**Evolution of Attacking Targets** Target\_EnemyPlanet Target\_NeutralPlanet Target\_notMyPlanet Attack\_Random 1.00 -0.75 **VICTORIES** 0.50 0.25 0.00 1.00 % of total Attacks AREA 0.00 1.00 0.75 SLOPE 0.50 0.25 0.00 10 20 30 40 50 0 10 20 30 50 0 10 20 30 40 50 0 20 30 10 Generation