

## Appendix

### A. Computing the Adversary Strategy in a TME

After computing the team-maxmin strategy profile  $x_T$ , we can compute the adversary strategy  $x_n$  by minimizing the team's utility and making sure that no team members would like to deviate from their strategies in  $x_T$  (von Stengel & Koller, 1997). Then  $x_n$  can be computed by solving the following linear program (von Stengel & Koller, 1997):

$$\min_{x_n} \sum_{i \in T} z_i \quad (8a)$$

$$z_i - \sum_{a_n \in A_n} x_n(a_n) u_T(a_i, x_{T \setminus \{i\}}, a_n) \geq 0 \quad \forall i \in T, a_i \in A_i \quad (8b)$$

$$\sum_{a_n \in A_n} x_n(a_n) = 1 \quad (8c)$$

$$x_n(a_n) \geq 0 \quad \forall a_n \in A_n \quad (8d)$$

### B. Omitted Proofs

**Corollary 1.**  $x$  may not be an NE in  $G_T$  if  $\bar{x}$  is a CTME in  $G_T$  and is computed in  $G'_T$ , and  $x$  is a TME in  $G'_T$ .

*Proof.* Suppose a CTME  $\bar{x}$  is computed in  $G'_T$  and  $A' = (\times_{i \in T} \underline{A}_{i, \bar{x}_T}) \times \underline{A}_{n, \bar{x}_n}$ . By Proposition 7,  $x$  may not be an NE in  $G_T$ , even if  $x$  is a TME in  $G'_T$ .  $\square$

**Proposition 8.**  $x$  may not be a TME in  $G_T$  if  $\bar{x}$  is a CTME in  $G_T$ , and  $x$  is a TME in  $G'_T$  with  $A' = (\times_{i \in T} \underline{A}_{i, \bar{x}_T}) \times \underline{A}_{n, \bar{x}_n}$  and an NE in  $G_T$ .

*Proof.* Consider the case in Eq.(3). A CTME  $\bar{x}$  is  $\bar{x}_T(1, 1) = \bar{x}_T(2, 2) = 0.5$  and  $\bar{x}_3(1) = \bar{x}_3(2) = 0.5$  with utility 5 for the team (it is easy to verify that no players would like to deviate to other strategies). Then we have  $G'_T$  with with  $A'_1 = A'_2 = A'_3 = \{1, 2\}$ . According to the analysis on the case in Eq.(3),  $x$  with  $x_i(1) = x_i(2) = 0.5$  is a TME in  $G'_T$  with utility 2.5 for the team.  $x$  is an NE in  $G_T$ . However, according to the analysis on the case in Eq.(3),  $x$  is not a TME in  $G_T$ .  $\square$

**Corollary 2.**  $x$  may not be a TME in  $G_T$  if  $\bar{x}$  is a CTME in  $G_T$  and is computed in  $G'_T$ , and  $x$  is a TME in  $G'_T$  and an NE in  $G_T$ .

*Proof.* Suppose a CTME  $\bar{x}$  is computed in  $G'_T$  and  $A' = (\times_{i \in T} \underline{A}_{i, \bar{x}_T}) \times \underline{A}_{n, \bar{x}_n}$ . By Proposition 8,  $x$  may not be a TME in  $G_T$ , even if  $x$  is a TME in  $G'_T$  and an NE in  $G_T$ .  $\square$

**Proposition 9.** If  $\bar{x}$  is a CTME in  $G_T$ , and  $x$  is a TME in  $G'_T$  with  $A' = (\times_{i \in T} \underline{A}_{i, \bar{x}_T}) \times \underline{A}_{n, \bar{x}_n}$ , then playing  $x_T$  may cause an arbitrarily large loss to the team.

*Proof.* Consider  $G_T$  with utilities shown in Eq.(7). As shown in the proof for Proposition 7, A CTME  $\bar{x}$  is  $\bar{x}_T(1, 1) = \bar{x}_T(2, 2) = 0.5$  and  $\bar{x}_3(1) = \bar{x}_3(2) = 0.5$  with utility 5 for the team. Then we have  $G'_T$  with with  $A'_1 = A'_2 = A'_3 = \{1, 2\}$ , and  $x$  with  $x_i(1) = x_i(2) = 0.5$  is a TME in  $G'_T$  with utility 2.5 for the team. Given  $x_T$ , the adversary best response is action 3 with utility  $u_T(x_T, 3) = 0.5 \times 0.5(10 + 10 - 10 - 10) = 0$  for the team. Now an NE  $x' = ((\frac{1}{3}, \frac{2}{3}), (\frac{1}{3}, \frac{2}{3}), (\frac{2}{3}, 0, \frac{1}{3}))$  (it is easy to verify that no players would like to deviate to other strategies, e.g., action 3 for the adversary with  $u_T(x_T, 2) = \frac{40}{9} > \frac{10}{9}$  is not better than  $x'_3$ ) will given utility  $\frac{10}{9}$  to the team. Then, playing  $x_T$  may cause an arbitrarily large loss to the team because  $\frac{10/9}{0} = \infty$ .  $\square$

**Corollary 3.** If  $\bar{x}$  is a CTME in  $G_T$ , and  $x$  is a TME in  $G'_T$  where  $\bar{x}$  is computed, then playing  $x_T$  may cause an arbitrarily large loss to the team.

*Proof.* Suppose a CTME  $\bar{x}$  is computed in  $G'_T$  and  $A' = (\times_{i \in T} \underline{A}_{i, \bar{x}_T}) \times \underline{A}_{n, \bar{x}_n}$ . By Proposition 9, playing  $x_T$  may cause an arbitrarily large loss to the team.  $\square$