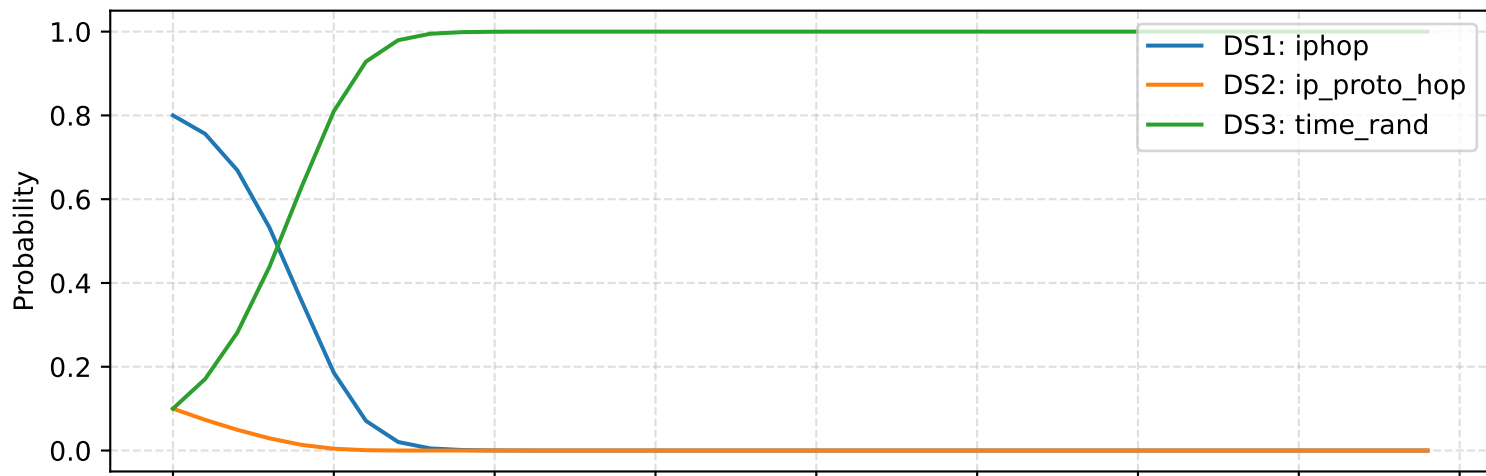


Initial defender mix [0.8, 0.1, 0.1]



Initial defender mix [0.1, 0.8, 0.1]



Initial defender mix [0.1, 0.1, 0.8]

