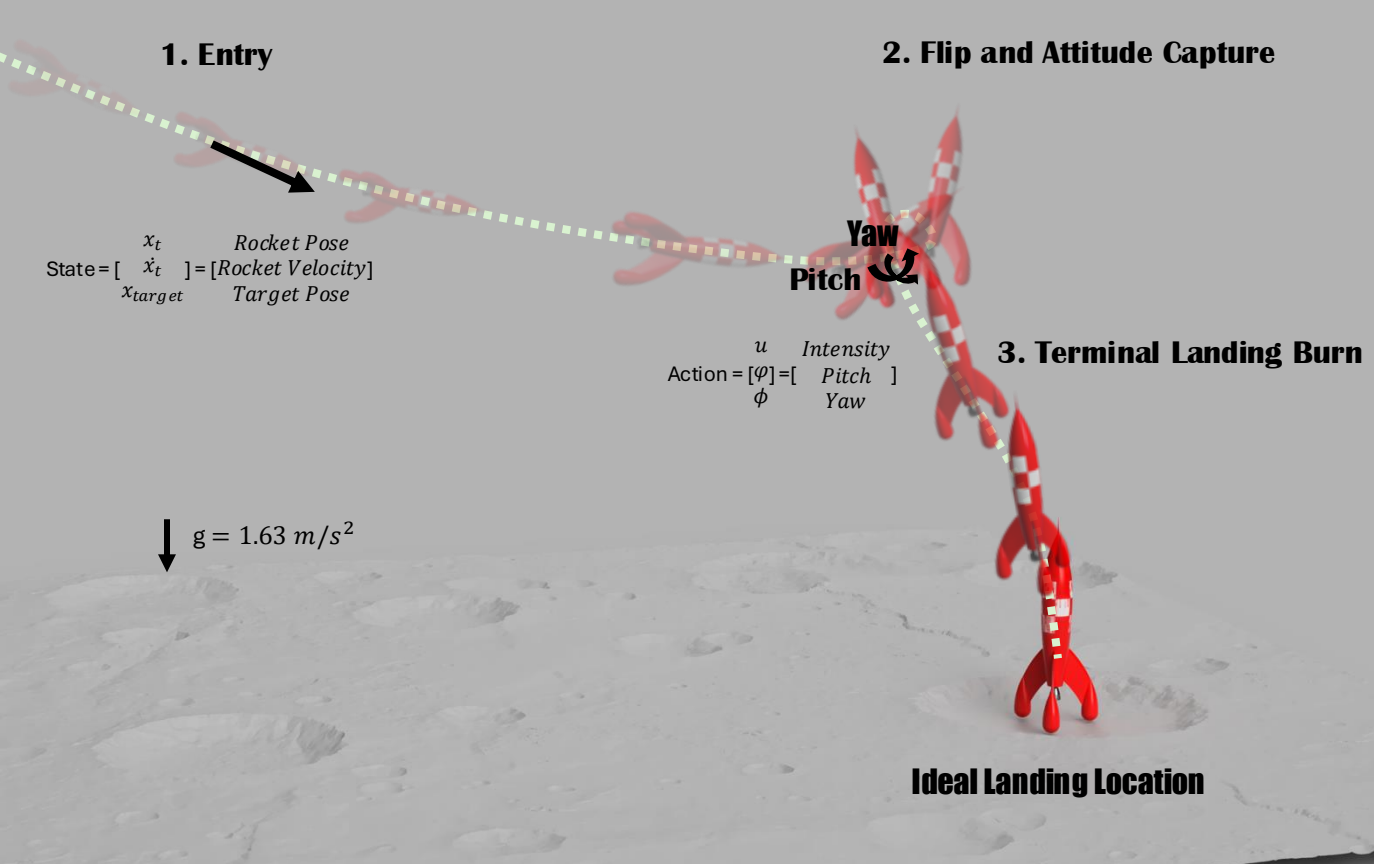
$$\text{Action} = [\varphi] = \begin{bmatrix} u & Thrust\ In \\ \phi & Thrust \\ & Thrust \end{bmatrix}$$

ose
$ocity]$
ose

3. T


1. Entry
2. Flip and Attitude Capture
State = [x_t ; $\dot{x}_t$; x_{target}] = [Rocket Pose ; Rocket Velocity ; Target Pose]
Yaw
Pitch
Action = [φ] = [u ; ϕ] = [Intensity ; Pitch ; Yaw]
3. Terminal Landing Burn
g = 1.63 m/s^2
Ideal Landing Location