

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><div></div></div>	strongly supports winning
least weapon ratio	<div><div></div></div>	strongly supports winning
top weapon ratio	<div><div></div></div>	strongly supports winning
assist density	<div><div></div></div>	minor influence
team id	<div><div></div></div>	minor influence

VULNERABILITY ASSESSMENT

FEATURE	DEFICIT SCORE	RISK LEVEL
kill diff	<div><div></div></div>	high impact
kills	<div><div></div></div>	negligible impact
team headshot ratio	<div><div></div></div>	negligible impact
rifle ratio	<div><div></div></div>	negligible impact
smg ratio	<div><div></div></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

44.9%

STATUS: UNDERPERFORMING

CONFIDENCE: HIGH

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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ROUND 1

WIN PROBABILITY

ASPAS #144.86%

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

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

TACTICAL_ENVELOPE: 2819695

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EXPLODE_BOMB	1	False	<div><div></div></div>

DAMAGE SOURCE DISTRIBUTION

PHANTOM	<div><div></div></div>	54.8%
PAINT-SHELLS	<div><div></div></div>	18.0%
VANDAL	<div><div></div></div>	12.4%
SHOWSTOPPER	<div><div></div></div>	5.4%
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