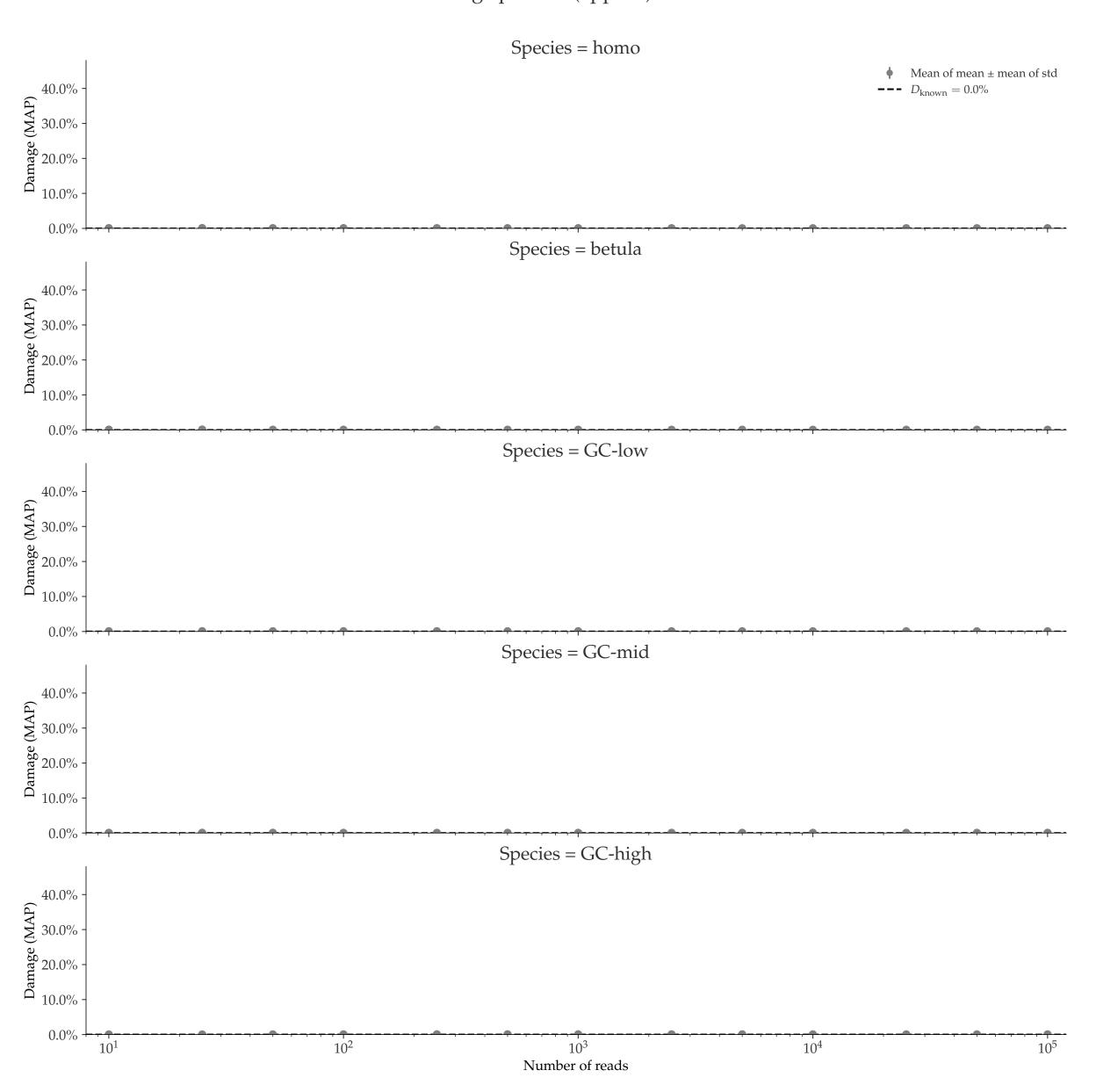
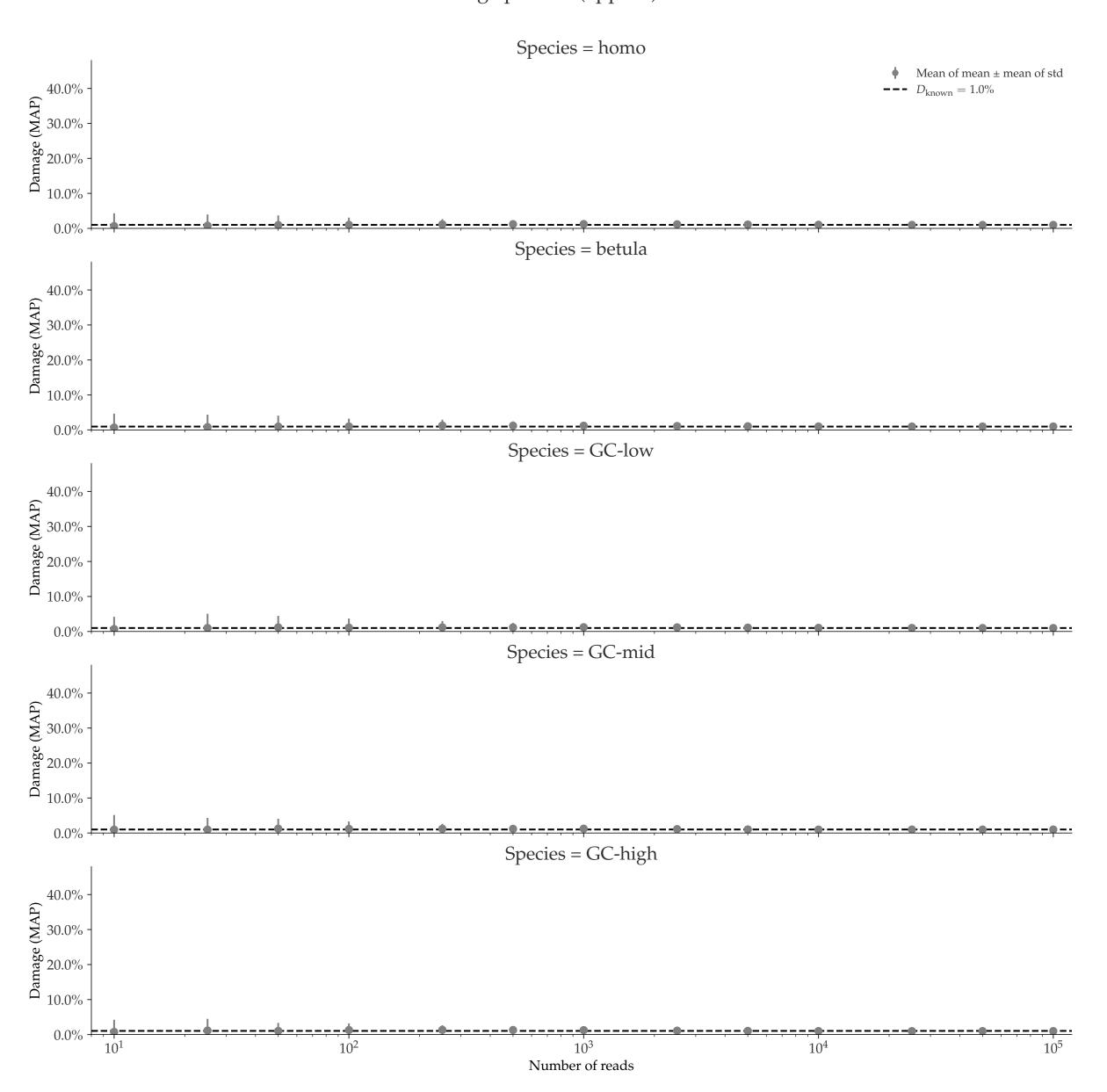
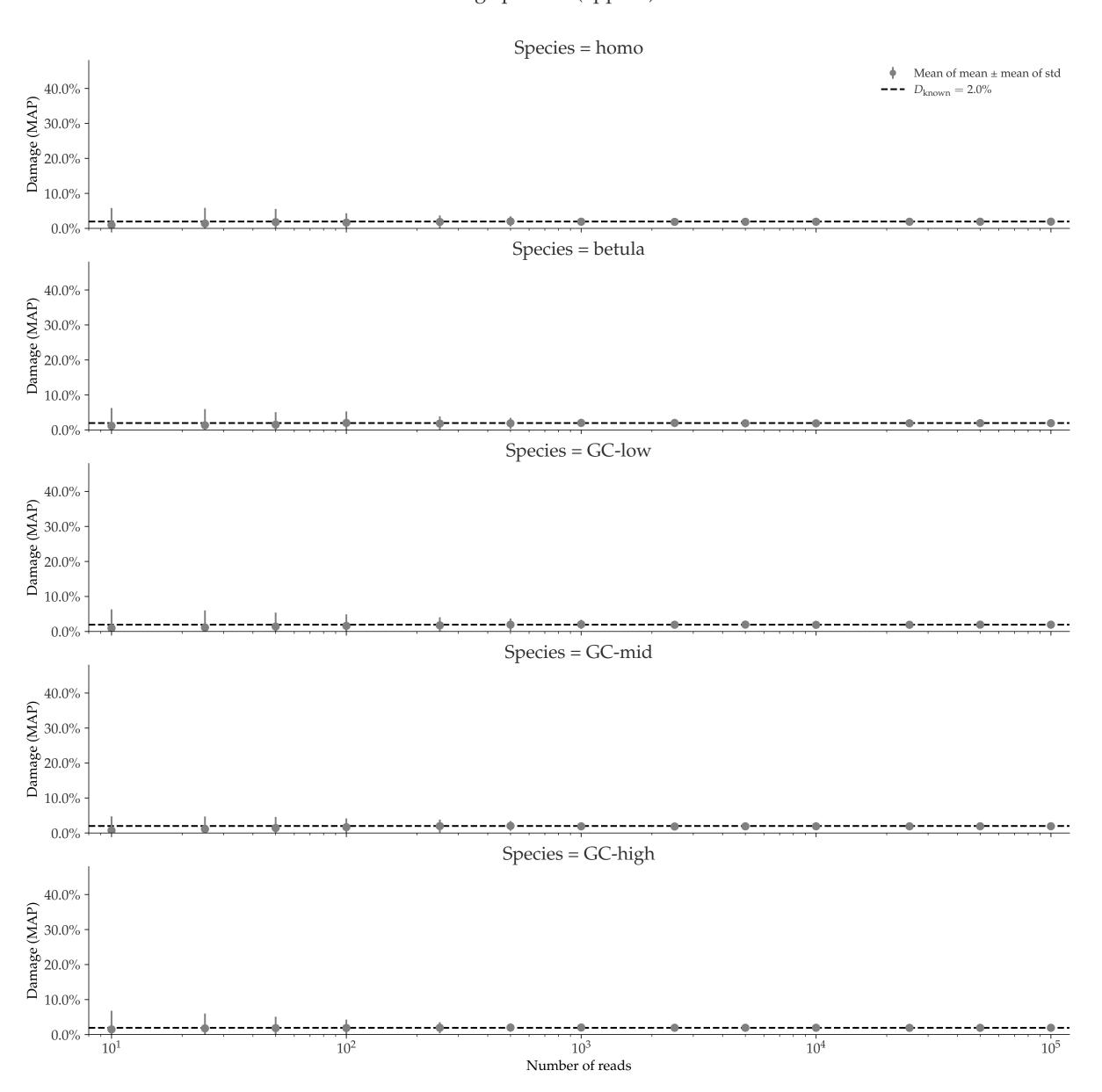
Damage (MAP)
Briggs damage = 0.0
Damage percent (approx) = 0%

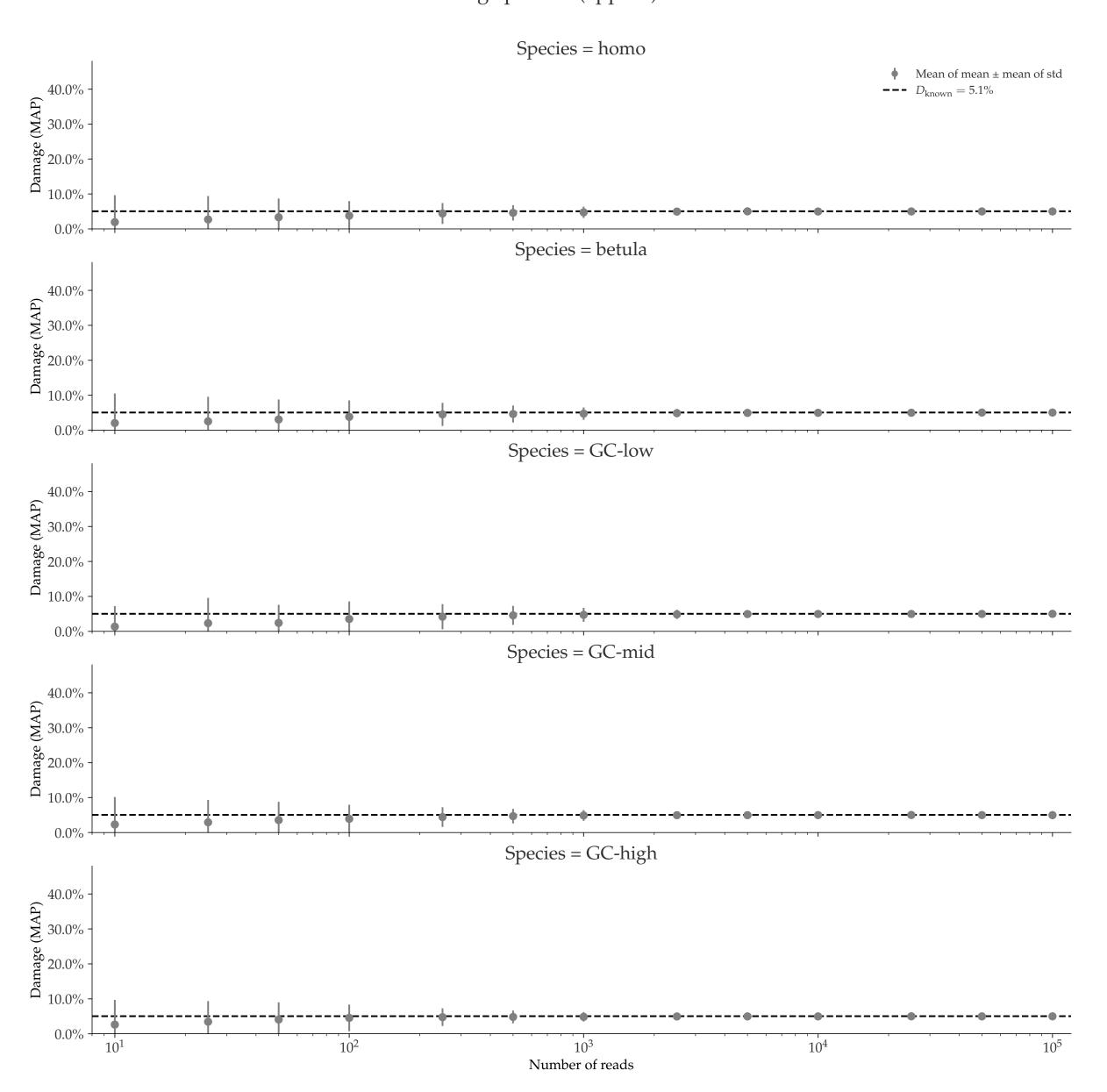


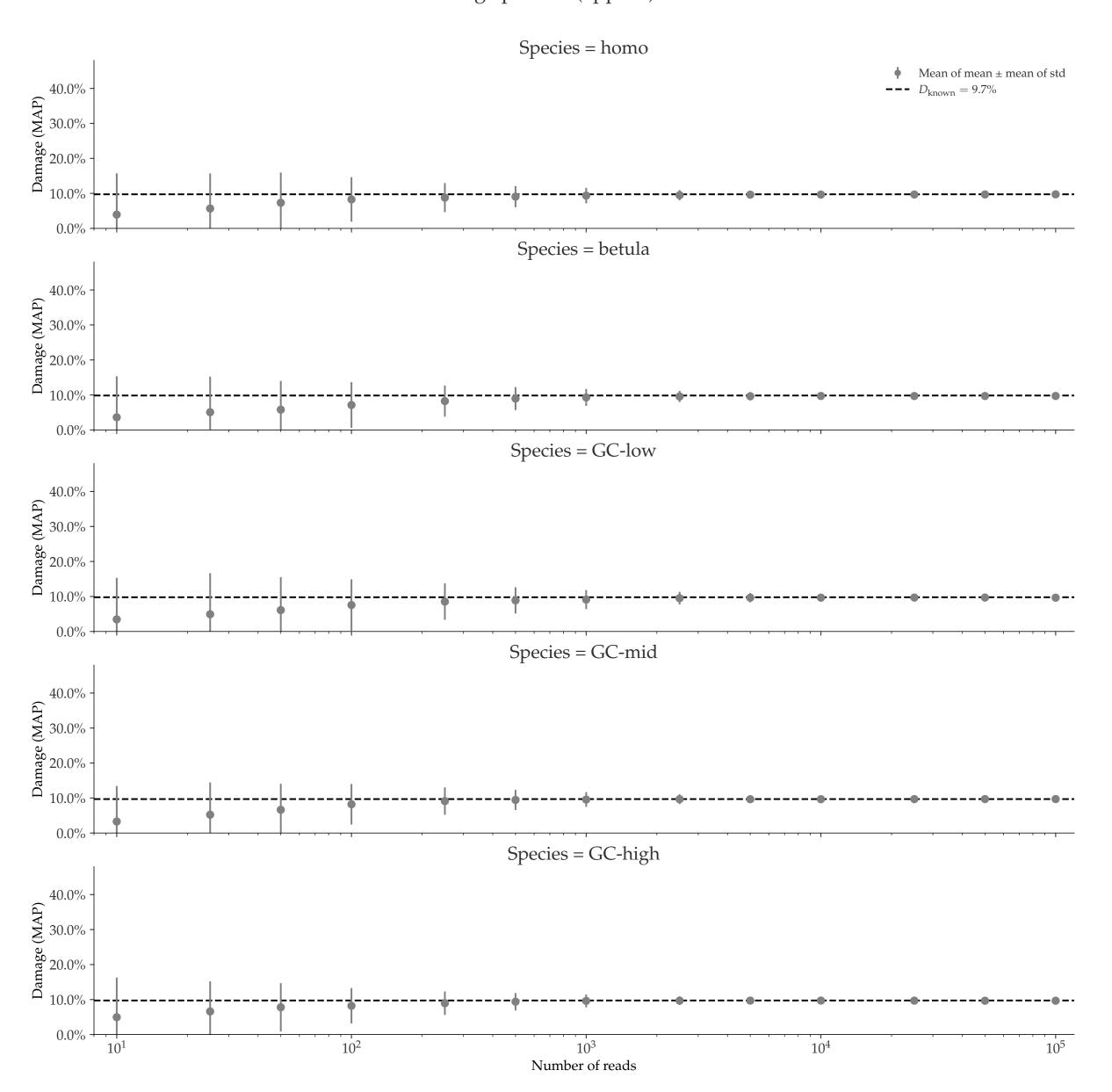
Damage (MAP)
Briggs damage = 0.035
Damage percent (approx) = 1%



Damage (MAP) Briggs damage = 0.065 Damage percent (approx) = 2%







Damage (MAP) Briggs damage = 0.472 Damage percent (approx) = 15%

