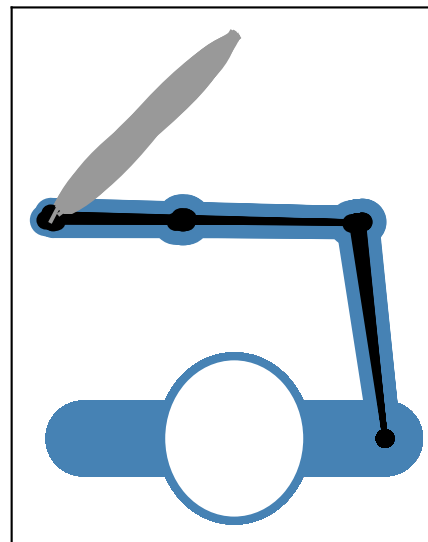
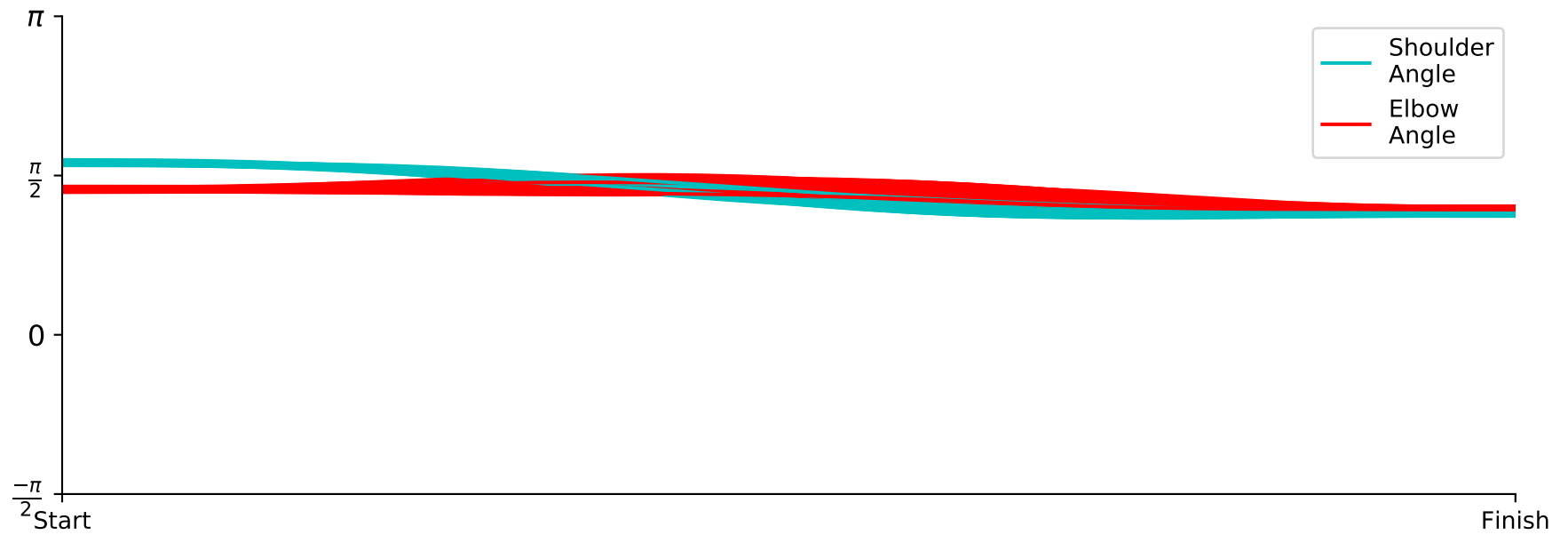


Fixed-Target Reach

Movement Duration : 1 sec



Fixed Target Reach
Movement Duration : 1 sec

