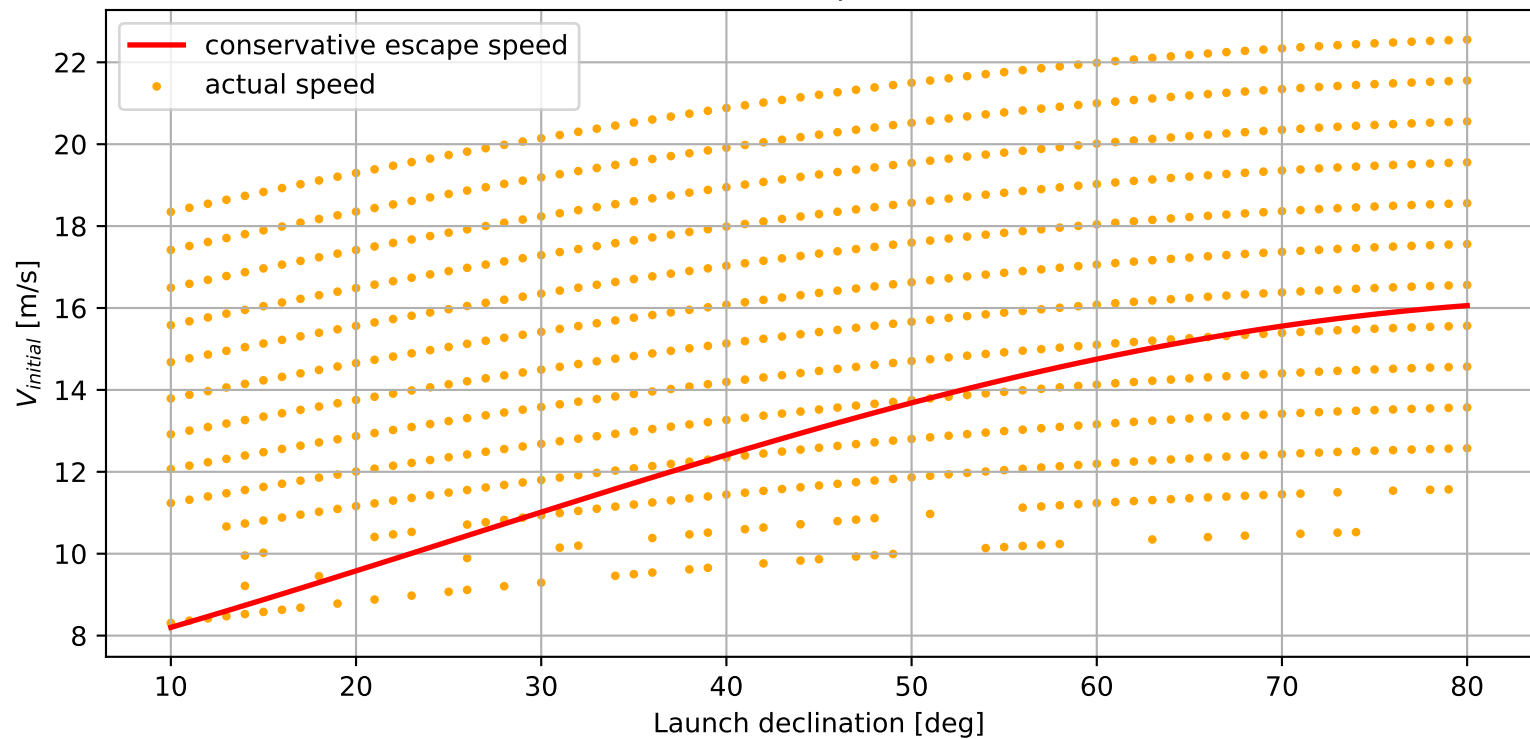


# Inertial launch velocities for Escape and Re-impact cases

## Escape



## Reimpact

