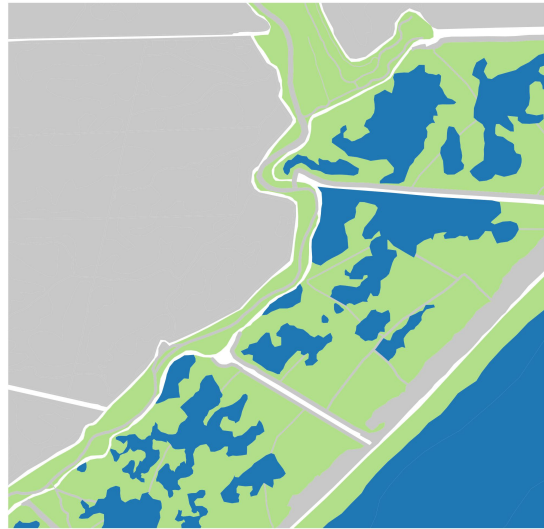


Marsh amount

High



Low



Low

High

Fragmentation *per se*

