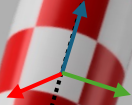


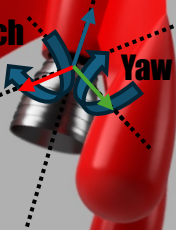
*Rocket Inertia Frame*



*Target Frame*



*Thrust Frame*



*World Frame*

