

Table 1 Utility table for Attacker type 1

Probability = p

	a_1	a_2
d_1	c, C	d, D
d_2	e, E	f, F

Table 2 Utility table for Attacker type 2

Probability = $1-p$

	a_1	a_2
d_1	g, G	h, H
d_2	i, I	j, J

Table 3 Harsanyi-transformed game

	a_1a_1	a_1a_2	a_2a_1	a_2a_2
d_1	$pc+(1-p)g,$ $pC+(1-p)G$	$pd+(1-p)h,$ $pD+(1-p)H$	$pd+(1-p)g,$ $pD+(1-p)G$	$pd+(1-p)h,$ $pD+(1-p)H$
d_2	$pe+(1-p)i,$ $pE+(1-p)I$	$pe+(1-p)j,$ $pE+(1-p)J$	$pf+(1-p)i,$ $pF+(1-p)I$	$pf+(1-p)j,$ $pF+(1-p)J$

For example:

$c=8.0, C=-26.5$	$d=10.9, D=-32.1$
$e=9.9, E=-37.4$	$f=9.5, F=-31.7$
$g=8.6, G=-24.6$	$h=12.9, H=-36.1$
$i=10.5, I=-35.3$	$j=6.5, J=-24.9$