

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 style="width: 100%;">██████████</div>	strongly supports winning
sniper ratio	<div style="width: 80%;">███████</div>	strongly supports winning
least weapon ratio	<div style="width: 60%;">████</div>	minor influence
top weapon ratio	<div style="width: 60%;">████</div>	minor influence
smg ratio	<div style="width: 60%;">████</div>	minor influence

VULNERABILITY ASSESSMENT

FEATURE	DEFICIT SCORE	RISK LEVEL
kill diff	<div style="width: 20%; background-color: red;">███████████</div>	high impact
shotgun ratio	<div style="width: 20%; background-color: red;">███████████</div>	moderate impact
rifle ratio	<div style="width: 20%; background-color: red;">███████████</div>	moderate impact
eco ratio	<div style="width: 20%; background-color: red;">███████████</div>	moderate impact
assist density	<div style="width: 20%; background-color: red;">███████████</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

STATUS: OPTIMIZED

CONFIDENCE: HIGH

89.3%

COMBAT K/D

0.97

242 K / 249 D

PRECISION RATIO

87.2%

ACCURACY INDEX

KILL DIFFERENTIAL

-7

NET SERIES IMPACT

POSITIVE SIGNALS

KILLS	100.0%
SMG RATIO	66.0%
SNIPER RATIO	59.0%
TEAM ID	57.0%
ECO RATIO	50.0%

LOSS RISK FACTORS

KILL DIFF	100.0%
LEAST WEAPON RATIO	15.0%
TOP WEAPON RATIO	8.0%
DEATHS	7.0%
SERIES ID	1.0%

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: #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
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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

SERIES_REF: #2843060

ROUNDS_PLAYED: 3

WIN_RATIO: 0/3

STYLE: AIM HEAVY

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

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
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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

SERIES_REF: #2843060

ROUNDS_PLAYED: 3

WIN_RATIO: 0/3

STYLE: RIFLER

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%

NETWORTH RATIO	13.5%
CREDIT RESERVE	34.0%

WEAPON ENGAGEMENT

RIFLE

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

SERIES_REF: #2843060

ROUNDS_PLAYED: 3

WIN_RATIO: 0/3

STYLE: AIM HEAVY

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

SERIES_REF: #2843060

ROUNDS_PLAYED: 3

WIN_RATIO: 0/3

STYLE: AIM HEAVY

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%
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PRIMARY STRENGTHS

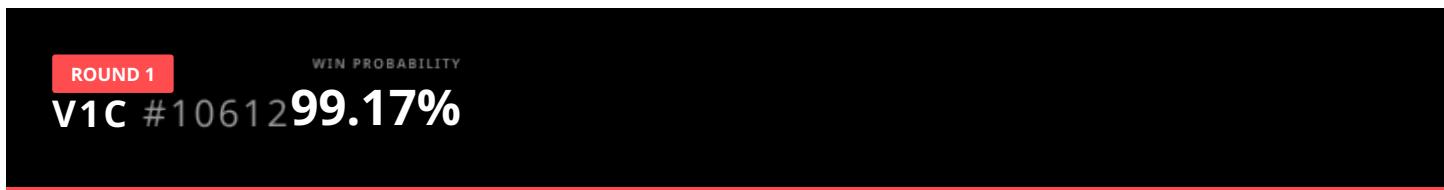
●	ALIVE	+0.086
●	BODY DAMAGE RATIO	+0.07

CRITICAL WEAKNESSES

●	DAMAGE EFFICIENCY	-4.405
●	PISTOL DAMAGE RATIO	-0.267

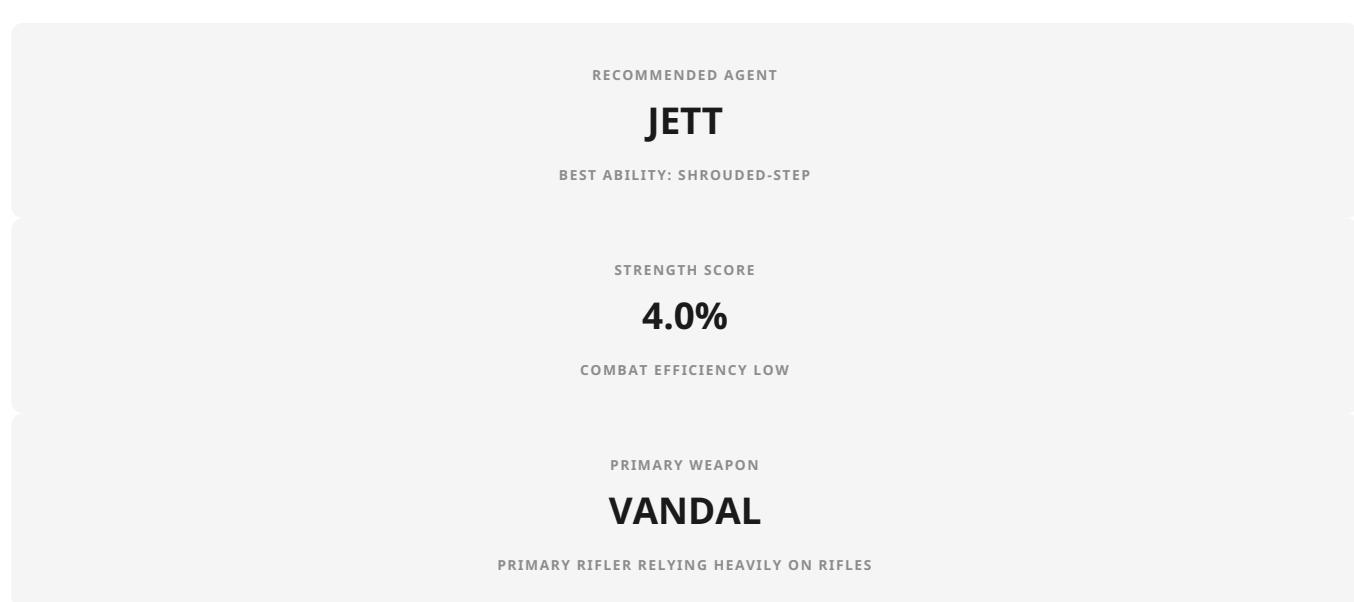
INTEL_REPORT // GENERATED_2026

PLAYER_SERIES_PROTOCOL_V4



CRITICAL TACTICAL OBSERVATIONS

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



OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY	VANDAL	CLASSIC	PHANTOM	SHERIFF	JUDGE	68.6%
PLANT_BOMB	4	True	—	—	—	—	—	—	11.8%
BEGINDEFUSE_BOMB	5	False	—	—	—	—	—	—	11.0%
STOPDEFUSE_BOMB	5	False	—	—	—	—	—	—	6.5%
REACHDEFUSE_BOMBCHECKPOINT	2	False	—	—	—	—	—	—	2.2%

DAMAGE SOURCE DISTRIBUTION



DAMAGE TARGET PROFILE

PRIMARY: HEAD (59.2%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT

HEADSHOT DAMAGE RATIO
SHAP: -0.062

HIGH IMPACT

DAMAGE EFFICIENCY
SHAP: -4.405

MODERATE IMPACT

RIFLE DAMAGE RATIO
SHAP: -0.058

TACTICAL_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

OXY #10636 **99.42%**

RECOMMENDED AGENT

RAZE

BEST ABILITY: PAINT-SHELLS

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

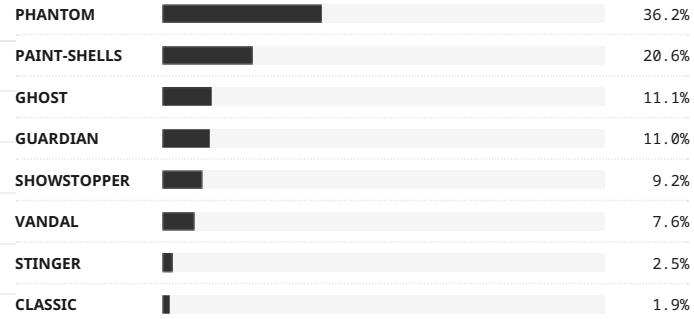
PHANTOM

SIGNIFICANT DAMAGE CONTRIBUTION FROM ABILITIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
CAPTUREULTIMATEORB	5	True	█████
PLANT_BOMB	1	False	●
EXPLODE_BOMB	1	False	●
BEGINDEFUSE_BOMB	1	False	●
DEFUSE_BOMB	1	False	●
STOPDEFUSE_BOMB	1	False	●

DAMAGE SOURCE DISTRIBUTION



DAMAGE TARGET PROFILE

PRIMARY: BODY (48.8%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT

HEADSHOT DAMAGE RATIO
SHAP: -0.059

HIGH IMPACT

BODY DAMAGE RATIO
SHAP: -0.198

HIGH IMPACT

DAMAGE EFFICIENCY
SHAP: -4.405

TACTICAL_ENVELOPE: 2843069

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ROUND 1

WIN PROBABILITY

MITCH #1195 99.16%**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	DAMAGE SOURCE DISTRIBUTION	
CAPTUREULTIMATEORB	1	False	•	PHANTOM	62.9%
PLANT_BOMB	1	False	•	BULLDOG	15.4%
BEGINDEFUSE_BOMB	1	False	•	GUARDIAN	8.0%
REACHDEFUSE_BOMBCHECKPOINT	1	False	•	CLASSIC	5.4%
DEFUSE_BOMB	1	False	•	STINGER	3.7%
STOPDEFUSE_BOMB	1	False	•	SHORTY	3.1%
				VANDAL	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 #1193 80.77%

RECOMMENDED AGENT

RAZE

BEST ABILITY: ARC-ROSE

STRENGTH SCORE

3.0%

COMBAT EFFICIENCY LOW

PRIMARY WEAPON

PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY	DAMAGE SOURCE DISTRIBUTION	
BEGINDEFUSE_BOMB	4	False	—	PHANTOM	57.5%
STOPDEFUSE_BOMB	4	False	—	STINGER	9.0%
EXPLODE_BOMB	1	True	—	CLASSIC	8.4%
DEFUSE_BOMB	3	False	—	SHERIFF	8.4%
REACHDEFUSE_BOMBCHECKPOINT	2	False	—	BULLDOG	7.4%
PLANT_BOMB	1	False	•	RAZORVINE	5.7%
CAPTUREULTIMATEORB	1	False	•	SHORTY	4.3%

DAMAGE TARGET PROFILE

PRIMARY: BODY (66.4%)

Primarily deals body damage, indicating spray-based engagements

STRATEGIC RISK FACTORS

MODERATE IMPACT

BODY DAMAGE RATIO

SHAP: -0.106

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

ALIVE

SHAP: -0.137

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	DAMAGE SOURCE	DISTRIBUTION (%)
BEGINDEFUSE_BOMB	2	False	—	PHANTOM	76.7%
STOPDEFUSE_BOMB	2	False	—	UNKNOWN	7.6%
PLANT_BOMB	1	False	•	SNAKE-BITE	5.8%
REACHDEFUSE_BOMBCHECKPOINT	1	False	•	CLASSIC	4.4%
DEFUSE_BOMB	1	False	•	SPECTRE	2.5%
				GHOST	2.1%
				SHORTY	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 #10612 14.11%**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

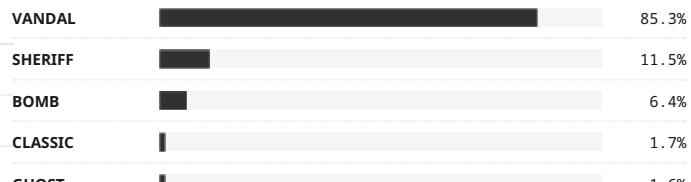
VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
BEGINDEFUSE_BOMB	2	False	—
STOPDEFUSE_BOMB	2	False	—
PLANT_BOMB	1	False	—

DAMAGE SOURCE DISTRIBUTION



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

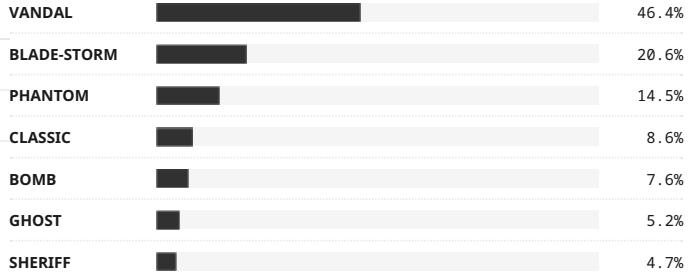
VANDAL

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
CAPTUREULTIMATEORB	2	True	—
PLANT_BOMB	1	False	—

DAMAGE SOURCE DISTRIBUTION



DAMAGE TARGET PROFILE

PRIMARY: HEAD (70.3%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

PISTOL DAMAGE RATIO

SHAP: -0.133

MODERATE IMPACT

ALIVE

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

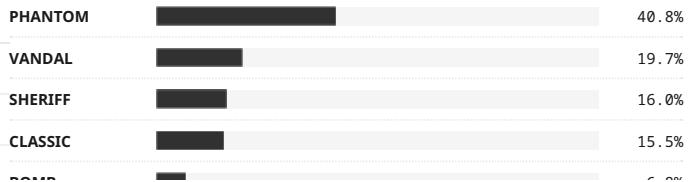
PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
PLANT_BOMB	7	True	—
EXPLODE_BOMB	3	True	—

DAMAGE SOURCE DISTRIBUTION



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

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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

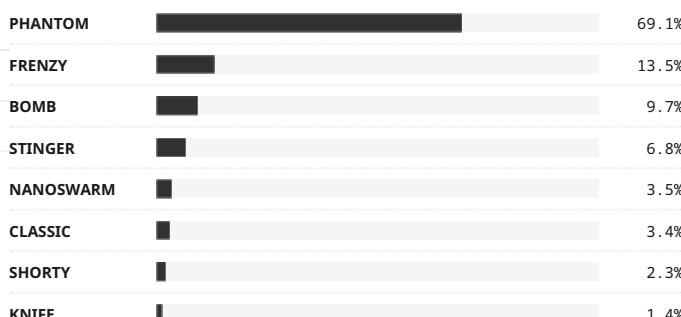
PHANTOM

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
PLANT_BOMB	1	False	-
EXPLODE_BOMB	1	False	-

DAMAGE SOURCE DISTRIBUTION



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

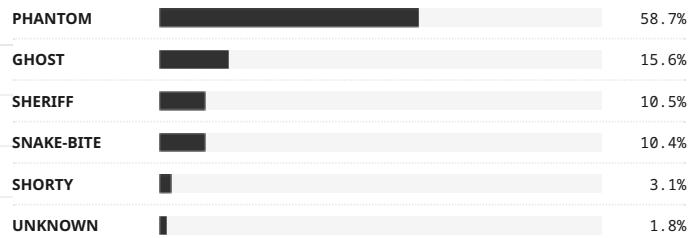
PRIMARY WEAPON

PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY**DAMAGE SOURCE DISTRIBUTION**

OBJECTIVE	COUNT	FIRST	SUITABILITY
CAPTUREULTIMATEORB	2	False	—
PLANT_BOMB	1	False	•
EXPLODE_BOMB	1	False	•



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**

TACTICAL_ENVELOPE: 2843069

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ROUND 3

WIN PROBABILITY

V1C #10612 83.89%

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	DAMAGE SOURCE	DISTRIBUTION (%)
BEGINDEFUSE_BOMB	5	False	█████	VANDAL	72.3%
STOPDEFUSE_BOMB	5	False	█████	PHANTOM	10.3%
PLANT_BOMB	3	False	███	CLASSIC	8.1%
REACHDEFUSE_BOMBCHECKPOINT	2	False	██	SHERIFF	6.3%
DEFUSE_BOMB	2	False	██	BULLDOG	1.6%
EXPLODE_BOMB	1	False	●	STINGER	1.4%

DAMAGE TARGET PROFILE

PRIMARY: HEAD (57.8%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

MODERATE IMPACT

HEADSHOT DAMAGE RATIO

SHAP: -0.07

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

ALIVE

SHAP: -0.113

TACTICAL_ENVELOPE: 2843069

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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

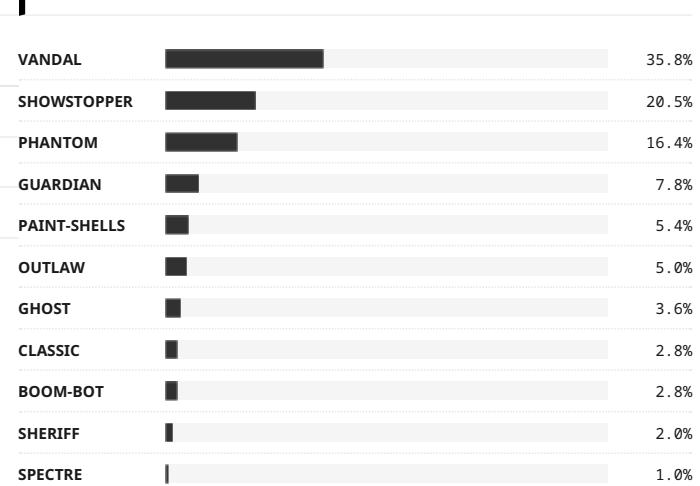
VANDAL

SIGNIFICANT DAMAGE CONTRIBUTION FROM ABILITIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
CAPTUREULTIMATEORB	7	True	███████
PLANT_BOMB	1	False	█
EXPLODE_BOMB	1	False	█

DAMAGE SOURCE DISTRIBUTION



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

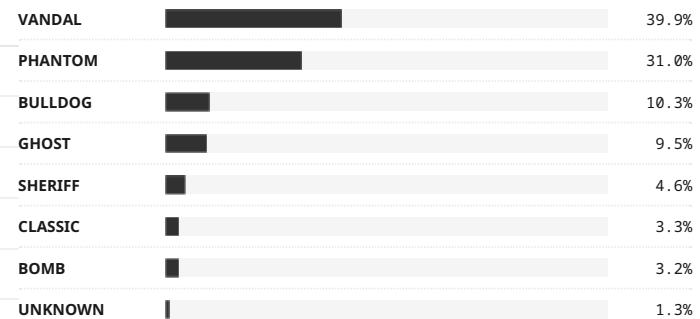
VANDAL

PRIMARY RIFLER RELYING HEAVILY ON RIFLES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
PLANT_BOMB	6	False	—
CAPTUREULTIMATEORB	5	False	—
BEGINDEFUSE_BOMB	3	False	—
STOPDEFUSE_BOMB	3	False	—
EXPLODE_BOMB	1	False	—

DAMAGE SOURCE DISTRIBUTION



DAMAGE TARGET PROFILE

PRIMARY: HEAD (66.1%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS

HIGH IMPACT

DAMAGE EFFICIENCY

SHAP: -4.405

MODERATE IMPACT

ALIVE

SHAP: -0.076

TACTICAL_ENVELOPE: 2843069

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ROUND 3

WIN PROBABILITY

XEPPAA #1193 98.75%

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

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

DAMAGE TARGET PROFILE

PRIMARY: HEAD (59.1%)

Relies heavily on precision aiming and headshots

STRATEGIC RISK FACTORS**HIGH IMPACT****DAMAGE EFFICIENCY**

SHAP: -4.405

MODERATE IMPACT**RIFLE DAMAGE RATIO**

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

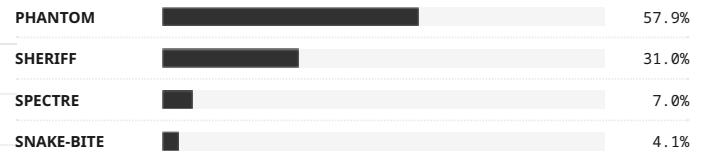
PHANTOM

BALANCED WEAPON USAGE ACROSS CATEGORIES

OBJECTIVE SUITABILITY

OBJECTIVE	COUNT	FIRST	SUITABILITY
BEGINDEFUSE_BOMB	1	False	■—————
STOPDEFUSE_BOMB	1	False	■—————
PLANT_BOMB	1	False	■—————

DAMAGE SOURCE DISTRIBUTION



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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