Gull Rock Game Land

Median Distance to Artificial Drainage Network per Tree Mortality Bin

Tree Mortality Bin	Median Distance (m)	Bin pixel count
21+	~800	1,612
11–20	~475	2,105
5–10	~430	2,715
2–4	~360	4,120
1	~310	4,029

Numbers next to bars = bin pixel count

Median Distance to Estuary per Tree Mortality Bin

Tree Mortality Bin	Bin pixel count
21+	1,612
11–20	2,105
5–10	2,715
2–4	4,120
1	4,029

Numbers next to bars = bin pixel count

Median Elevation per Tree Mortality Bin

Tree Mortality Bin	Bin pixel count
21+	1,612
11–20	2,105
5–10	2,715
2–4	4,120
1	4,029

Numbers next to bars = bin pixel count

Median Inundation Frequency per Tree Mortality Bin

Tree Mortality Bin	Bin pixel count
21+	1,612
11–20	2,105
5–10	2,715
2–4	4,120
1	4,029

Numbers next to bars = bin pixel count
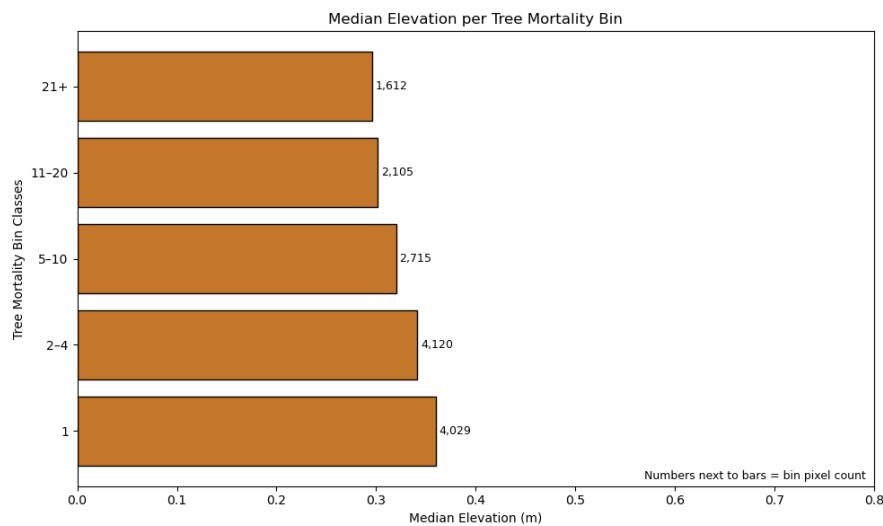
Variable	Median (Live)	Median (Dead)	p	r	Sample Size (Live)	Sample Size (Dead)
Inundation Frequency (%)	0.12	0.22	0	0.36	16775	14570
Elevation (m)	0.37	0.33	< 0.001	-0.23	16789	14575
Distance to Estuary (m)	759	1057	< 0.001	0.2	16861	14659
Distance to Artificial Drainage (m)	360	365	< 0.001	0.03	16861	14659

Land Cover Class	Pixel Count (Dead)	Total Dead Trees	Pixel Count (Live)	% Experiencing Mortality
Deciduous Forest	0	0	0	0
Scrub/Shrub	0	0	0	0
Palustrine Forested Wetland	7250	53712	6018	54.6
Palustrine Scrub/Shrub Wetland	4342	36218	3698	54
Estuarine Scrub/Shrub Wetland	153	823	765	16.7