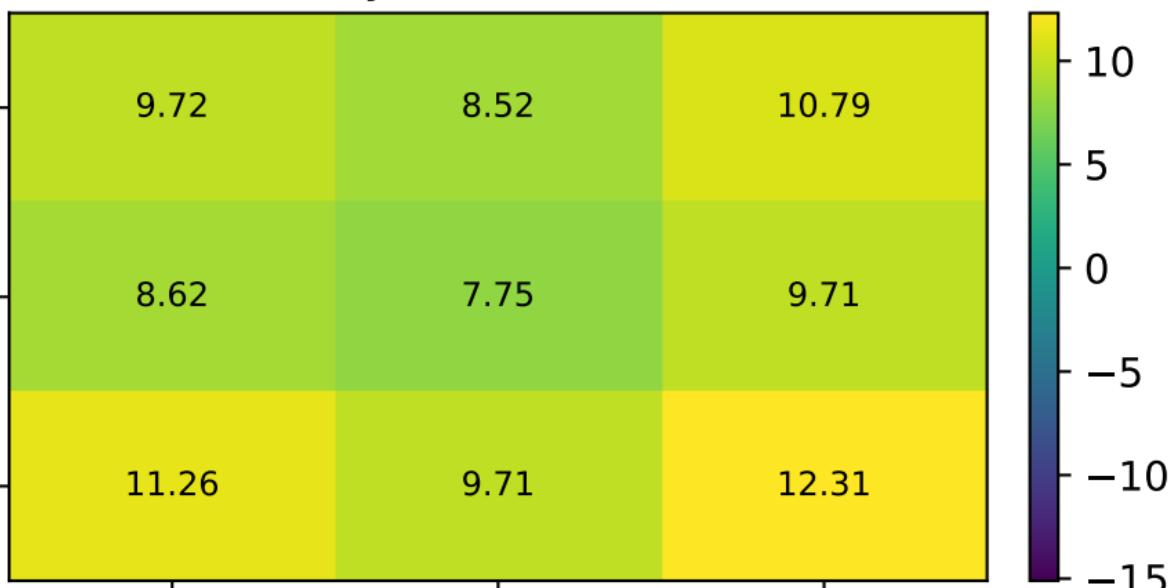


Attacker Payoff - default / State 0

Attacker Strategy



Defender Strategy