

TACTICAL TEAM INTELLIGENCE REPORT

TEAM_ID: 1611 | SERIES_PLAYED: 35

GENERATED: 2026-01-31
PROTOCOL: ANALYST_V4

Aggregated Win Probability

54.7%

DEFEAT_LIKELY

VICTORY_CONFIRMED

Combat Efficiency

203.0 / 191.0

K/D RATIO: 1.06

Precision Rating

81.9%

UNIT_HS_AVG

Teamwork Assist

0.4

DENSITY_INDEX

STRATEGIC STRENGTHS

FEATURE	IMPACT	SIGNAL
deaths	<div style="width: 100%;">██████████</div>	strongly supports winning
least weapon ratio	<div style="width: 80%;">███████</div>	strongly supports winning
top weapon ratio	<div style="width: 70%;">█████</div>	strongly supports winning
assist density	<div style="width: 60%;">████</div>	minor influence
team id	<div style="width: 50%;">██</div>	minor influence

VULNERABILITY ASSESSMENT

FEATURE	DEFICIT SCORE	RISK LEVEL
kill diff	<div style="width: 90%; background-color: red;">███████████</div>	high impact
kills	<div style="width: 10%; background-color: red;">█</div>	negligible impact
team headshot ratio	<div style="width: 5%; background-color: red;">●</div>	negligible impact
rifle ratio	<div style="width: 5%; background-color: red;">●</div>	negligible impact
smg ratio	<div style="width: 2%; background-color: red;">●</div>	negligible impact

WEAPON LOADOUT IMPACT

ARES	MARSHAL	ODIN	OUTLAW	SHORTY	SPECTRE
67.0%	56.0%	56.0%	58.0%	59.0%	53.0%

END OF INTELLIGENCE BRIEFING // DATA ENCRYPTED UNDER PROTOCOL 1611

SERIES INTEL REPORT

TEAM_OBJECT_REF: 79
SERIES_ID: 2653993

DATE: 2026.01.31

WIN PROBABILITY

STATUS: UNDERPERFORMING

CONFIDENCE: HIGH

44.9%

COMBAT K/D

0.98

180.0 K / 184.0 D

PRECISION RATIO

82.5%

ACCURACY INDEX

KILL DIFFERENTIAL

-4.2

NET SERIES IMPACT

POSITIVE SIGNALS

KILL DIFF	100.0%
SNIPER RATIO	66.0%
LEAST WEAPON RATIO	56.0%
TOP WEAPON RATIO	54.0%
SMG RATIO	54.0%

LOSS RISK FACTORS

KILL DIFF	100.0%
SHOTGUN RATIO	52.0%
RIFLE RATIO	42.0%
ECO RATIO	40.0%
ASSIST DENSITY	39.0%

TOP WEAPON SYNERGIES (>55% IMPACT)

ARES	66.7%
MARSHAL	56.2%
ODIN	56.2%
OUTLAW	58.5%
SHORTY	59.4%

DATASET_SERIES_COMPLETE // NO_ALTERATION_PERMITTED

INDIVIDUAL_REPORT

PLAYER_ID: 14

STYLE: AIM HEAVY

SERIES_REF: #2819695

ROUNDS_PLAYED: 2

WIN_RATIO: 0/2

SERIES WIN PROBABILITY

12.9%

CONSISTENCY SCORE: 67.0%

ECONOMY INSIGHT

Player is an economy-balanced contributor, contributing 19% of team firepower. They conserves credits well.

LOADOUT RATIO	19.2%
NETWORTH RATIO	19.4%
CREDIT RESERVE	40.3%

WEAPON ENGAGEMENT

RIFLE

RIFLE	U:55.0%D:45.0%
SMG	U:2.0%D:0.0%
SHOTGUN	U:1.0%D:0.0%
SNIPER	U:13.0%D:25.0%
PISTOL	U:7.0%D:8.0%
ABILITY	U:22.0%D:22.0%

PRIMARY STRENGTHS

● DAMAGE EFFICIENCY	+0.694
● SHOTGUN DAMAGE RATIO	+0.096

CRITICAL WEAKNESSES

● BODY DAMAGE RATIO	-0.163
● ALIVE	-0.066
● HEADSHOT DAMAGE RATIO	-0.058

INTEL_REPORT // GENERATED_2026

PLAYER_SERIES_PROTOCOL_V4

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PLAYER_SERIES_PROTOCOL_V4

ROUND 1 WIN PROBABILITY
ASPAS #14 4.86%

CRITICAL TACTICAL OBSERVATIONS

- >> High-risk duelist: Takes massive damage during encounters.
- >> Safety Concern: High self-damage recorded; check ability usage (Raze satchels/nades).

RECOMMENDED AGENT**RAZE**

BEST ABILITY: BOOM-BOT

STRENGTH SCORE

0.002

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

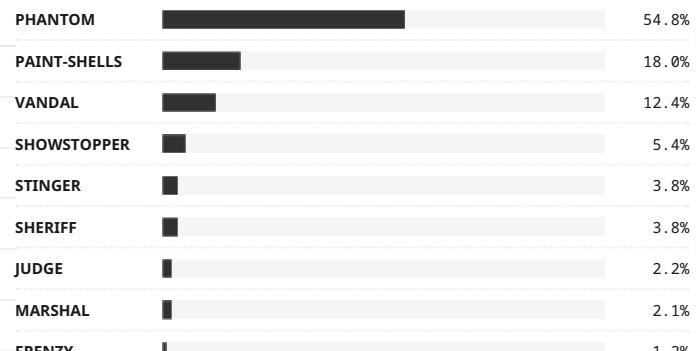
PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
CAPTUREULTIMATEORB	5	True	—
DEFUSE_BOMB	2	True	—
PLANT_BOMB	4	False	—
BEGINDEFUSE_BOMB	2	False	—
STOPDEFUSE_BOMB	2	False	—
EXPLODE_BOMB	1	False	—

DAMAGE SOURCE DISTRIBUTION



DAMAGE TARGET PROFILE

PRIMARY: BODY (53.7%)

Relies heavily on precision aiming and headshots | Primarily deals body damage, indicating spray-based engagements

STRATEGIC RISK FACTORS

MODERATE IMPACT	HIGH IMPACT	HIGH IMPACT	MODERATE IMPACT
HEADSHOT DAMAGE RATIO SHAP: -0.058	BODY DAMAGE RATIO SHAP: -0.176	DAMAGE EFFICIENCY SHAP: -4.405	ALIVE SHAP: -0.053

TACTICAL_ENVELOPE: 2819695

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PRIMARY WEAPON

PHANTOM

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OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY	DAMAGE SOURCE	DISTRIBUTION (%)
CAPTUREULTIMATEORB	5	True	█████	PHANTOM	54.8%
DEFUSE_BOMB	2	True	███	PAINT-SHELLS	18.0%
PLANT_BOMB	4	False	███	VANDAL	12.4%
BEGINDEFUSE_BOMB	2	False	███	SHOWSTOPPER	5.4%
STOPDEFUSE_BOMB	2	False	██	STINGER	3.8%
EXPLODE_BOMB	1	False	██	SHERIFF	3.8%
				JUDGE	2.2%
				MARSHAL	2.1%
				FRENZY	1.2%

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