

# Tactical Team Intelligence Report

TEAM\_ID: 79 | SERIES\_PLAYED: 33

GENERATED: 2026-01-31  
PROTOCOL: ANALYST\_V4

Aggregated Win Probability

44.9%

DEFEAT\_LIKELY

VICTORY\_CONFIRMED

Combat Efficiency

180.0 / 184.0

K/D RATIO: 0.98

Precision Rating

82.5%

UNIT\_HS\_AVG

Teamwork Assist

0.42

DENSITY\_INDEX

## STRATEGIC STRENGTHS

| FEATURE            | IMPACT                 | SIGNAL                    |
|--------------------|------------------------|---------------------------|
| kill diff          | <div><div></div></div> | strongly supports winning |
| sniper ratio       | <div><div></div></div> | strongly supports winning |
| least weapon ratio | <div><div></div></div> | minor influence           |
| top weapon ratio   | <div><div></div></div> | minor influence           |
| smg ratio          | <div><div></div></div> | minor influence           |

## VULNERABILITY ASSESSMENT

| FEATURE        | DEFICIT SCORE          | RISK LEVEL      |
|----------------|------------------------|-----------------|
| kill diff      | <div><div></div></div> | high impact     |
| shotgun ratio  | <div><div></div></div> | moderate impact |
| rifle ratio    | <div><div></div></div> | moderate impact |
| eco ratio      | <div><div></div></div> | moderate impact |
| assist density | <div><div></div></div> | low impact      |

## WEAPON LOADOUT IMPACT

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

END OF INTELLIGENCE BRIEFING // DATA ENCRYPTED UNDER PROTOCOL 1611

## SERIES INTEL REPORT

TEAM\_OBJECT\_REF: 79  
SERIES\_ID: 2843060

DATE: 2026.01.31

WIN PROBABILITY

89.3%

STATUS: OPTIMIZED

CONFIDENCE: HIGH

COMBAT K/D

0.97

242 K / 249 D

PRECISION RATIO

87.2%

ACCURACY INDEX

KILL DIFFERENTIAL

-7

NET SERIES IMPACT

POSITIVE SIGNALS



LOSS RISK FACTORS



TOP WEAPON SYNERGIES (>55% IMPACT)

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

DATASET\_SERIES\_COMPLETE // NO\_ALTERATION\_PERMITTED

INDIVIDUAL\_REPORT

PLAYER\_ID: 10612

STYLE: AIM HEAVY

SERIES\_REF: #2843060  
ROUNDS\_PLAYED: 3  
WIN\_RATIO: 0/3

SERIES WIN PROBABILITY

65.7%

CONSISTENCY SCORE: 100.0%

ECONOMY INSIGHT

Player is an low-investment contributor, contributing 16% of team firepower. They conserves credits well.

|                |       |
|----------------|-------|
| LOADOUT RATIO  | 16.6% |
| NETWORTH RATIO | 20.9% |
| CREDIT RESERVE | 35.9% |

WEAPON ENGAGEMENT

RIFLE

|         |                |
|---------|----------------|
| RIFLE   | U:83.0%D:83.0% |
| SMG     | U:0.0%D:1.0%   |
| SHOTGUN | U:1.0%D:0.0%   |
| PISTOL  | U:16.0%D:14.0% |

PRIMARY STRENGTHS

|                   |        |
|-------------------|--------|
| BODY DAMAGE RATIO | +0.135 |
|-------------------|--------|

CRITICAL WEAKNESSES

|                       |        |
|-----------------------|--------|
| DAMAGE EFFICIENCY     | -4.405 |
| HEADSHOT DAMAGE RATIO | -0.063 |
| RIFLE DAMAGE RATIO    | -0.058 |
| ALIVE                 | -0.002 |

INTEL\_REPORT // GENERATED\_2026

PLAYER\_SERIES\_PROTOCOL\_V4

INDIVIDUAL\_REPORT

PLAYER\_ID: 10636

STYLE: AIM HEAVY

SERIES\_REF: #2843060

ROUNDS\_PLAYED: 3

WIN\_RATIO: 0/3

SERIES WIN PROBABILITY

67.4%

CONSISTENCY SCORE: 100.0%

ECONOMY INSIGHT

Player is an economy-heavy carry, contributing 29% of team firepower. They spends most of their credits each round.

|                |       |
|----------------|-------|
| LOADOUT RATIO  | 29.2% |
| NETWORTH RATIO | 24.0% |
| CREDIT RESERVE | 20.5% |

WEAPON ENGAGEMENT

|         |                  |
|---------|------------------|
| RIFLE   | U: 63.0%D: 58.0% |
| SMG     | U: 1.0%D: 1.0%   |
| PISTOL  | U: 14.0%D: 8.0%  |
| ABILITY | U: 21.0%D: 28.0% |

PRIMARY STRENGTHS

|   |       |        |
|---|-------|--------|
| ● | ALIVE | +0.111 |
|---|-------|--------|

CRITICAL WEAKNESSES

|   |                       |        |
|---|-----------------------|--------|
| ● | DAMAGE EFFICIENCY     | -4.405 |
| ● | PISTOL DAMAGE RATIO   | -0.133 |
| ● | BODY DAMAGE RATIO     | -0.118 |
| ● | RIFLE DAMAGE RATIO    | -0.069 |
| ● | HEADSHOT DAMAGE RATIO | -0.059 |

INTEL\_REPORT // GENERATED\_2026

PLAYER\_SERIES\_PROTOCOL\_V4

INDIVIDUAL\_REPORT

PLAYER\_ID: 1195

STYLE: RIFLER

SERIES\_REF: #2843060

ROUNDS\_PLAYED: 3

WIN\_RATIO: 0/3

SERIES WIN PROBABILITY

53.2%

CONSISTENCY SCORE: 100.0%

ECONOMY INSIGHT

Player is an low-investment contributor, contributing 12% of team firepower. They conserves credits well.

LOADOUT RATIO

12.0%

|                |       |
|----------------|-------|
| LOADOUT RATIO  | 12.9% |
| NETWORTH RATIO | 13.5% |
| CREDIT RESERVE | 34.0% |

WEAPON ENGAGEMENT

RIFLE

U:75.0%D:69.0%

SMG

U:1.0%D:0.0%

SNIPER

U:1.0%D:0.0%

PISTOL

U:22.0%D:17.0%

PRIMARY STRENGTHS

|                       |        |
|-----------------------|--------|
| SHOTGUN DAMAGE RATIO  | +0.066 |
| HEADSHOT DAMAGE RATIO | +0.059 |

CRITICAL WEAKNESSES

|                     |        |
|---------------------|--------|
| DAMAGE EFFICIENCY   | -4.405 |
| PISTOL DAMAGE RATIO | -0.143 |
| BODY DAMAGE RATIO   | -0.053 |
| ALIVE               | -0.004 |

INTEL\_REPORT // GENERATED\_2026

PLAYER\_SERIES\_PROTOCOL\_V4

INDIVIDUAL\_REPORT

PLAYER\_ID: 1193

STYLE: AIM HEAVY

SERIES\_REF: #2843060

ROUNDS\_PLAYED: 3

WIN\_RATIO: 0/3

SERIES WIN PROBABILITY

62.3%

CONSISTENCY SCORE: 100.0%

ECONOMY INSIGHT

Player is an low-investment contributor, contributing 10% of team firepower. They conserves credits well.

|                |       |
|----------------|-------|
| LOADOUT RATIO  | 10.6% |
| NETWORTH RATIO | 10.4% |
| CREDIT RESERVE | 51.6% |

WEAPON ENGAGEMENT

RIFLE

|        |                |
|--------|----------------|
| RIFLE  | U:75.0%D:79.0% |
| SMG    | U:6.0%D:1.0%   |
| PISTOL | U:19.0%D:11.0% |

PRIMARY STRENGTHS

|                      |        |
|----------------------|--------|
| PISTOL DAMAGE RATIO  | +0.073 |
| SHOTGUN DAMAGE RATIO | +0.071 |
| BODY DAMAGE RATIO    | +0.035 |

CRITICAL WEAKNESSES

|                    |        |
|--------------------|--------|
| DAMAGE EFFICIENCY  | -4.405 |
| LEG DAMAGE RATIO   | -0.064 |
| RIFLE DAMAGE RATIO | -0.059 |
| ALIVE              | -0.004 |

INTEL\_REPORT // GENERATED\_2026

PLAYER\_SERIES\_PROTOCOL\_V4

INDIVIDUAL\_REPORT

PLAYER\_ID: 2348

STYLE: AIM HEAVY

SERIES\_REF: #2843060

ROUNDS\_PLAYED: 3

WIN\_RATIO: 0/3

SERIES WIN PROBABILITY

66.5%

CONSISTENCY SCORE: 99.9%

ECONOMY INSIGHT

Player is an economy-heavy carry, contributing 30% of team firepower. They conserves credits well.

|                |       |
|----------------|-------|
| LOADOUT RATIO  | 30.8% |
| NETWORTH RATIO | 31.3% |
| CREDIT RESERVE | 35.4% |

WEAPON ENGAGEMENT

RIFLE

|       |                |
|-------|----------------|
| RIFLE | U:72.0%D:58.0% |
|-------|----------------|

SMG

U: 4.0%D: 7.0%

PISTOL

U: 25.0%D: 31.0%

PRIMARY STRENGTHS

|   |                   |        |
|---|-------------------|--------|
| ● | ALIVE             | +0.086 |
| ● | BODY DAMAGE RATIO | +0.07  |

CRITICAL WEAKNESSES

|   |                     |        |
|---|---------------------|--------|
| ● | DAMAGE EFFICIENCY   | -4.405 |
| ● | PISTOL DAMAGE RATIO | -0.267 |

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PLAYER\_SERIES\_PROTOCOL\_V4

ROUND 1

WIN PROBABILITY

V1C #1061299.17%

CRITICAL TACTICAL OBSERVATIONS

>> Safety Concern: High self-damage recorded; check ability usage (Raze satchels/nades).  
>> Sharp Shooter: High headshot frequency detected.

RECOMMENDED AGENT

JETT

BEST ABILITY: SHROUDED-STEP

STRENGTH SCORE

4.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

| OBJECTIVE                  | COUNT | FIRST | SUITABILITY |
|----------------------------|-------|-------|-------------|
| PLANT_BOMB                 | 4     | True  | <div></div> |
| BEGINDEFUSE_BOMB           | 5     | False | <div></div> |
| STOPDEFUSE_BOMB            | 5     | False | <div></div> |
| REACHDEFUSE_BOMBCHECKPOINT | 2     | False | <div></div> |

DAMAGE SOURCE DISTRIBUTION

|         |             |       |
|---------|-------------|-------|
| VANDAL  | <div></div> | 68.6% |
| CLASSIC | <div></div> | 11.8% |
| PHANTOM | <div></div> | 11.0% |
| SHERIFF | <div></div> | 6.5%  |
| JUDGE   | <div></div> | 2.2%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (59.2%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

|   |   |  |
|---|---|--|
| <div>MODERATE IMPACT</div> <div>HEADSHOT DAMAGE RATIO</div> <div>SHAP: -0.062</div> | <div>HIGH IMPACT</div> <div>DAMAGE EFFICIENCY</div> <div>SHAP: -4.405</div> | <div>MODERATE IMPACT</div> <div>RIFLE DAMAGE RATIO</div> <div>SHAP: -0.058</div> |
|---|---|--|

TACTICAL\_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

OXY #1063699.42%

RECOMMENDED AGENT

RAZE

BEST ABILITY: PAINT-SHELLS

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

SIGNIFICANT DAMAGE CONTRIBUTION FROM ABILITIES

OBJECTIVE SUITABILITY

| OBJECTIVE          | COUNT | FIRST | SUITABILITY |
|--------------------|-------|-------|-------------|
| CAPTUREULTIMATEORB | 5     | True  | <div></div> |
| PLANT_BOMB         | 1     | False | <div></div> |
| EXPLODE_BOMB       | 1     | False | <div></div> |
| BEGINDEFUSE_BOMB   | 1     | False | <div></div> |
| DEFUSE_BOMB        | 1     | False | <div></div> |
| STOPDEFUSE_BOMB    | 1     | False | <div></div> |

DAMAGE SOURCE DISTRIBUTION

|              |             |       |
|--------------|-------------|-------|
| PHANTOM      | <div></div> | 36.2% |
| PAINT-SHELLS | <div></div> | 20.6% |
| GHOST        | <div></div> | 11.1% |
| GUARDIAN     | <div></div> | 11.0% |
| SHOWSTOPPER  | <div></div> | 9.2%  |
| VANDAL       | <div></div> | 7.6%  |
| STINGER      | <div></div> | 2.5%  |
| CLASSIC      | <div></div> | 1.9%  |

DAMAGE TARGET PROFILE

PRIMARY: BODY (48.8%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

|   |   |   |
|---|---|---|
| <div>MODERATE IMPACT</div> <div>HEADSHOT DAMAGE RATIO</div> <div>SHAP: -0.059</div> | <div>HIGH IMPACT</div> <div>BODY DAMAGE RATIO</div> <div>SHAP: -0.198</div> | <div>HIGH IMPACT</div> <div>DAMAGE EFFICIENCY</div> <div>SHAP: -4.405</div> |
|---|---|---|

TACTICAL\_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

MITCH #119599.16%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

RAZE

BEST ABILITY: TRAILBLAZER

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

| OBJECTIVE                  | COUNT | FIRST | SUITABILITY            |
|----------------------------|-------|-------|------------------------|
| CAPTUREULTIMATEORB         | 1     | False | <div><div></div></div> |
| PLANT_BOMB                 | 1     | False | <div><div></div></div> |
| BEGINDEFUSE_BOMB           | 1     | False | <div><div></div></div> |
| REACHDEFUSE_BOMBCHECKPOINT | 1     | False | <div><div></div></div> |
| DEFUSE_BOMB                | 1     | False | <div><div></div></div> |
| STOPDEFUSE_BOMB            | 1     | False | <div><div></div></div> |

DAMAGE SOURCE DISTRIBUTION

|          |                        |       |
|----------|------------------------|-------|
| PHANTOM  | <div><div></div></div> | 62.9% |
| BULLDOG  | <div><div></div></div> | 15.4% |
| GUARDIAN | <div><div></div></div> | 8.0%  |
| CLASSIC  | <div><div></div></div> | 5.4%  |
| STINGER  | <div><div></div></div> | 3.7%  |
| SHORTY   | <div><div></div></div> | 3.1%  |
| VANDAL   | <div><div></div></div> | 1.5%  |

DAMAGE TARGET PROFILE

PRIMARY: BODY (47.6%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

HIGH IMPACT

BODY DAMAGE RATIO

SHAP: -0.216

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

TACTICAL\_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

XEPPAA #119380.77%

RECOMMENDED AGENT

RAZE

BEST ABILITY: ARC-ROSE

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

| OBJECTIVE SUITABILITY      |       |       |             | DAMAGE SOURCE DISTRIBUTION   |             |       |
|----------------------------|-------|-------|-------------|--|-------------|-------|
| OBJECTIVE                  | COUNT | FIRST | SUITABILITY | PHANTOM  |             | 57.5% |
| BEGINDEFUSE_BOMB           | 4     | False | <div></div> | STINGER  | <div></div> | 9.0%  |
| STOPDEFUSE_BOMB            | 4     | False | <div></div> | CLASSIC  | <div></div> | 8.4%  |
| EXPLODE_BOMB               | 1     | True  | <div></div> | SHERIFF  | <div></div> | 8.4%  |
| DEFUSE_BOMB                | 3     | False | <div></div> | BULLDOG  | <div></div> | 7.4%  |
| REACHDEFUSE_BOMBCHECKPOINT | 2     | False | <div></div> | RAZORVINE  | <div></div> | 5.7%  |
| PLANT_BOMB                 | 1     | False | <div></div> | SHORTY   | <div></div> | 4.3%  |
| CAPTUREULTIMATEORB         | 1     | False | <div></div> | <div>DAMAGE TARGET PROFILE</div> <div>PRIMARY: BODY (66.4%)</div> <div>Primarily deals body damage, indicating spray-based engagements</div> |             |       |

| STRATEGIC RISK FACTORS  |   |   |
|---|---|---|
| <div>MODERATE IMPACT</div> <div>BODY DAMAGE RATIO</div> <div>SHAP: -0.106</div> | <div>HIGH IMPACT</div> <div>DAMAGE EFFICIENCY</div> <div>SHAP: -4.405</div> | <div>MODERATE IMPACT</div> <div>ALIVE</div> <div>SHAP: -0.137</div> |

TACTICAL\_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

NET #234899.57%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

JETT

BEST ABILITY: POISON-CLOUD

STRENGTH SCORE

4.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

| OBJECTIVE                  | COUNT | FIRST | SUITABILITY |
|----------------------------|-------|-------|-------------|
| BEGINDEFUSE_BOMB           | 2     | False | <div></div> |
| STOPDEFUSE_BOMB            | 2     | False | <div></div> |
| PLANT_BOMB                 | 1     | False | <div></div> |
| REACHDEFUSE_BOMBCHECKPOINT | 1     | False | <div></div> |
| DEFUSE_BOMB                | 1     | False | <div></div> |

DAMAGE SOURCE DISTRIBUTION

|            |             |       |
|------------|-------------|-------|
| PHANTOM    | <div></div> | 76.7% |
| UNKNOWN    | <div></div> | 7.6%  |
| SNAKE-BITE | <div></div> | 5.8%  |
| CLASSIC    | <div></div> | 4.4%  |
| SPECTRE    | <div></div> | 2.5%  |
| GHOST      | <div></div> | 2.1%  |
| SHORTY     | <div></div> | 0.9%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (57.4%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

TACTICAL\_ENVELOPE: 2843069

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ROUND 2

WIN PROBABILITY

V1C #1061214.11%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

RAZE

BEST ABILITY: SHROUDED-STEP

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

| OBJECTIVE        | COUNT | FIRST | SUITABILITY            |
|------------------|-------|-------|------------------------|
| BEGINDEFUSE_BOMB | 2     | False | <div><div></div></div> |
| STOPDEFUSE_BOMB  | 2     | False | <div><div></div></div> |
| PLANT_BOMB       | 1     | False | <div><div></div></div> |

DAMAGE SOURCE DISTRIBUTION

|         |                        |       |
|---------|------------------------|-------|
| VANDAL  | <div><div></div></div> | 85.3% |
| SHERIFF | <div><div></div></div> | 11.5% |
| BOMB    | <div><div></div></div> | 6.4%  |
| CLASSIC | <div><div></div></div> | 1.7%  |
| GHOST   | <div><div></div></div> | 1.6%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (57.5%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT

HEADSHOT DAMAGE RATIO

SHAP: -0.058

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

ALIVE

SHAP: -0.104

TACTICAL\_ENVELOPE: 2843069

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ROUND 2

WIN PROBABILITY

OXY #10636 3.71%

CRITICAL TACTICAL OBSERVATIONS

- >> High-risk duelist: Takes massive damage during encounters.
- >> Sharp Shooter: High headshot frequency detected.

RECOMMENDED AGENT

JETT

BEST ABILITY: CLOUDBURST

STRENGTH SCORE

2.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

BALANCED WEAPON USAGE ACROSS CATEGORIES

| Objective Suitability                            |       |       |                        | Damage Source Distribution |                        |       |
|--|-------|-------|------------------------|----------------------------|------------------------|-------|
| Objective  | Count | First | Suitability            | Vandal                     | <div><div></div></div> | 46.4% |
| CAPTUREULTIMATEORB                               | 2     | True  | <div><div></div></div> | BLADE-STORM                | <div><div></div></div> | 20.6% |
| PLANT_BOMB                                       | 1     | False | <div><div></div></div> | PHANTOM                    | <div><div></div></div> | 14.5% |
|  |       |       |                        | CLASSIC                    | <div><div></div></div> | 8.6%  |
|  |       |       |                        | BOMB                       | <div><div></div></div> | 7.6%  |
|  |       |       |                        | GHOST                      | <div><div></div></div> | 5.2%  |
|  |       |       |                        | SHERIFF                    | <div><div></div></div> | 4.7%  |
| Damage Target Profile                            |       |       |                        |                            |                        |       |
| PRIMARY: HEAD (70.3%)                            |       |       |                        |                            |                        |       |
| Relies heavily on precision aiming and headshots |       |       |                        |                            |                        |       |

| Strategic Risk Factors                           |  |  |
|--|--|--|
| HIGH IMPACT<br>DAMAGE EFFICIENCY<br>SHAP: -4.405 | MODERATE IMPACT<br>PISTOL DAMAGE RATIO<br>SHAP: -0.133 | MODERATE IMPACT<br>ALIVE<br>SHAP: -0.092 |

TACTICAL\_ENVELOPE: 2843069

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ROUND 2

WIN PROBABILITY

MITCH #1195

6.96%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

RAZE

BEST ABILITY: GUIDING-LIGHT

STRENGTH SCORE

2.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

| Objective Suitability |       |       |                        | Damage Source Distribution |                        |       |
|-----------------------|-------|-------|------------------------|----------------------------|------------------------|-------|
| Objective             | Count | First | Suitability            | Phantom                    | <div><div></div></div> | 40.8% |
| Plant_Bomb            | 7     | True  | <div><div></div></div> | Vandal                     | <div><div></div></div> | 19.7% |
| Explode_Bomb          | 3     | True  | <div><div></div></div> | Sheriff                    | <div><div></div></div> | 16.0% |
|                       |       |       |                        | Classic                    | <div><div></div></div> | 15.5% |
|                       |       |       |                        | Bomb                       | <div><div></div></div> | 6.0%  |

CAPTUREULTIMATEORB

2

False



BOMB



6.8%

SHORTY



4.9%

MARSHAL



3.1%

DAMAGE TARGET PROFILE

PRIMARY: BODY (73.2%)

Primarily deals body damage, indicating spray-based engagements

STRATEGIC RISK FACTORS

MODERATE IMPACT

BODY DAMAGE RATIO

SHAP: -0.075

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

PISTOL DAMAGE RATIO

SHAP: -0.143

MODERATE IMPACT

ALIVE

SHAP: -0.061

TACTICAL\_ENVELOPE: 2843069

CONFIDENTIAL // INTERNAL USE ONLY

ROUND 2

WIN PROBABILITY

XEPPAA #1193 7.44%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

RAZE

BEST ABILITY: NANOSWARM

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

| OBJECTIVE    | COUNT | FIRST | SUITABILITY            |
|--------------|-------|-------|------------------------|
| PLANT_BOMB   | 1     | False | <div><div></div></div> |
| EXPLODE_BOMB | 1     | False | <div><div></div></div> |

DAMAGE SOURCE DISTRIBUTION

|           |                        |       |
|-----------|------------------------|-------|
| PHANTOM   | <div><div></div></div> | 69.1% |
| FRENZY    | <div><div></div></div> | 13.5% |
| BOMB      | <div><div></div></div> | 9.7%  |
| STINGER   | <div><div></div></div> | 6.8%  |
| NANOSWARM | <div><div></div></div> | 3.5%  |
| CLASSIC   | <div><div></div></div> | 3.4%  |
| SHORTY    | <div><div></div></div> | 2.3%  |
| KNIFE     | <div><div></div></div> | 1.4%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (58.2%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT

LEG DAMAGE RATIO

SHAP: -0.064

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

ALIVE

SHAP: -0.097

TACTICAL\_ENVELOPE: 2843069

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ROUND 2

WIN PROBABILITY

NET #2348 1.82%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

JETT

BEST ABILITY: SNAKE-BITE

STRENGTH SCORE

2.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

| OBJECTIVE          | COUNT | FIRST | SUITABILITY            |
|--------------------|-------|-------|------------------------|
| CAPTUREULTIMATEORB | 2     | False | <div><div></div></div> |
| PLANT_BOMB         | 1     | False | <div><div></div></div> |
| EXPLODE_BOMB       | 1     | False | <div><div></div></div> |

DAMAGE SOURCE DISTRIBUTION

|            |                        |       |
|------------|------------------------|-------|
| PHANTOM    | <div><div></div></div> | 58.7% |
| GHOST      | <div><div></div></div> | 15.6% |
| SHERIFF    | <div><div></div></div> | 10.5% |
| SNAKE-BITE | <div><div></div></div> | 10.4% |
| SHORTY     | <div><div></div></div> | 3.1%  |
| UNKNOWN    | <div><div></div></div> | 1.8%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (61.6%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

HIGH IMPACT

DAMAGE EFFICIENCY

HIGH IMPACT

PISTOL DAMAGE RATIO

MODERATE IMPACT

ALIVE

ROUND 3

WIN PROBABILITY

V1C #1061283.89%

CRITICAL TACTICAL OBSERVATIONS

>> Sharp Shooter: High headshot frequency detected.

RECOMMENDED AGENT

RAZE

BEST ABILITY: SHROUDED-STEP

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

| OBJECTIVE SUITABILITY      |       |       |             | DAMAGE SOURCE DISTRIBUTION  |             |       |
|----------------------------|-------|-------|-------------|---|-------------|-------|
| OBJECTIVE                  | COUNT | FIRST | SUITABILITY | VANDAL  |             | 72.3% |
| BEGINDEFUSE_BOMB           | 5     | False | <div></div> | PHANTOM   | <div></div> | 10.3% |
| STOPDEFUSE_BOMB            | 5     | False | <div></div> | CLASSIC   | <div></div> | 8.1%  |
| PLANT_BOMB                 | 3     | False | <div></div> | SHERIFF   | <div></div> | 6.3%  |
| REACHDEFUSE_BOMBCHECKPOINT | 2     | False | <div></div> | BULLDOG   | <div></div> | 1.6%  |
| DEFUSE_BOMB                | 2     | False | <div></div> | STINGER   | <div></div> | 1.4%  |
| EXPLODE_BOMB               | 1     | False | <div></div> | <div>DAMAGE TARGET PROFILE</div> <div>PRIMARY: HEAD (57.8%)</div> <div>Relies heavily on precision aiming and headshots</div> |             |       |

| STRATEGIC RISK FACTORS   |   |   |
|--|---|---|
| <div>MODERATE IMPACT</div> <div>HEADSHOT DAMAGE RATIO</div> <div>SHAP: -0.07</div> | <div>HIGH IMPACT</div> <div>DAMAGE EFFICIENCY</div> <div>SHAP: -4.405</div> | <div>MODERATE IMPACT</div> <div>ALIVE</div> <div>SHAP: -0.113</div> |

ROUND 3

WIN PROBABILITY

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.  
>> Sharp Shooter: High headshot frequency detected.

RECOMMENDED AGENT

RAZE

BEST ABILITY: BLAST-PACK

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

SIGNIFICANT DAMAGE CONTRIBUTION FROM ABILITIES

OBJECTIVE SUITABILITY

| OBJECTIVE          | COUNT | FIRST | SUITABILITY |
|--------------------|-------|-------|-------------|
| CAPTUREULTIMATEORB | 7     | True  | <div></div> |
| PLANT_BOMB         | 1     | False | <div></div> |
| EXPLODE_BOMB       | 1     | False | <div></div> |

DAMAGE SOURCE DISTRIBUTION

|              |             |       |
|--------------|-------------|-------|
| VANDAL       | <div></div> | 35.8% |
| SHOWSTOPPER  | <div></div> | 20.5% |
| PHANTOM      | <div></div> | 16.4% |
| GUARDIAN     | <div></div> | 7.8%  |
| PAINT-SHELLS | <div></div> | 5.4%  |
| OUTLAW       | <div></div> | 5.0%  |
| GHOST        | <div></div> | 3.6%  |
| CLASSIC      | <div></div> | 2.8%  |
| BOOM-BOT     | <div></div> | 2.8%  |
| SHERIFF      | <div></div> | 2.0%  |
| SPECTRE      | <div></div> | 1.0%  |

DAMAGE TARGET PROFILE

PRIMARY: BODY (60.8%)

Primarily deals body damage, indicating spray-based engagements

STRATEGIC RISK FACTORS

HIGH IMPACT

BODY DAMAGE RATIO

SHAP: -0.24

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

RIFLE DAMAGE RATIO

SHAP: -0.069

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

RAZE

BEST ABILITY: SEIZE

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

| OBJECTIVE SUITABILITY |       |       |             | DAMAGE SOURCE DISTRIBUTION |             |       |
|-----------------------|-------|-------|-------------|----------------------------|-------------|-------|
| OBJECTIVE             | COUNT | FIRST | SUITABILITY | VANDAL                     |             | 39.9% |
| PLANT_BOMB            | 6     | False | <div></div> | PHANTOM                    | <div></div> | 31.0% |
| CAPTUREULTIMATEORB    | 5     | False | <div></div> | BULLDOG                    | <div></div> | 10.3% |
| BEGINDEFUSE_BOMB      | 3     | False | <div></div> | GHOST                      | <div></div> | 9.5%  |
| STOPDEFUSE_BOMB       | 3     | False | <div></div> | SHERIFF                    | <div></div> | 4.6%  |
| EXPLODE_BOMB          | 1     | False | <div></div> | CLASSIC                    | <div></div> | 3.3%  |
|                       |       |       |             | BOMB                       | <div></div> | 3.2%  |
|                       |       |       |             | UNKNOWN                    | <div></div> | 1.3%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (66.1%)

Relies heavily on precision aiming and headshots

| STRATEGIC RISK FACTORS  |   |
|---|---|
| <div>HIGH IMPACT</div> <div>DAMAGE EFFICIENCY</div> <div>SHAP: -4.405</div> | <div>MODERATE IMPACT</div> <div>ALIVE</div> <div>SHAP: -0.076</div> |

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

JETT

BEST ABILITY: ARC-ROSE

STRENGTH SCORE

4.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

| OBJECTIVE SUITABILITY      |       |       |             | DAMAGE SOURCE DISTRIBUTION |             |       |
|----------------------------|-------|-------|-------------|----------------------------|-------------|-------|
| OBJECTIVE                  | COUNT | FIRST | SUITABILITY | PHANTOM                    |             | 79.4% |
| BEGINDEFUSE_BOMB           | 3     | True  | <div></div> | BULLDOG                    | <div></div> | 6.8%  |
| STOPDEFUSE_BOMB            | 3     | True  | <div></div> | SHERIFF                    | <div></div> | 5.1%  |
| REACHDEFUSE_BOMBCHECKPOINT | 2     | True  | <div></div> | CLASSIC                    | <div></div> | 4.9%  |
| DEFUSE_BOMB                | 2     | True  | <div></div> | RAZORVINE                  | <div></div> | 2.2%  |
| CAPTUREULTIMATEORB         | 1     | False | <div></div> | GHOST                      | <div></div> | 1.0%  |
|                            |       |       |             | STINGER                    | <div></div> | 0.8%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (59.1%)

Relies heavily on precision aiming and headshots

| STRATEGIC RISK FACTORS |                    |
|------------------------|--------------------|
| HIGH IMPACT            | MODERATE IMPACT    |
| DAMAGE EFFICIENCY      | RIFLE DAMAGE RATIO |
| SHAP: -4.405           | SHAP: -0.059       |

TACTICAL\_ENVELOPE: 2843069

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ROUND 3

WIN PROBABILITY

NET #234898.23%

CRITICAL TACTICAL OBSERVATIONS

>> High-risk duelist: Takes massive damage during encounters.

RECOMMENDED AGENT

# JETT

BEST ABILITY: POISON-CLOUD

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

# PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

## OBJECTIVE SUITABILITY

| OBJECTIVE        | COUNT | FIRST | SUITABILITY            |
|------------------|-------|-------|------------------------|
| BEGINDEFUSE_BOMB | 1     | False | <div><div></div></div> |
| STOPDEFUSE_BOMB  | 1     | False | <div><div></div></div> |
| PLANT_BOMB       | 1     | False | <div><div></div></div> |

## DAMAGE SOURCE DISTRIBUTION

|            |                        |       |
|------------|------------------------|-------|
| PHANTOM    | <div><div></div></div> | 57.9% |
| SHERIFF    | <div><div></div></div> | 31.0% |
| SPECTRE    | <div><div></div></div> | 7.0%  |
| SNAKE-BITE | <div><div></div></div> | 4.1%  |

DAMAGE TARGET PROFILE

PRIMARY: HEAD (58.8%)

Relies heavily on precision aiming and headshots

## STRATEGIC RISK FACTORS

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

HIGH IMPACT

PISTOL DAMAGE RATIO

SHAP: -0.311

TACTICAL\_ENVELOPE: 2843069

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