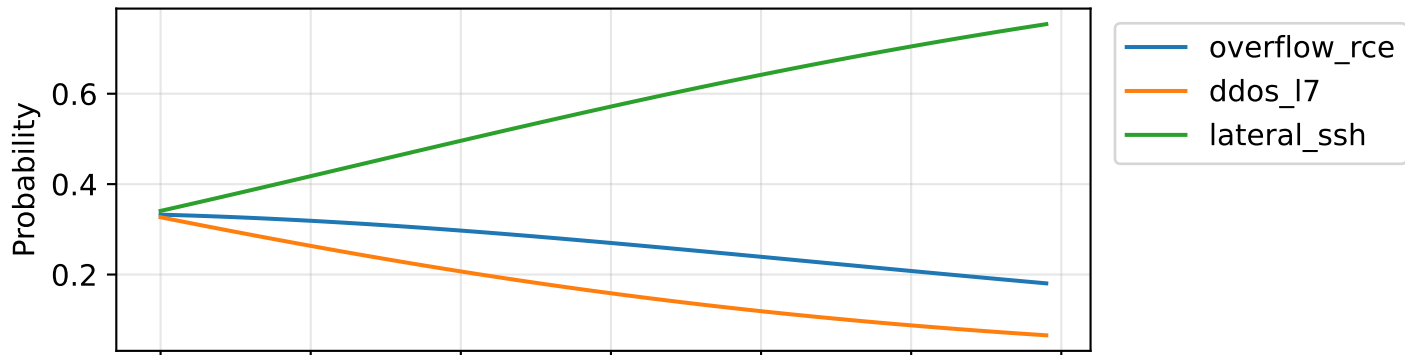


Attacker Mix - default / State 1



Defender Mix

