

Fractions are focussed on red wins/losses v blue. To find blue wins/losses v red, flip fraction.

	RDM	Greedy H1	Greedy H1+3 / a-B Minimax H2				
R wins / losses	RDM	Greedy H1	Greedy a-B	Performance	Total		
RDM	50/50	51/49	84/16	135/65	185/115		
Greedy H1	49/51	48/52	74/26	123/77	171/129		
Greedy a-B	27/73	40/60	47/53	67/133	114/186		
Performance	76/124	91/109	158/42	325/275			
Total	126/174	139/161	205/95		470/430		
R wins / losses	RDM	Greedy H1	Greedy a-B	Performance	Total		
RDM	72/78	81/69	123/27	204/106	276/174		
Greedy H1	70/80	79/71	107/43	177/123	256/194		
Greedy a-B	37/113	52/98	75/74	89/211	164/285		
Performance	107/193	133/167	230/70	470/430			
Total	179/271	212/238	305/144		696/653		
	RDM	Greedy H3	Greedy H1+3 / a-B Minimax H2				
R wins / losses	RDM	Greedy H3	Greedy a-B	a-B	MCTS	Performance	Total
RDM	23/27	32/18	37/13	40/10	0/50	109/91	132/118
Greedy H3	13/37	25/25	31/19	32/18	0/50	76/124	101/149
Greedy a-B	8/42	20/30	19/31	29/21	0/50	57/143	76/174
a-B	9/41	19/31	28/22	24/26	0/50	56/144	80/170
MCTS	50/0	50/0	50/0	50/0	50/0	200/0	250/0
Performance	80/120	121/79	146/54	151/49	0/200	498/502	
Total	103/147	146/104	165/85	175/75	50/200		639/611

Rdm @ agent.a_rdm; [Rdm: R 50/50, B 50/50', 'Greedy: R 49/51, B 49/51', 'Gr-aß: R 27/73, B 16/84']

Greedy @ agent.a_greedy; [Rdm: R 51/49, B 51/49', 'Greedy: R 48/52, B 52/48', 'Gr-aß: R 40/60, B 26/74']

Gr-aß @ agent.a_grab; [Rdm: R 84/16, B 73/27', 'Greedy: R 74/26, B 60/40', 'Gr-aß: R 47/53, B 53/47']