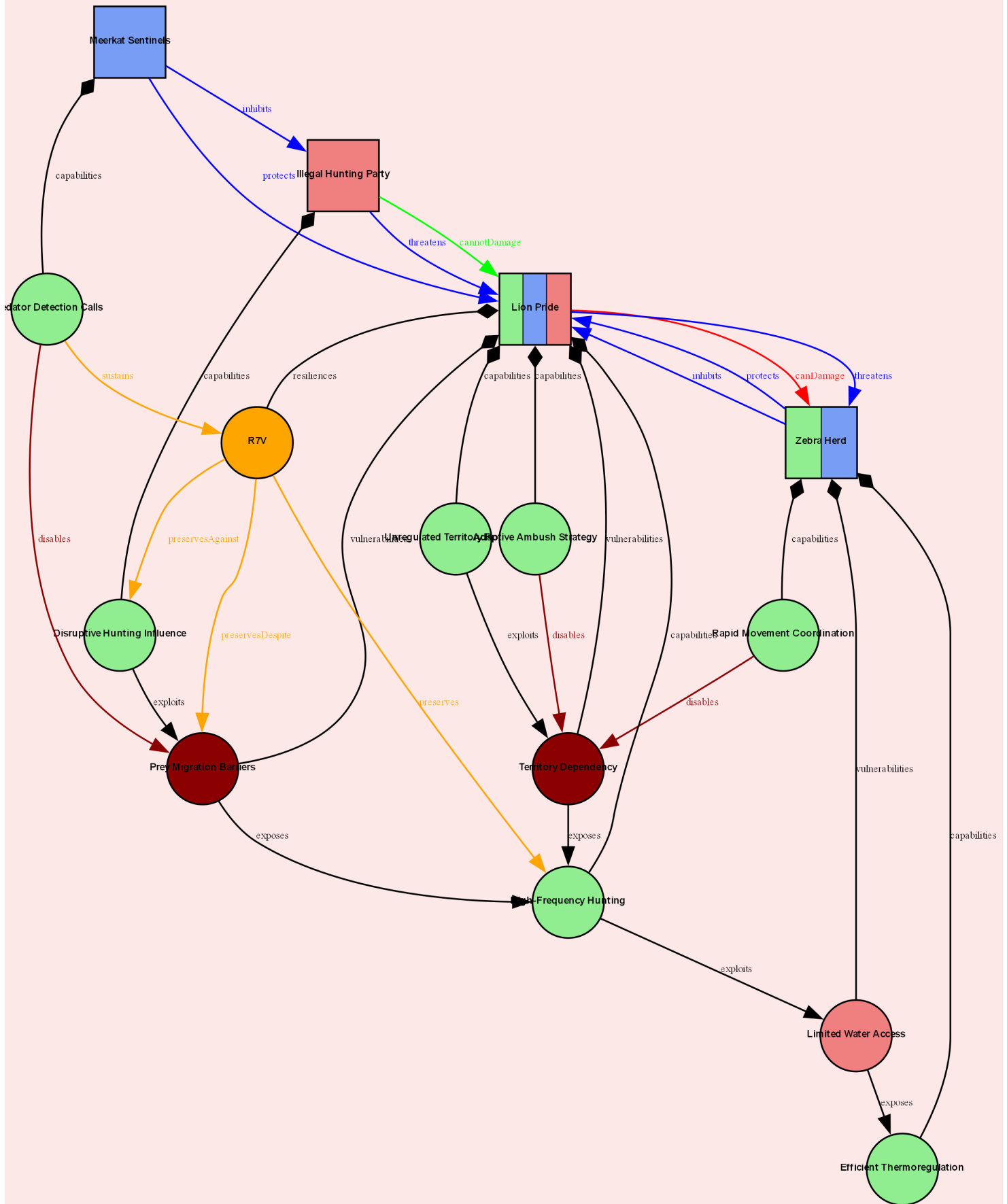


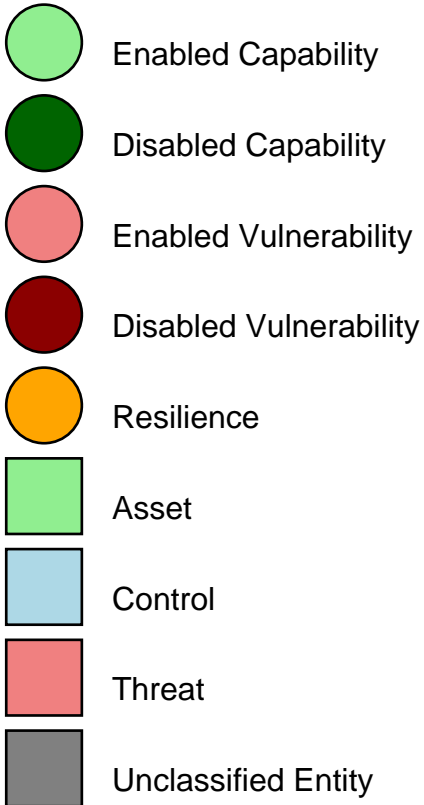
## Report for Scenario: Dry Season Survival

[OPERATIONAL] Scenario Dry Season Survival: VULNERABLE



# Legend for Scenario Elements

## Node Types

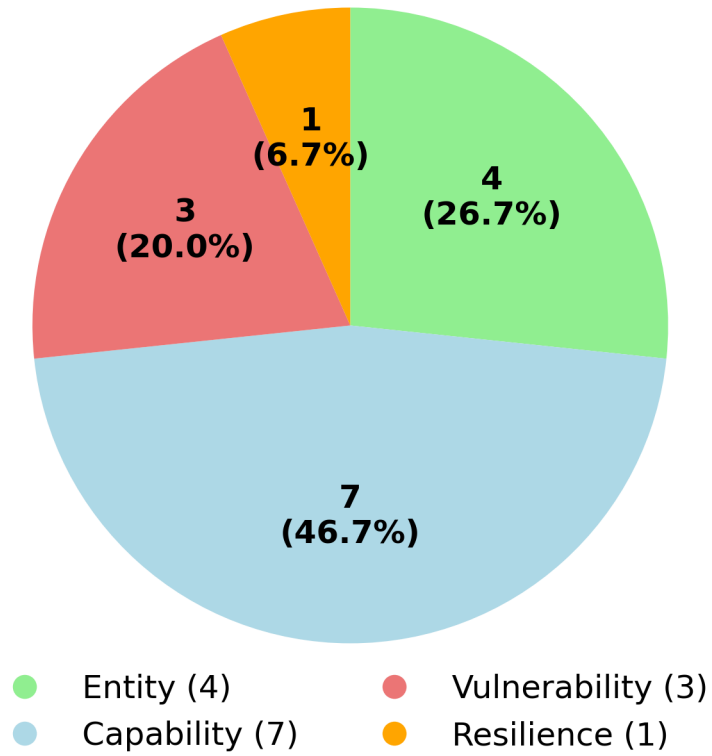


## Edge Types



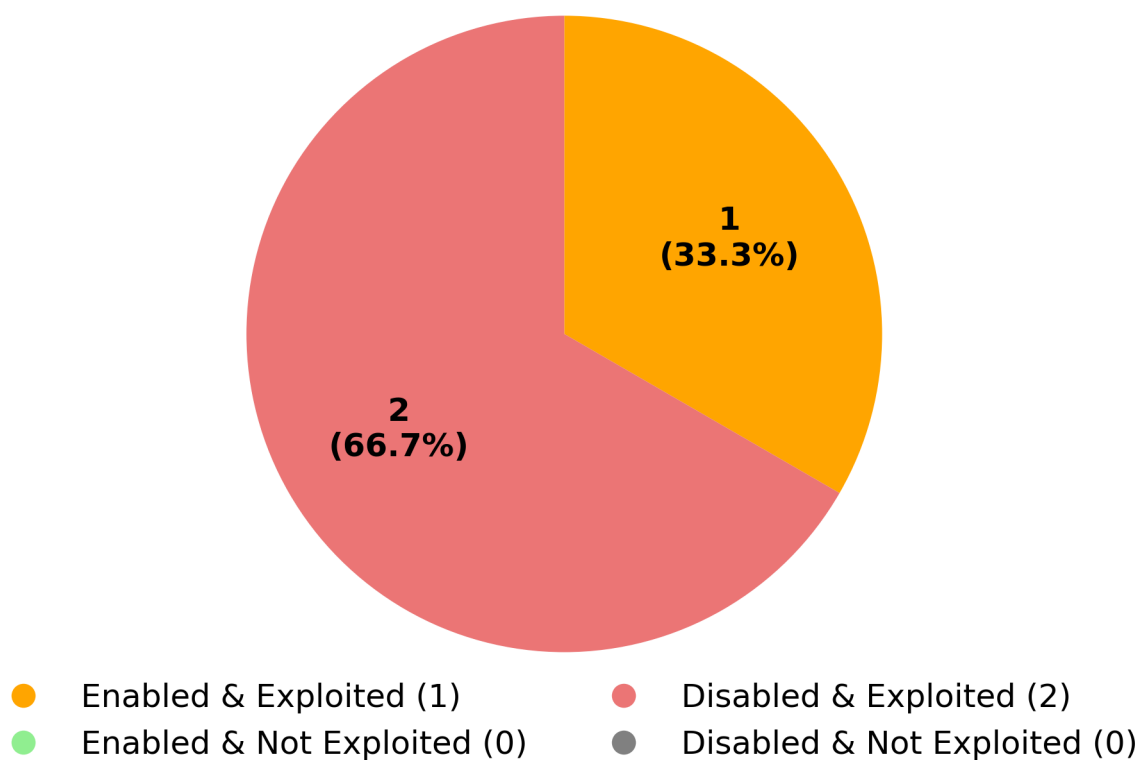
## Instances per Class

Total Instances: 15



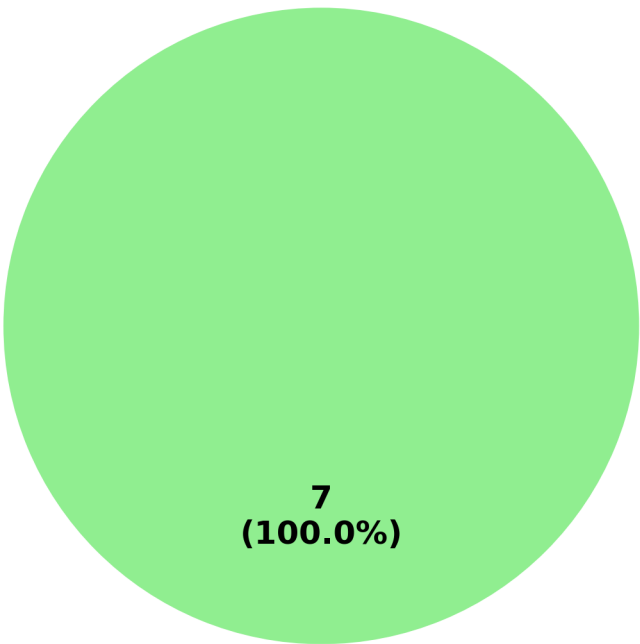
## Vulnerabilities

Total Instances: 3



# Capabilities

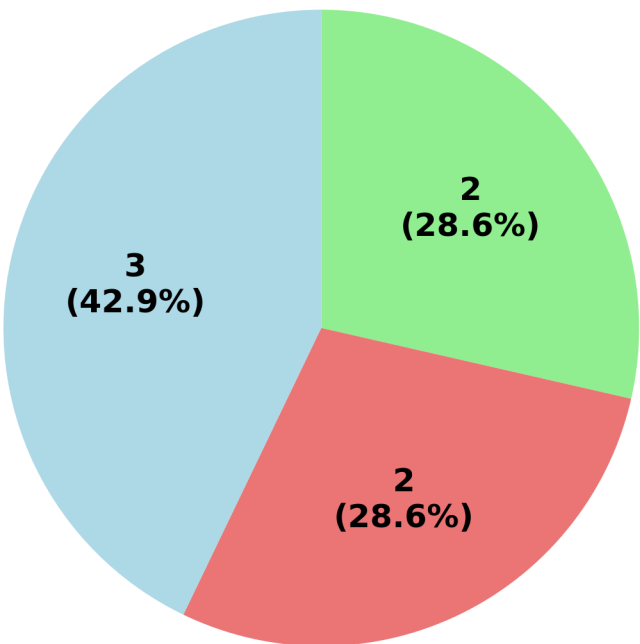
Total Instances: 7



● Enabled (7)      ● Disabled (0)

# Entities

Total Instances: 4



- Assets (2)
- Threats (2)
- Controls (3)
- Unclassified (0)

## Scenario's Indexes

Resilience Index: 66.67%

*Proportion of vulnerabilities that did not result in damage or were prevented.*

Vulnerability Index: 33.33%

*Proportion of vulnerabilities that are considered active or damaging.*

Capabilities-to-Vulnerabilities Ratio: 2.33

*Number of capabilities divided by the number of vulnerabilities across all assets.*

Capabilities-to-Vulnerabilities Ratio (Enabled & Exploited): 7

*Number of capabilities divided by the number of enabled and exploited vulnerabilities across all assets.*

Capabilities-to-Vulnerabilities Ratio (Enabled & Not Exploited): 0

*Number of capabilities divided by the number of enabled but not exploited vulnerabilities across all assets.*

Capabilities-to-Vulnerabilities Ratio (Disabled & Exploited): 3.50

*Number of capabilities divided by the number of disabled and exploited vulnerabilities across all assets.*

Capabilities-to-Vulnerabilities Ratio (Disabled & Not Exploited): 0

*Number of capabilities divided by the number of disabled and not exploited vulnerabilities across all assets.*

Exposed Capabilities Count: 2

*Total number of capabilities exposed by any vulnerability.*

Exposed Capabilities Count (Enabled & Exploited): 1

*Number of capabilities exposed by enabled and exploited vulnerabilities.*

Exposed Capabilities Count (Enabled & Not Exploited): 0

*Number of capabilities exposed by enabled but not exploited vulnerabilities.*

Exposed Capabilities Count (Disabled & Exploited): 1

*Number of capabilities exposed by disabled and exploited vulnerabilities.*

Exposed Capabilities Count (Disabled & Not Exploited): 0

*Number of capabilities exposed by disabled and not exploited vulnerabilities.*

Per-Asset Capability Risk: 1

*Average number of exposed capabilities per asset.*

Per-Asset Capability Risk (Enabled & Exploited): 0.50

*Average number of capabilities per asset exposed by enabled and exploited vulnerabilities.*

Per-Asset Capability Risk (Enabled & Not Exploited): 0

*Average number of capabilities per asset exposed by enabled but not exploited vulnerabilities.*

Per-Asset Capability Risk (Disabled & Exploited): 0.50

*Average number of capabilities per asset exposed by disabled and exploited vulnerabilities.*

Per-Asset Capability Risk (Disabled & Not Exploited): 0

*Average number of capabilities per asset exposed by disabled and not exploited vulnerabilities.*

Control-to-Asset Ratio: 1.50

*Number of controls divided by the number of assets in the scenario.*

Threat-to-Asset Ratio: 1

*Number of threats divided by the number of assets in the scenario.*

Control-to-Threat Ratio: 1.50

*Number of controls divided by the number of threats in the scenario.*

Preserves per Resilience Ratio: 1

*Average number of 'preserves' relations per resilience instance.*

PreservesDespite per Resilience Ratio: 1

*Average number of 'preservesDespite' relations per resilience instance, indicating tolerance mechanisms.*

PreservesAgainst per Resilience Ratio: 1

*Average number of 'preservesAgainst' relations per resilience instance, indicating protective mechanisms.*

Sustains per Resilience Ratio: 1

*Average number of 'sustains' relations per resilience instance.*