## Distance Marauder Red-Target\_Marauder\_CommandCenter -Velocity\_Friendly\_Marauder\_Red-Number\_Enemy\_ProductionFacility -Attacking Friendly Blue Red-Velocity Friendly Blue Red-Distance\_Blue\_ProductionFacility -RelativeCost\_Blue\_Hellion -Concentration\_Enemy\_Mobile -Feature Distance\_Ground\_Red-Number\_Enemy\_SiegeTankSieged -Concentration\_Enemy\_Red-Distance\_Blue\_SiegeTankSieged -Distance\_Marauder\_ProductionFacility -Health\_Enemy\_Red-Distance\_Blue\_Factory -

Mean Absolute SHAP Values for Confidence-Marauder

Number Enemy Obstacle -

Concentration Friendly Blue-

Distance\_Blue\_CommandCenter-

Target Marauder Red-

0.05 0.1 0.15 Mean Abs. SHAP Value (average impact on Confidence-Marauder, mean=-0.05)

0.2

0.25

0.3