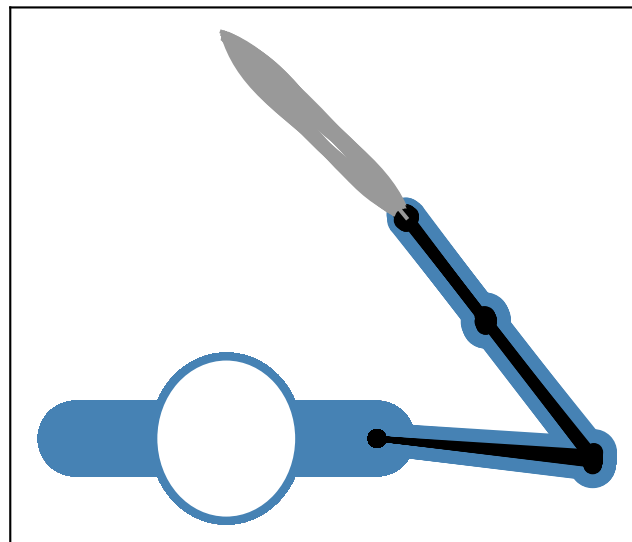
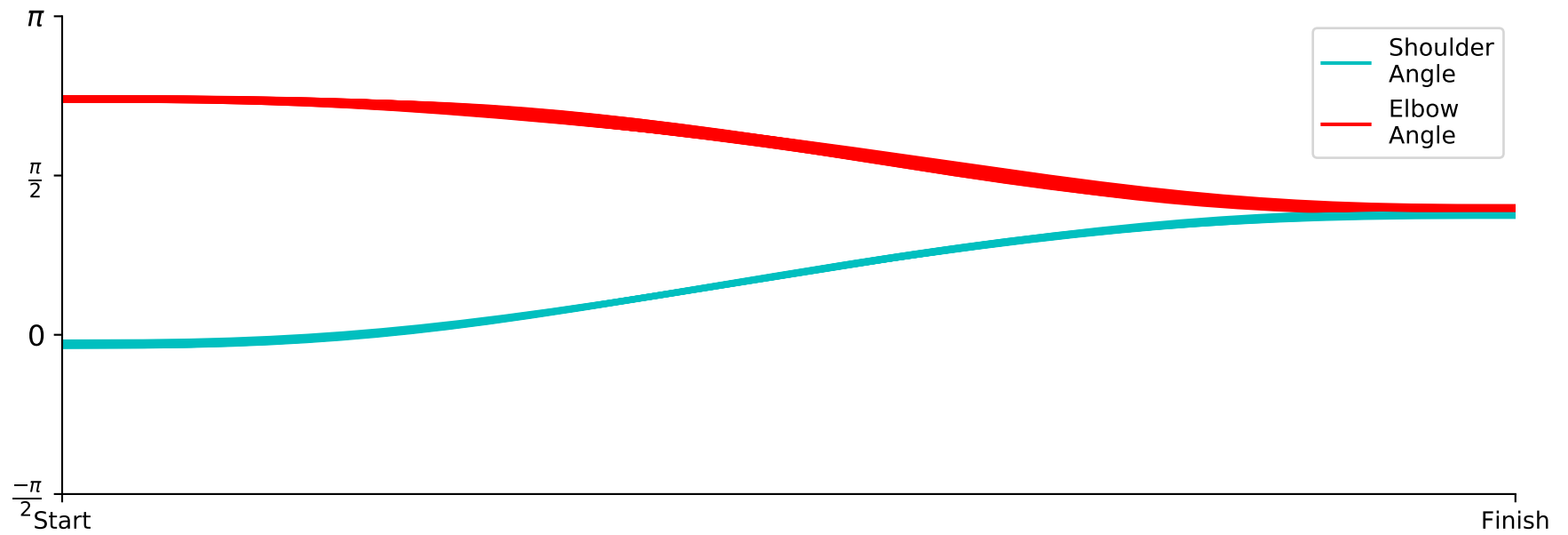


# Fixed-Target Reach

Movement Duration : 1 sec



Fixed Target Reach  
Movement Duration : 1 sec

