Terrain = Water prior 0.40 likelihoods 0.06 0.19 0.31 0.44

Terrain = NoWater prior 0.60 likelihoods 0.37 0.29 0.21 0.13

SIGINTDensity = high prior 0.34 likelihoods 0.47 0.03 0.47 0.03

SIGINTDensity = low prior 0.16 likelihoods 0.25 0.25 0.25 0.25

SIGINTDensity = none prior 0.50 likelihoods 0.10 0.40 0.10 0.40

MASINT1Density = high prior 0.34 likelihoods 0.03 0.47 0.03 0.47

MASINT1Density = low prior 0.16 likelihoods 0.25 0.25 0.25 0.25

MASINT1Density = none prior 0.50 likelihoods 0.40 0.10 0.40 0.10

MASINT2Density = high prior 0.34 likelihoods 0.03 0.47 0.47 0.03

MASINT2Density = low prior 0.16 likelihoods 0.25 0.25 0.25 0.25

MASINT2Density = none prior 0.50 likelihoods 0.40 0.10 0.10 0.40

Dispersion = d1 prior 0.33 likelihoods 0.45 0.15 0.15 0.25

Dispersion = d2 prior 0.33 likelihoods 0.15 0.45 0.15 0.25

Dispersion = d3 prior 0.33 likelihoods 0.15 0.15 0.45 0.25

Bldg1 = true prior 0.65 likelihoods 0.35 0.12 0.35 0.19

Bldg1 = false prior 0.35 likelihoods 0.07 0.50 0.07 0.36

Bldg2 = true prior 0.75 likelihoods 0.30 0.10 0.30 0.30

Bldg2 = false prior 0.25 likelihoods 0.10 0.70 0.10 0.10

Bldg3 = true prior 0.63 likelihoods 0.36 0.12 0.16 0.36

Bldg3 = false prior 0.38 likelihoods 0.07 0.47 0.40 0.07

Bldg4 = true prior 0.68 likelihoods 0.33 0.33 0.15 0.19

Bldg4 = false prior 0.33 likelihoods 0.08 0.08 0.46 0.38

Bldg5 = true prior 0.60 likelihoods 0.08 0.37 0.17 0.38

Bldg5 = false prior 0.40 likelihoods 0.50 0.06 0.37 0.06

Bldg6 = true prior 0.72 likelihoods 0.07 0.31 0.31 0.31

Bldg6 = false prior 0.28 likelihoods 0.73 0.09 0.09 0.09

Bldg7 = true prior 0.63 likelihoods 0.08 0.36 0.36 0.20

Bldg7 = false prior 0.38 likelihoods 0.53 0.07 0.07 0.33

BldgHdwr = none prior 0.25 likelihoods 0.40 0.30 0.20 0.10

BldgHdwr = one prior 0.50 likelihoods 0.25 0.25 0.25 0.25

BldgHdwr = more prior 0.25 likelihoods 0.10 0.20 0.30 0.40