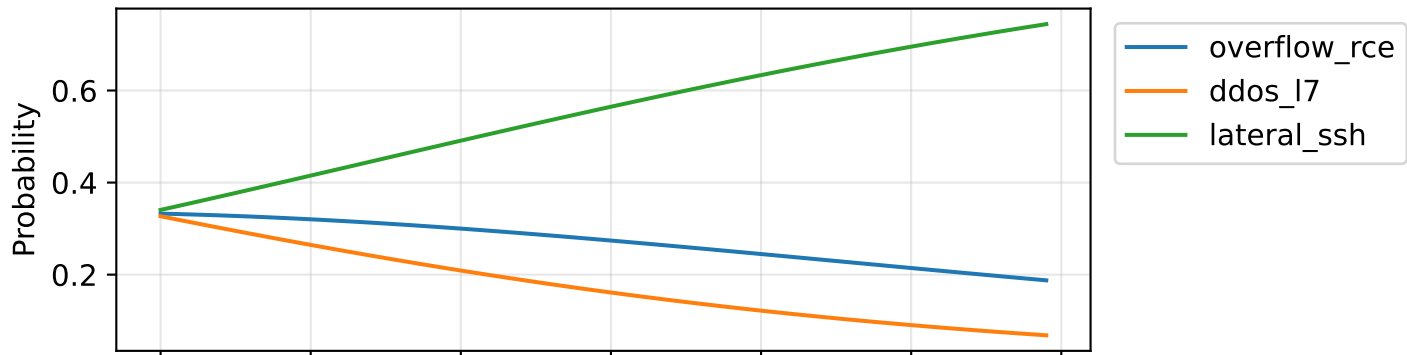


Attacker Mix - default / State 0



Defender Mix

