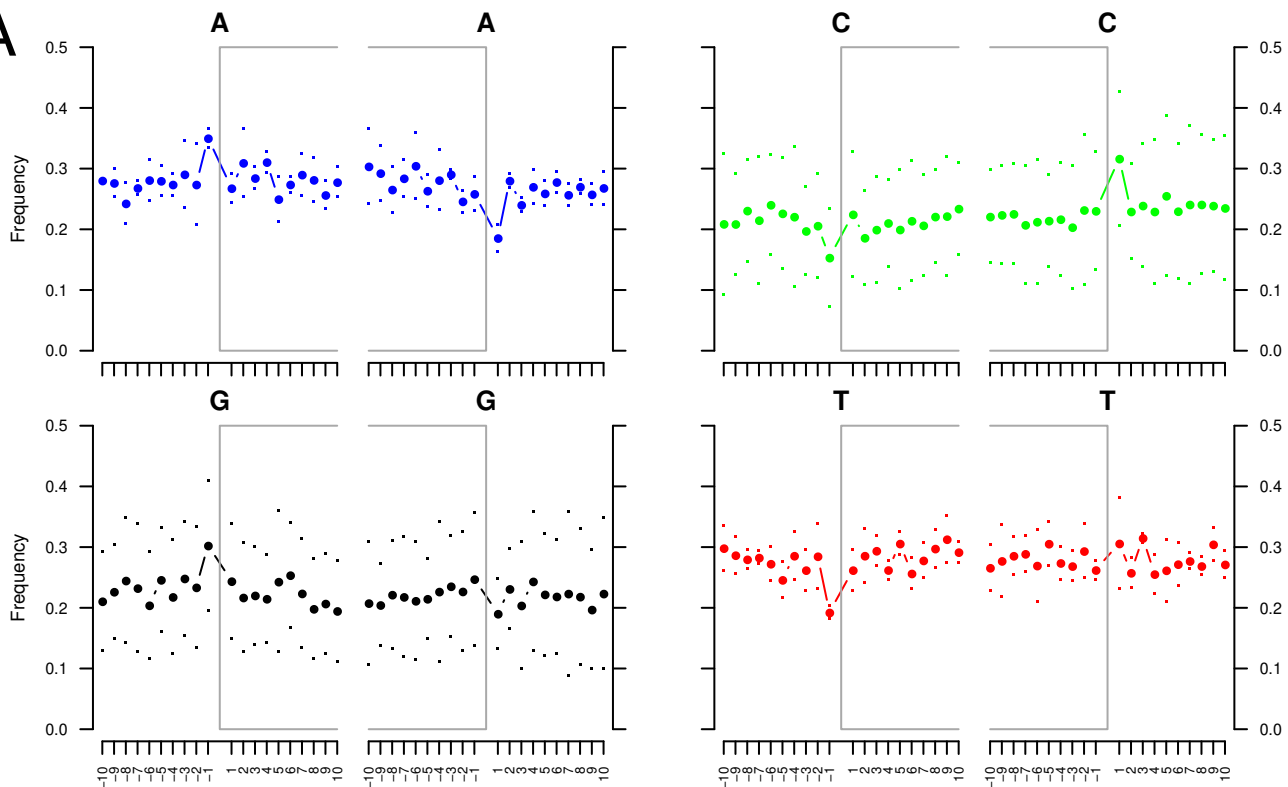


# PZ3 damage patterns

## A



## B

