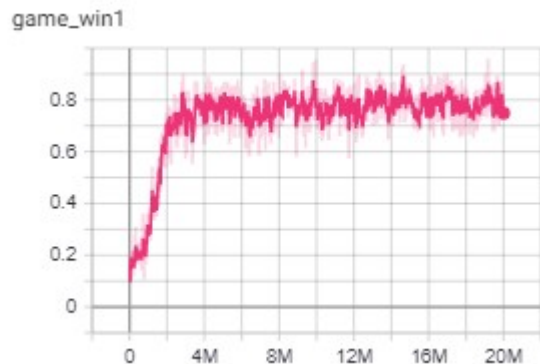# The winning rates of the adversarial agents
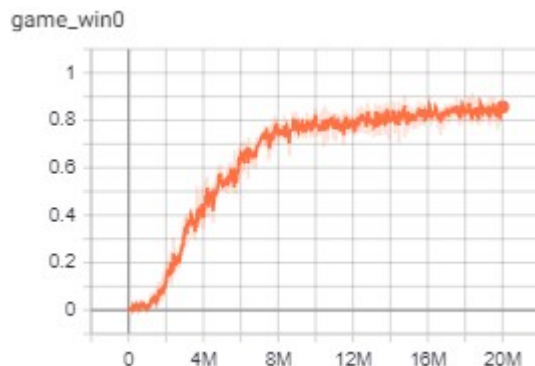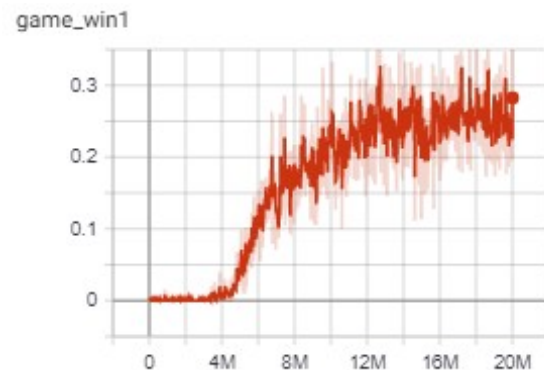

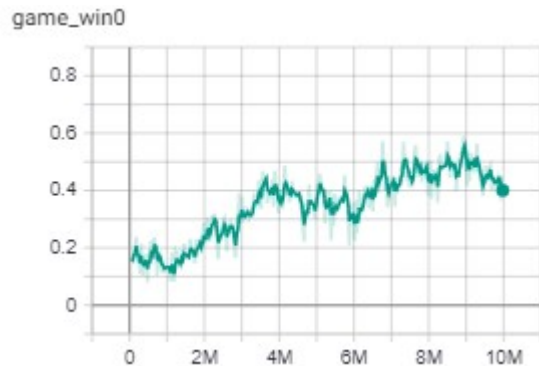Kick and Defend   You Shall Not Pass   Run To Goal Ants

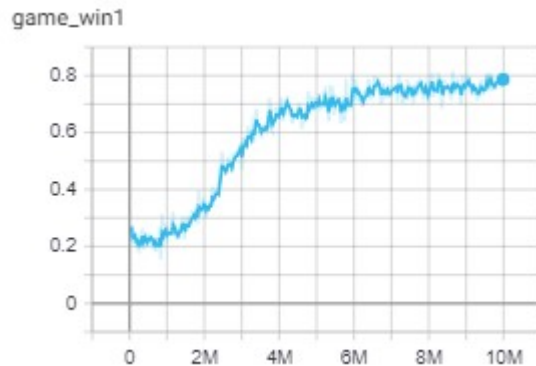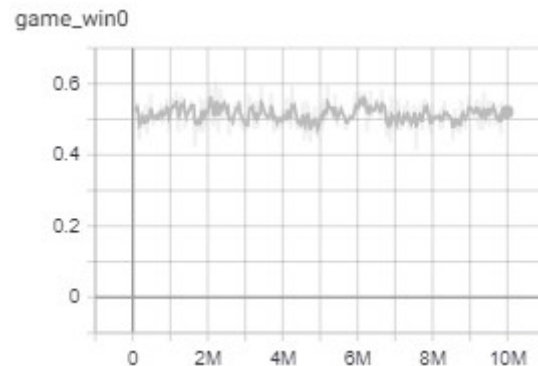# The winning rates of the retrain victim agents

Kick and Defend   You Shall Not Pass   Run To Goal Ants