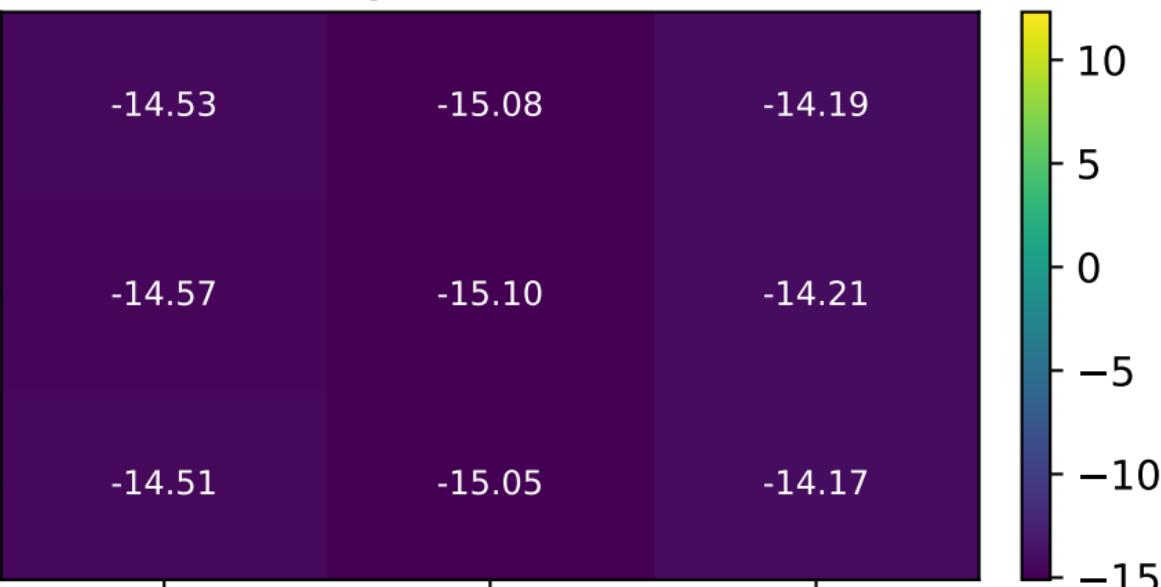


# Defender Payoff - default / State 1

Attacker Strategy



Defender Strategy