

Draft Simulation Analysis

Average Final Score for Each Player (by Draft Order):

player	1	2	3
draftOrder			
descending	12.95	14.82	18.03
snake	13.30	15.31	17.14

Summary by Draft Order (Final Score):

	mean	std	min	max	count
draftOrder					
descending	15.26	3.20	5.00	21.00	300000
snake	15.25	2.93	5.25	20.75	300000

Maximum Player-vs-Group Score Differences (by Draft Order):

Draft Order: descending (3 players)

Sim #12697: $p3 - (p1+p2) = 5.75$

Scores: $p1=5.50$, $p2=6.00$, $p3=17.25$

Draft details:

player	totalScore	leader	lore
1	5.50	Corsair	Gate Stations
2	6.00	Rebel	Empath's Vision
3	17.25	Overseer	Empath's Bond

Draft Order: snake (3 players)

Sim #9472: $p3 - (p1+p2) = 4.50$

Scores: $p1=6.50$, $p2=6.25$, $p3=17.25$

Draft details:

player	totalScore	leader	lore
1	6.50	Shaper	Ancient Holdings
2	6.25	Corsair	Warlord's Terror
3	17.25	Anarchist	Keeper's Solidarity

Draft Order: descending

Top 3 Positive Outliers (Biggest Above Mean):

player	totalScore	diff_from_mean	leader	lore
3	21.0	5.74	Noble	Hidden Harbors
3	21.0	5.74	Noble	Hidden Harbors
3	21.0	5.74	Overseer	Hidden Harbors

Top 3 Negative Outliers (Biggest Below Mean):

player	totalScore	diff_from_mean	leader	lore
1	5.0	-10.26	Corsair	Tyrant's Authority
1	5.0	-10.26	Rebel	Survival Overrides
1	5.0	-10.26	Corsair	Tyrant's Authority

Draft Order: snake

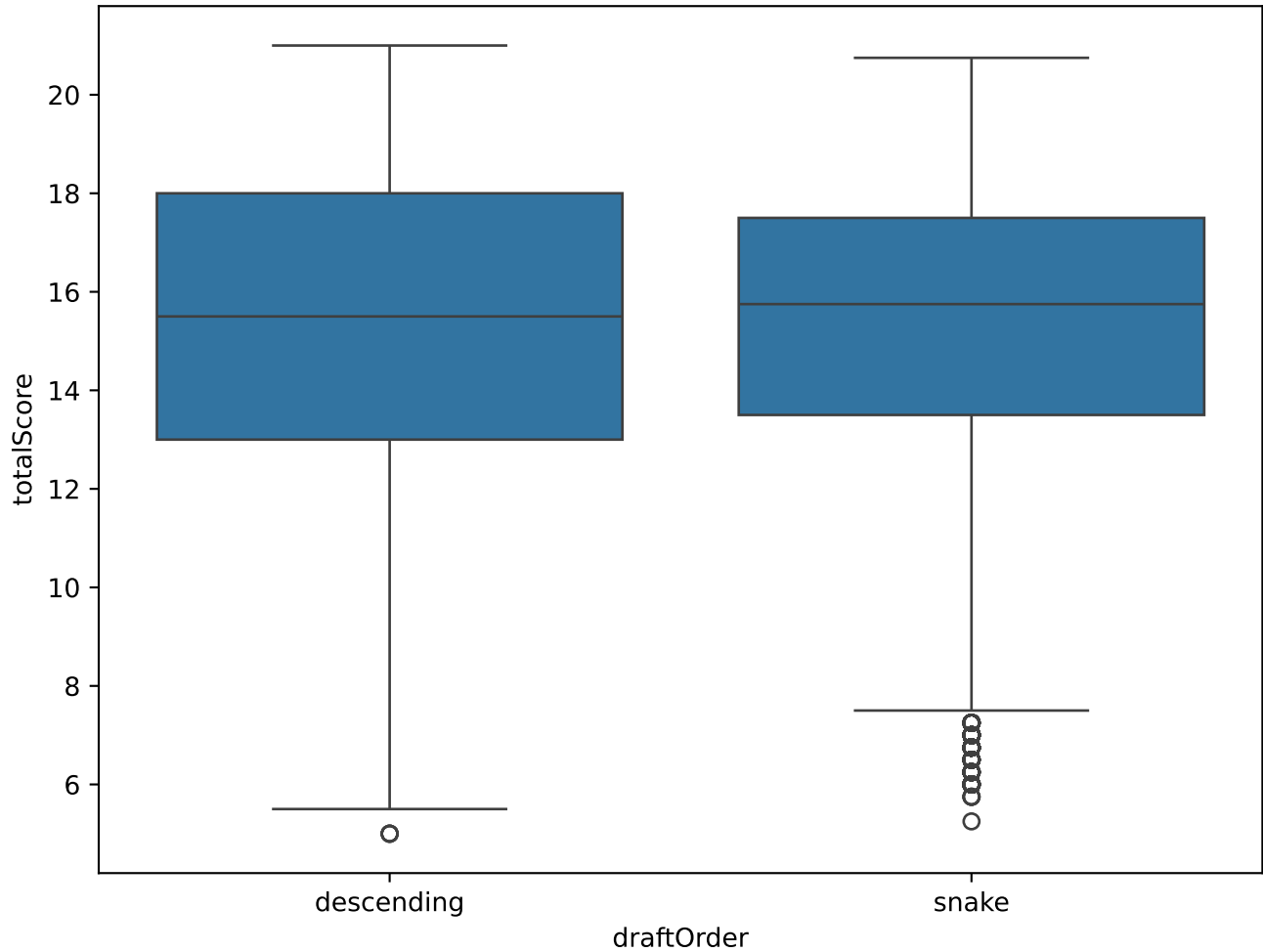
Top 3 Positive Outliers (Biggest Above Mean):

player	totalScore	diff_from_mean	leader	lore
3	20.75	5.5	Anarchist	Repair Drones
3	20.75	5.5	Overseer	Repair Drones
3	20.75	5.5	Anarchist	Galactic Rifles

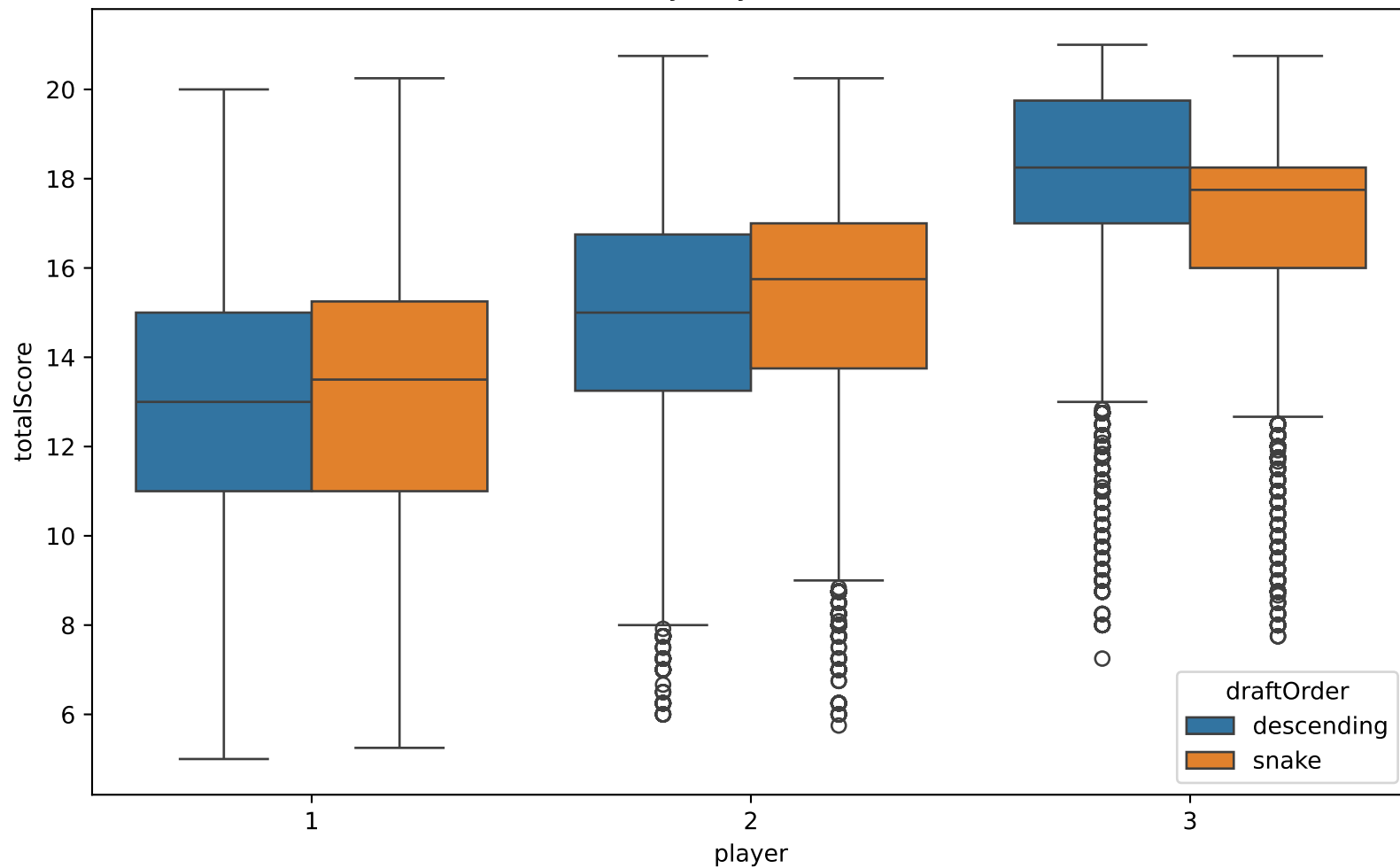
Top 3 Negative Outliers (Biggest Below Mean):

player	totalScore	diff_from_mean	leader	lore
1	5.25	-10.0	Shaper	Keeper's Solidarity
1	5.75	-9.5	Rebel	Gate Ports
2	5.75	-9.5	Rebel	Predictive Sensors

Final Score by Draft Order



Final Score by Player and Draft Order



Distribution of Final Score by Draft Order

