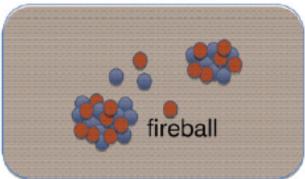
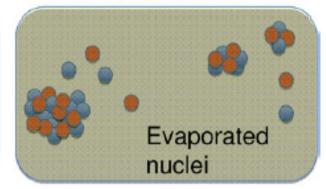


Abrasion



Quasi-target fragments

Ablation



Quasi-projectile decay