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	Precision Rating	Teamwork Assist
180.0 / 184.0	**82.5%**	**0.42**
K/D RATIO: 0.98	UNIT_HS_AVG	DENSITY_INDEX

STRATEGIC STRENGTHS

FEATURE	IMPACT	SIGNAL
kill diff		strongly supports winning
sniper ratio		strongly supports winning
least weapon ratio		minor influence
top weapon ratio		minor influence
smg ratio		minor influence

VULNERABILITY ASSESSMENT

FEATURE	DEFICIT SCORE	RISK LEVEL
kill diff		high impact
shotgun ratio		moderate impact
rifle ratio		moderate impact
eco ratio		moderate impact
assist density		low impact

WEAPON LOADOUT IMPACT

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

SERIES INTEL REPORT

TEAM_OBJECT_REF: 79
SERIES_ID: 2843069

DATE: 2026.01.31

1.1%

STATUS: UNDERPERFORMING

CONFIDENCE: HIGH

COMBAT K/D	PRECISION RATIO	KILL DIFFERENTIAL
0.82	**85.3%**	**-42**
197 K / 239 D	ACCURACY INDEX	NET SERIES IMPACT

POSITIVE SIGNALS

LEAST WEAPON RATIO	100.0%
TEAM ID	69.0%
SHOTGUN RATIO	26.0%
TOP WEAPON RATIO	21.0%
ASSIST DENSITY	15.0%

LOSS RISK FACTORS

KILL DIFF	100.0%
RIFLE RATIO	8.0%
SMG RATIO	4.0%
KILLS	3.0%
WEAPON ENTROPY	3.0%

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: **#2843069**
ROUNDS_PLAYED: **3**
WIN_RATIO: **0/3**

SERIES WIN PROBABILITY

27.5%

CONSISTENCY SCORE: 99.9%

ECONOMY INSIGHT

Player is an low-investment contributor, contributing 5% of team firepower. They conserves credits well.

LOADOUT RATIO	**5.8%**
NETWORTH RATIO	**10.9%**
CREDIT RESERVE	**41.2%**

WEAPON ENGAGEMENT

RIFLE

RIFLE	U:74.0% D:70.0%
SMG	U:12.0% D:4.0%
PISTOL	U:14.0% D:8.0%

PRIMARY STRENGTHS

● **PISTOL DAMAGE RATIO**	+0.079
● **HEADSHOT DAMAGE RATIO**	+0.017

CRITICAL WEAKNESSES

● **DAMAGE EFFICIENCY**	-4.405
● **ALIVE**	-0.084
● **LEG DAMAGE RATIO**	-0.054
● **BODY DAMAGE RATIO**	-0.044

INDIVIDUAL_REPORT

PLAYER_ID: 10636

STYLE: AIM HEAVY

SERIES_REF: **#2843069**
ROUNDS_PLAYED: **3**
WIN_RATIO: **0/3**

SERIES WIN PROBABILITY

35.6%

CONSISTENCY SCORE: 100.0%

ECONOMY INSIGHT

Player is an economy-balanced contributor, contributing 21% of team firepower. They conserves credits well.

LOADOUT RATIO	**21.5%**
NETWORTH RATIO	**25.9%**
CREDIT RESERVE	**39.8%**

WEAPON ENGAGEMENT

`RIFLE`

RIFLE	U:52.0%D:43.0%
SMG	U:12.0%D:14.0%
SHOTGUN	U:5.0%D:0.0%
SNIPER	U:3.0%D:0.0%
PISTOL	U:17.0%D:6.0%
ABILITY	U:11.0%D:26.0%

PRIMARY STRENGTHS
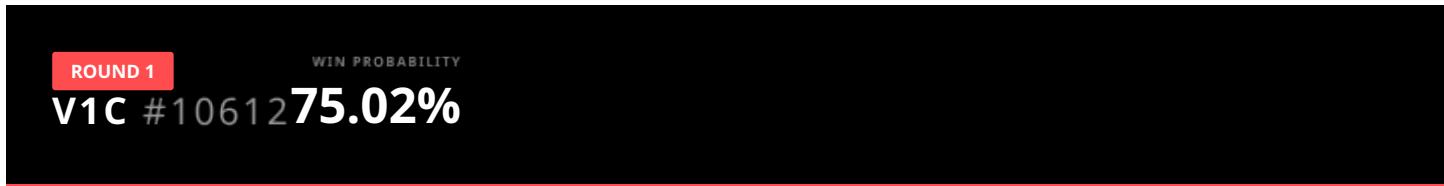
● **SHOTGUN DAMAGE RATIO**	+0.069
● **RIFLE DAMAGE RATIO**	+0.068
● **BODY DAMAGE RATIO**	+0.042

CRITICAL WEAKNESSES

● **DAMAGE EFFICIENCY**	-4.405
● **ALIVE**	-0.116
● **HEADSHOT DAMAGE RATIO**	-0.071

ROUND 1

WIN PROBABILITY

V1C #10612 **75.02%**

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

RECOMMENDED AGENT

RAZE

BEST ABILITY: SHROUDED-STEP

STRENGTH SCORE

2.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY

DAMAGE SOURCE DISTRIBUTION

VANDAL	41.7%
PHANTOM	36.4%
STINGER	15.3%
BOMB	4.4%
SHERIFF	4.1%
GUARDIAN	1.7%
CLASSIC	0.9%

DAMAGE TARGET PROFILE

PRIMARY: HEAD (48.3%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT	HIGH IMPACT	HIGH IMPACT	MODERATE IMPACT
HEADSHOT DAMAGE RATIO	**BODY DAMAGE RATIO**	**DAMAGE EFFICIENCY**	**ALIVE**
SHAP: -0.06	SHAP: -0.157	SHAP: -4.405	SHAP: -0.074

TACTICAL_ENVELOPE: 2843069

ROUND 2

WIN PROBABILITY

V1C #10612 **5.75%**

CRITICAL TACTICAL OBSERVATIONS

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

RECOMMENDED AGENT

RAZE

BEST ABILITY: DARK-COVER

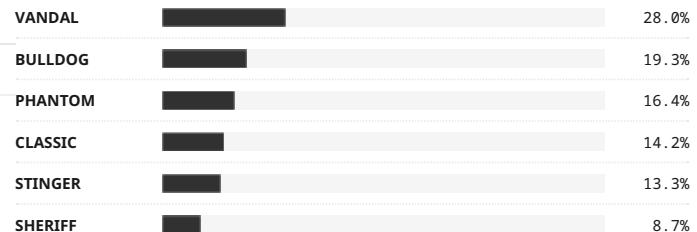STRENGTH SCORE

2.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
PLANT_BOMB	4	False	▬▬▬

DAMAGE SOURCE DISTRIBUTION

VANDAL	▬▬▬	28.0%
BULLDOG	▬▬	19.3%
PHANTOM	▬▬	16.4%
CLASSIC	▬▬	14.2%
STINGER	▬▬	13.3%
SHERIFF	▬	8.7%

DAMAGE TARGET PROFILE

PRIMARY: BODY (58.5%)

Primarily deals body damage, indicating spray-based engagements

STRATEGIC RISK FACTORS

MODERATE IMPACT	HIGH IMPACT	MODERATE IMPACT
BODY DAMAGE RATIO	**DAMAGE EFFICIENCY**	**ALIVE**
SHAP: -0.11	SHAP: -4.405	SHAP: -0.128

TACTICAL_ENVELOPE: 2843069

ROUND 3

WIN PROBABILITY

V1C #10612 **1.82%**

CRITICAL TACTICAL OBSERVATIONS

>> Sharp Shooter: High headshot frequency detected.

RECOMMENDED AGENT

RAZE

BEST ABILITY: DARK-COVER

STRENGTH SCORE

4.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

DAMAGE SOURCE DISTRIBUTION

OBJECTIVE	COUNT	FIRST	SUITABILITY
PLANT_BOMB	3	True	▬▬
EXPLODE_BOMB	1	False	●
BEGINDEFUSE_BOMB	1	False	●
REACHDEFUSE_BOMBCHECKPOINT	1	False	●
STOPDEFUSE_BOMB	1	False	●

Weapon	Percentage
VANDAL	61.1%
BULLDOG	12.1%
GHOST	6.8%
PHANTOM	5.3%
ODIN	5.3%
STINGER	4.3%
GUARDIAN	3.9%
CLASSIC	1.2%
BOMB	0.6%

DAMAGE TARGET PROFILE

PRIMARY: HEAD (73.2%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT	HIGH IMPACT	MODERATE IMPACT
LEG DAMAGE RATIO	**DAMAGE EFFICIENCY**	**ALIVE**
SHAP: -0.054	SHAP: -4.405	SHAP: -0.051