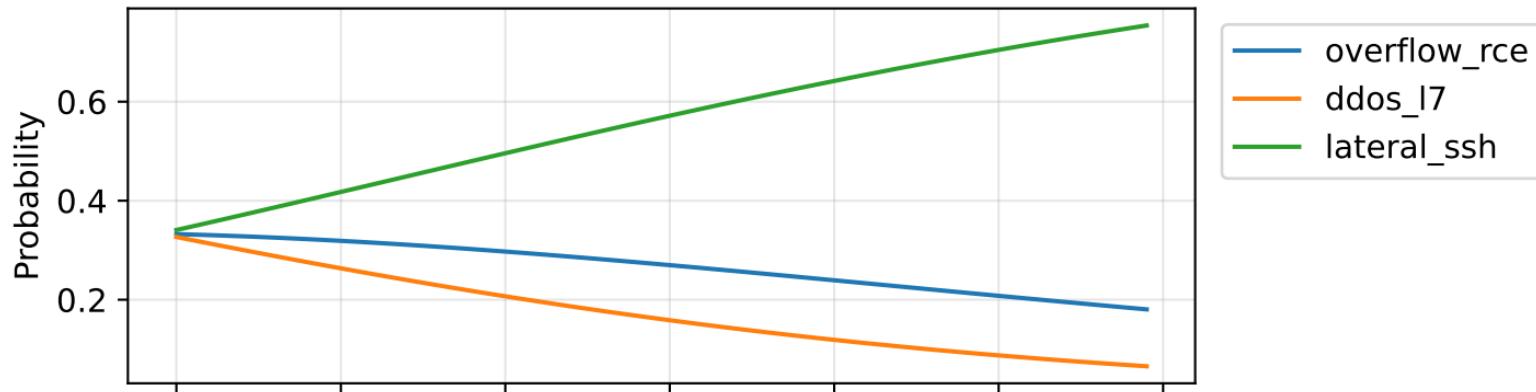


## Attacker Mix - default / State 0



## Defender Mix

