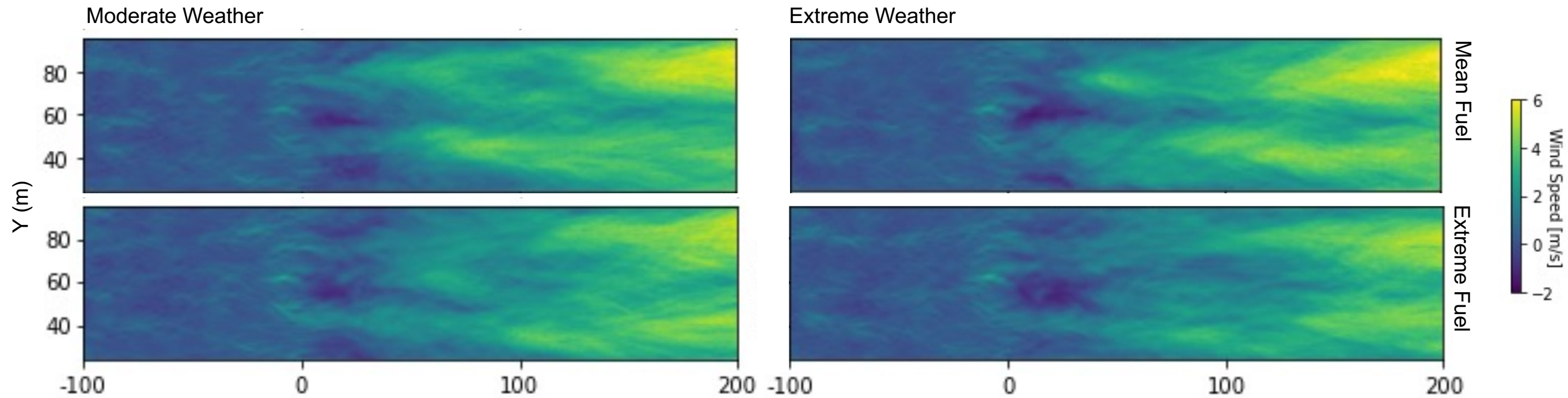
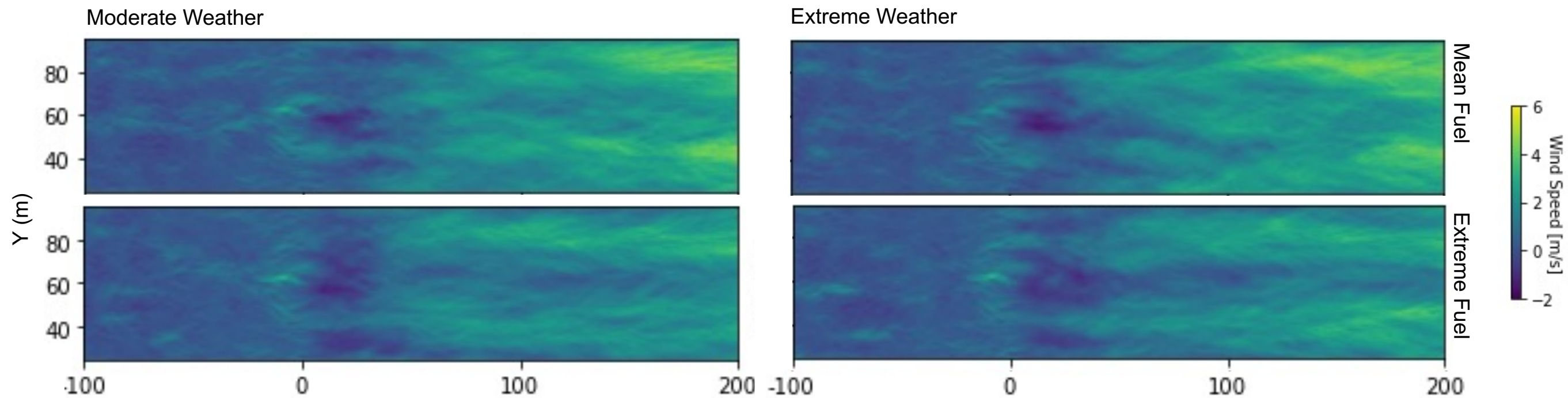


Once-burned landscapes

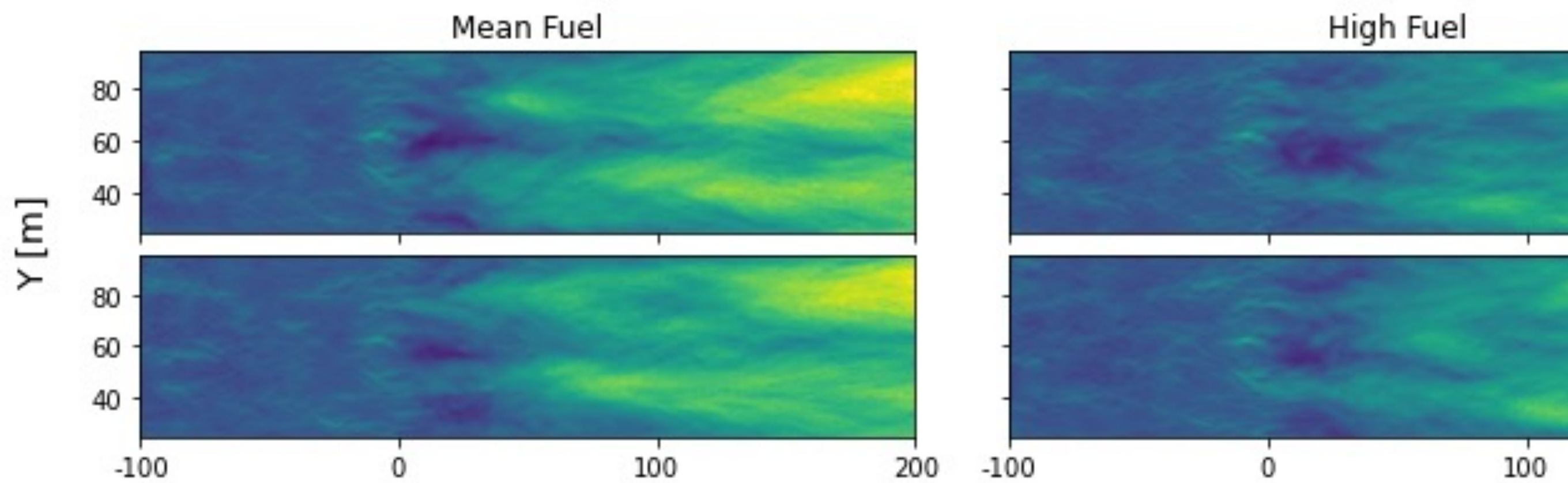


Thrice-burned landscapes



X, distance from transition (m)

A. Once-burned simulations



B. Thrice-burned simulations

