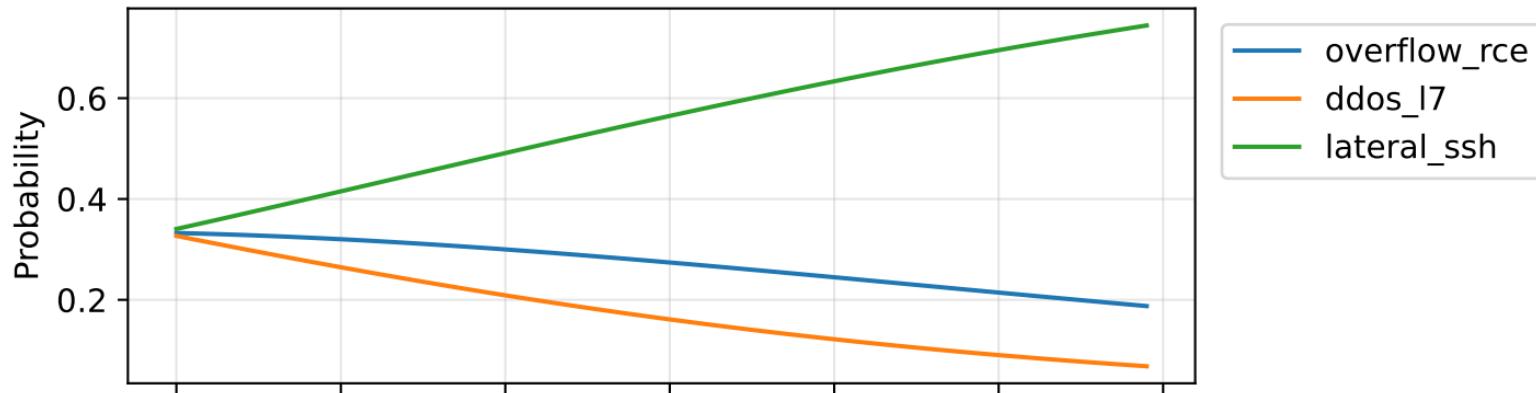


## Attacker Mix - default / State 1



## Defender Mix

