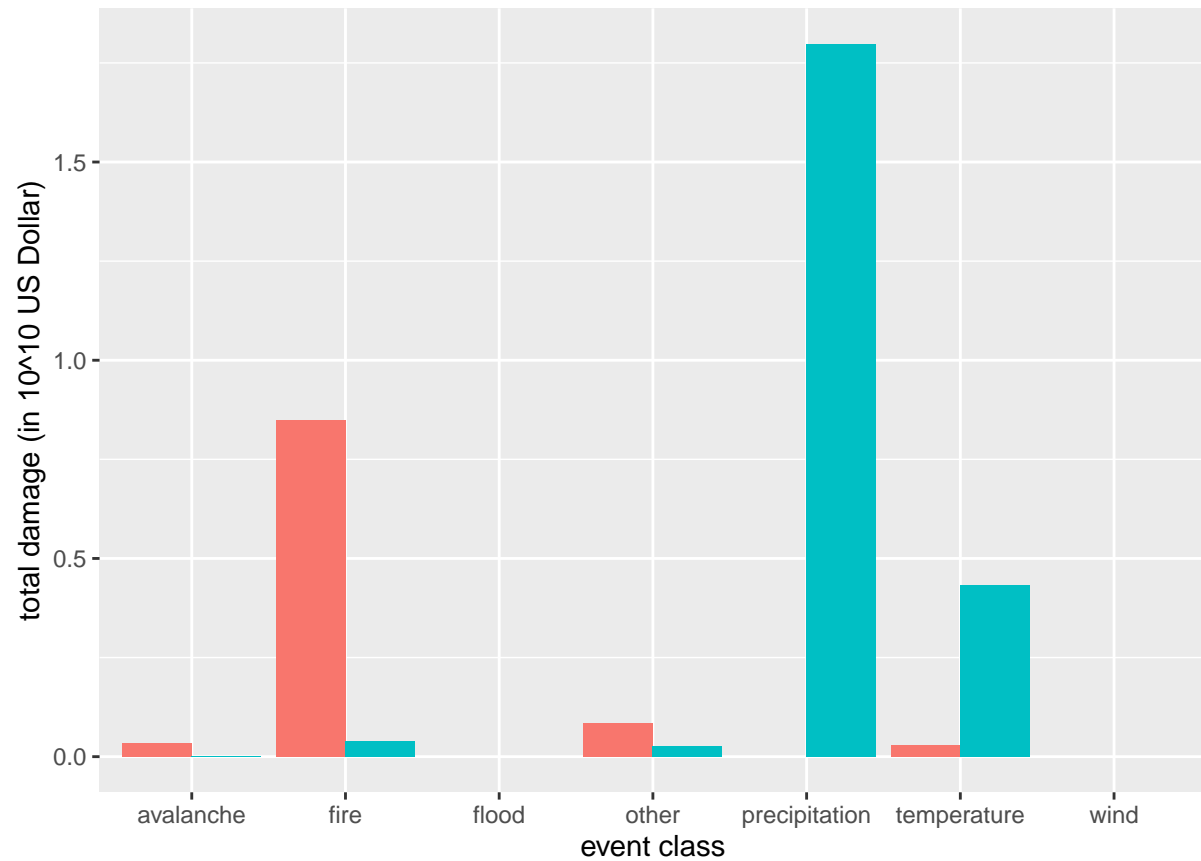


Total damage per event class



Mean damage per event class

