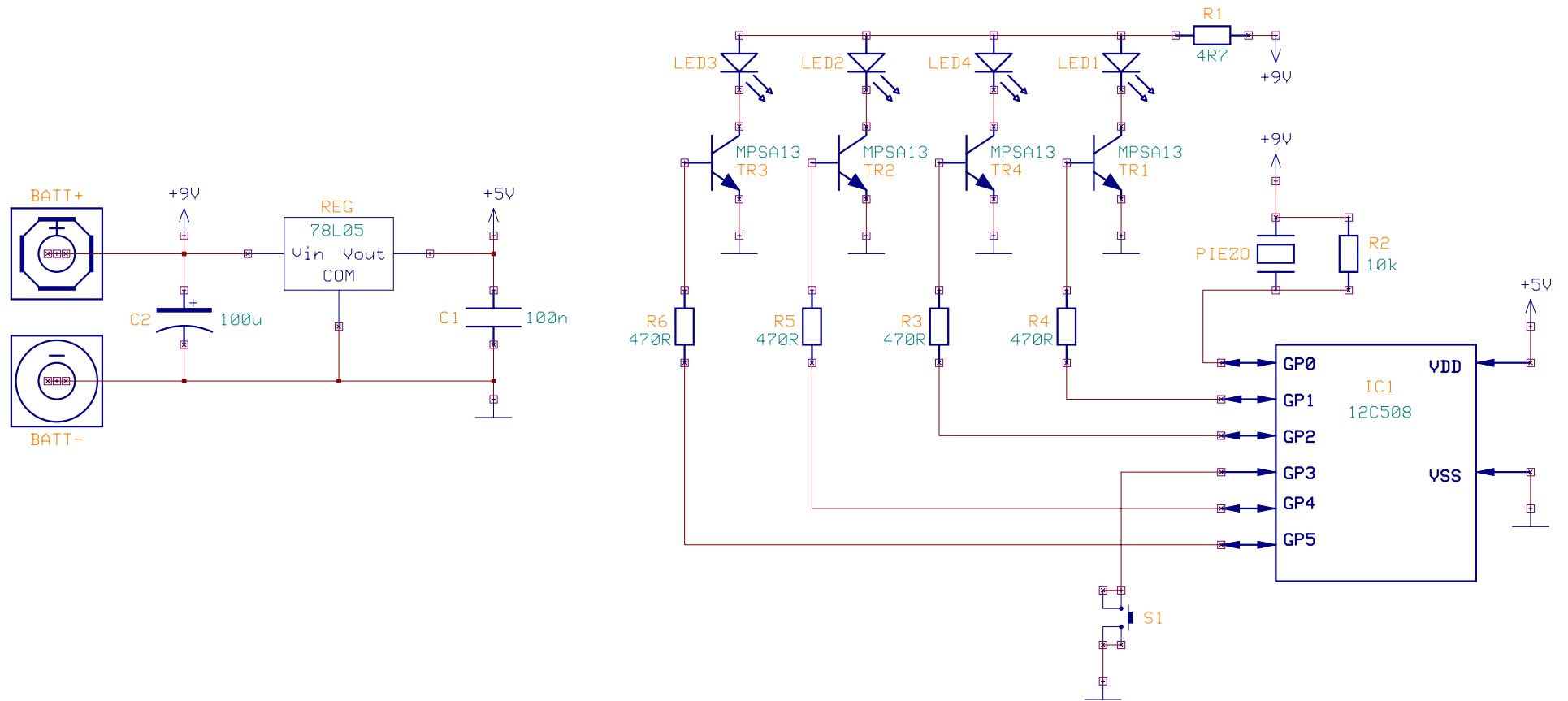


# Sharpshooter (Gun)



# Sharpshooter (Target)

