

Project Information		Financial Summary		Operational Metrics		Risk Assessment		Compliance Status	
Project Name	ID	Budget	Actual	Units Produced	Quality Score	Incidents	Severity	Audit Status	Compliance Level
Project Alpha	001	\$1.2M	\$1.1M	1500	95%	2	Low	Pass	Compliant
Project Beta	002	\$850K	\$900K	1200	92%	3	Medium	Fail	Non-Compliant
Project Gamma	003	\$2.1M	\$2.0M	2500	98%	1	Low	Pass	Compliant
Project Delta	004	\$950K	\$980K	1300	90%	4	High	Fail	Non-Compliant
Project Epsilon	005	\$1.5M	\$1.4M	1800	96%	2	Low	Pass	Compliant
Project Zeta	006	\$1.1M	\$1.2M	1400	93%	3	Medium	Fail	Non-Compliant
Project Eta	007	\$1.8M	\$1.7M	2200	97%	1	Low	Pass	Compliant
Project Theta	008	\$1.3M	\$1.4M	1600	94%	2	Medium	Fail	Non-Compliant
Project Iota	009	\$1.0M	\$1.1M	1300	91%	3	Medium	Fail	Non-Compliant
Project Kappa	010	\$1.6M	\$1.5M	1900	96%	2	Low	Pass	Compliant
Project Lambda	011	\$1.4M	\$1.5M	1700	94%	2	Medium	Fail	Non-Compliant
Project Mu	012	\$1.7M	\$1.6M	2100	97%	1	Low	Pass	Compliant
Project Nu	013	\$1.2M	\$1.3M	1500	93%	2	Medium	Fail	Non-Compliant
Project Xi	014	\$1.9M	\$1.8M	2300	98%	1	Low	Pass	Compliant
Project Omicron	015	\$1.1M	\$1.2M	1400	92%	3	Medium	Fail	Non-Compliant
Project Pi	016	\$1.5M	\$1.4M	1800	96%	2	Low	Pass	Compliant
Project Rho	017	\$1.3M	\$1.4M	1600	94%	2	Medium	Fail	Non-Compliant
Project Sigma	018	\$1.7M	\$1.6M	2100	97%	1	Low	Pass	Compliant
Project Tau	019	\$1.4M	\$1.5M	1700	94%	2	Medium	Fail	Non-Compliant
Project Upsilon	020	\$1.6M	\$1.5M	1900	96%	2	Low	Pass	Compliant
Project Phi	021	\$1.2M	\$1.3M	1500	93%	2	Medium	Fail	Non-Compliant
Project Chi	022	\$1.8M	\$1.7M	2200	97%	1	Low	Pass	Compliant
Project Psi	023	\$1.1M	\$1.2M	1400	92%	3	Medium	Fail	Non-Compliant
Project Omega	024	\$1.5M	\$1.4M	1800	96%	2	Low	Pass	Compliant
















Detailed Financials		Operational Data		Risk & Compliance		Project Summary	
Category	Value	Units	Quality	Incidents	Severity	Status	Notes
Material Costs	\$450K	1200	92%	3	Medium	Fail	Material quality issues
Labor Costs	\$300K	1500	95%	2	Low	Pass	Labor efficiency improved
Overhead Costs	\$100K	1500	95%	2	Low	Pass	Overhead costs stable
Revenue	\$1.2M	1500	95%	2	Low	Pass	Revenue on track
Profit	\$150K	1500	95%	2	Low	Pass	Profit margin healthy
Customer Satisfaction	4.5/5	1500	95%	2	Low	Pass	Customer feedback positive
Production Efficiency	95%	1500	95%	2	Low	Pass	Production process optimized
Quality Control	98%	1500	95%	2	Low	Pass	Quality control strict
Inventory Management	92%	1500	95%	2	Low	Pass	Inventory levels stable
Logistics	90%	1500	95%	2	Low	Pass	Logistics on schedule
Marketing	95%	1500	95%	2	Low	Pass	Marketing campaign effective
Customer Support	93%	1500	95%	2	Low	Pass	Customer support responsive
Product Development	96%	1500	95%	2	Low	Pass	Product development on time
Manufacturing	94%	1500	95%	2	Low	Pass	Manufacturing process efficient
Distribution	91%	1500	95%	2	Low	Pass	Distribution network expanded
Retail	93%	1500	95%	2	Low	Pass	Retail partners satisfied
Wholesale	92%	1500	95%	2	Low	Pass	Wholesale orders fulfilled
Direct Sales	94%	1500	95%	2	Low	Pass	Direct sales growth
Online Sales	95%	1500	95%	2	Low	Pass	Online sales increasing
Partnerships	96%	1500	95%	2	Low	Pass	Partnerships beneficial
Supplier Relations	93%	1500	95%	2	Low	Pass	Supplier relations strong
Customer Retention	94%	1500	95%	2	Low	Pass	Customer retention high
Brand Loyalty	95%	1500	95%	2	Low	Pass	Brand loyalty growing
Market Share	96%	1500	95%	2	Low	Pass	Market share increasing
Competitive Advantage	97%	1500	95%	2	Low	Pass	Competitive advantage clear
Customer Engagement	94%	1500	95%	2	Low	Pass	Customer engagement high
Product Innovation	95%	1500	95%	2	Low	Pass	Product innovation ongoing
Operational Excellence	96%	1500	95%	2	Low	Pass	Operational excellence achieved
Customer Satisfaction	93%	1500	95%	2	Low	Pass	Customer satisfaction high
Product Quality	94%	1500	95%	2	Low	Pass	Product quality excellent
Customer Service	95%	1500	95%	2	Low	Pass	Customer service top-notch
Product Development	96%	1500	95%	2	Low	Pass	Product development on track
Manufacturing	94%	1500	95%	2	Low	Pass	Manufacturing process efficient
Distribution	91%	1500	95%	2	Low	Pass	Distribution network expanded
Retail	93%	1500	95%	2	Low	Pass	Retail partners satisfied
Wholesale	92%	1500	95%	2	Low	Pass	Wholesale orders fulfilled
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Operational Excellence	96%	1500	95%	2	Low	Pass	Operational excellence achieved





























Project Information		Financials		Risk		Quality		Communication		Stakeholder		Reporting		Compliance	
Name	ID	Budget	Actual	Score	Level	Defects	Open	Frequency	Priority	Role	Impact	Frequency	Category	Requirement	Standard
Project A	101	1000	950	85	Low	5	2	High	Urgent	Manager	High	Weekly	Strategic	ISO 9001	Internal
Project B	102	1200	1100	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project C	103	800	820	90	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project D	104	1500	1400	65	High	15	8	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project E	105	900	880	80	Medium	7	3	Medium	Normal	Analyst	Medium	Weekly	Operational	ISO 14001	Internal
Project F	106	1100	1050	70	Medium	12	6	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 45001	Internal
Project G	107	700	720	88	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project H	108	1300	1250	78	Medium	9	4	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project I	109	1000	980	82	Low	6	3	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project J	110	1400	1350	72	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project K	111	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project L	112	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project M	113	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project N	114	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project O	115	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project P	116	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project Q	117	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project R	118	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project S	119	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project T	120	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project U	121	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project V	122	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project W	123	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project X	124	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project Y	125	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project Z	126	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AA	127	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AB	128	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AC	129	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AD	130	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AE	131	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AF	132	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project AG	133	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AH	134	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AI	135	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AJ	136	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AK	137	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AL	138	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AM	139	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AN	140	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AO	141	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AP	142	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AQ	143	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AR	144	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project AS	145	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AT	146	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AU	147	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AV	148	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AW	149	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AX	150	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project AY	151	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project AZ	152	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BA	153	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BB	154	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BC	155	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BD	156	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project BE	157	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BF	158	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BG	159	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BH	160	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BI	161	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BJ	162	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BK	163	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BL	164	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BM	165	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BN	166	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BO	167	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BP	168	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project BQ	169	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BR	170	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BS	171	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BT	172	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BU	173	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BV	174	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BV	175	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BW	176	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BX	177	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project BY	178	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project BZ	179	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CA	180	1450	1400	71	High	14	7	High	Critical	Director	Very High	Quarterly	Strategic	SOX	External
Project CB	181	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CC	182	1100	1050	75	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project CD	183	950	930	84	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CE	184	1250	1200	76	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project CF	185	800	780	87	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CG	186	1350	1300	73	Medium	11	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project CH	187	900	880	81	Low	5	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CI	188	1150	1100	74	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project CJ	189	850	830	86	Low	4	2	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CK	190	1200	1150	77	Medium	10	5	Medium	Normal	Analyst	Medium	Monthly	Operational	ISO 27001	External
Project CL	191	750	730	89	Low	3	1	Low	Low	Developer	Low	Daily	Tactical	GDPR	Internal
Project CM	192	1450	1400												





























Project Information		Financials		Risk		Quality		Compliance		Reporting		Approval		Status	
Name	ID	Budget	Actual	Score	Level	Defects	Open	Standards	Regulations	Frequency	Impact	Approver	Date	Current	Target
Project A	101	\$100k	\$95k	85	Low	5	2	ISO 9001	GDPR	Quarterly	Medium	John Doe	2023-10-27	On Track	On Track
Project B	102	\$200k	\$210k	70	Medium	10	5	ISO 27001	SOX	Monthly	High	Jane Smith	2023-10-26	Over Budget	At Risk
Project C	103	\$50k	\$50k	90	Low	2	1	ISO 14001	PCI DSS	Annual	Low	Mike Brown	2023-10-25	On Track	On Track
Project D	104	\$300k	\$280k	80	Medium	8	3	ISO 45001	HIPAA	Quarterly	Medium	Sarah Green	2023-10-24	On Track	On Track
Project E	105	\$75k	\$75k	88	Low	3	1	ISO 50001	CCPA	Annual	Low	David White	2023-10-23	On Track	On Track





























Weapon Type Hit Chance										
Target	Assault Rifle	SMG	Pistol	LMG	Marksman	Sniper	Shotgun	Charge Rifle [12]	Burst Rifle	
Body	0.5	0.4	0.4	0.35	0.3	0.25	0.4	0.5	0.45	
Head	0.3	0.15	0.4	0.1	0.4	0.5	0.3	0.25	0.2	
Legs	0.1	0.15	0.05	0.2	0.05	0.05	0.1	0.2	0.1	
Miss	0.1	0.3	0.15	0.35	0.25	0.2	0.2	0.05	0.25	1





























Ammo Type Finding Ease							
Light	Heavy	Energy	Special	Shotgun	Sniper	Arrows	Hybrid
4	3	2	0	4	2	2	4.5

























Encounter One Player vs One Enemy with 150 Health		Enemies	Health	Chance	Effective Health		
		1	150	0.16	150		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		9.74025974	0	0.7215007215	0	0.7215007215	1
R-99		18.30384381	0	1.016880212	0	1.016880212	0.89
Alternator		12.58389262	0	1.258389262	0	1.258389262	0.81
C.A.R		15.48786784	0	0.9992172798	0	0.9992172798	0.9
RE-45 Auto		11.96172249	0	0.9201324991	0	0.9201324991	0.92
P2020		7.974481659	0	1.139211666	0	1.139211666	0.85
VK-47 Flatline		7.575757576	0	0.7575757576	0	0.7575757576	0.98
Hemlock Burst		8.571428571	0	1.242236025	0	1.242236025	0.81
Prowler Burst PDW		14.38159156	0	1.29563888	0	1.29563888	0.79
M600 Spitfire		12.43781095	0	1.381978994	0	1.381978994	0.76
Rampage		8.610792193	0	1.722158439	0	1.722158439	0.64
3030-Repeater		2.877697842	0	1.24217173	0	1.24217173	0.81
Wingman		2.554278416	0	0.9824147755	0	0.9824147755	0.9
HAVOC		7.507507508	0	0.6703131703	0.42	1.09031317	0.86
Devotion		14.92537313	0	1.492537313	0.5	1.992537313	0.55
L-Star		13.16944688	0	1.316944688	0	1.316944688	0.78
Triple Take		2.278423331	0	1.898686109	0.5	2.398686109	0.4
Volt		11.84366364	0	0.98697197	0	0.98697197	0.9
G7 Scout		3.663003663	0	0.9157509158	0	0.9157509158	0.93
Kraber .50 Cal		0.8305647841	0	1.993355482	0	1.993355482	0.55
Mastiff		1.530612245	0	1.275510204	0	1.275510204	0.8
Bocek Compound Bow		2.392344498	2	1.341501587	1.2	2.541501587	0.35
EVA-8		3.174603175	0	1.587301587	0	1.587301587	0.69
Mozambique		3.80952381	0	1.731601732	0	1.731601732	0.64
Peacekeeper		1.731601732	0	1.889020071	0	1.889020071	0.58
Charge Rifle		1.646090535	0	2.532446977	1.02	3.552446977	0
Longbow DMR		1.998001998	0	1.665001665	0	1.665001665	0.66
Sentinel		1.65471594	0	2.757859901	0	2.757859901	0.28





























Encounter Two Player vs Two Enemies with 150 Health Each		Enemies	Health	Chance	Effective Health		
		2	150	0.4	300		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		19.48051948	1	1.443001443	3.2	4.643001443	0.31
R-99		36.60768761	1	2.033760423	2.45	4.483760423	0.35
Alternator		25.16778523	1	2.516778523	2.23	4.746778523	0.29
C.A.R		30.97573567	1	1.99843456	2.13	4.12843456	0.42
RE-45 Auto		23.92344498	1	1.840264998	1.95	3.790264998	0.5
P2020		15.94896332	1	2.278423331	1.25	3.528423331	0.55
VK-47 Flatline		15.15151515	0	1.515151515	0	1.515151515	1
Hemlock Burst		17.14285714	0	2.48447205	0	2.48447205	0.78
Prowler Burst PDW		28.76318313	1	2.591277759	2.6	5.191277759	0.19
M600 Spitfire		24.87562189	0	2.763957988	0	2.763957988	0.72
Rampage		17.22158439	0	3.444316877	0	3.444316877	0.57
3030-Repeater		5.755395683	0	2.48434346	0	2.48434346	0.78
Wingman		5.108556833	0	1.964829551	0	1.964829551	0.9
HAVOC		15.01501502	0	1.340626341	0.42	1.760626341	0.94
Devotion		29.85074627	0	2.985074627	0.5	3.485074627	0.56
L-Star		26.33889377	1	2.633889377	2.45	5.083889377	0.21
Triple Take		4.556846662	0	3.797372218	0.5	4.297372218	0.39
Volt		23.68732728	0	1.97394394	0	1.97394394	0.89
G7 Scout		7.326007326	0	1.831501832	0	1.831501832	0.93
Kraber .50 Cal		1.661129568	0	3.986710963	0	3.986710963	0.45
Mastiff		3.06122449	0	2.551020408	0	2.551020408	0.77
Bocek Compound Bow		4.784688995	4	2.683003175	2.4	5.083003175	0.21
EVA-8		6.349206349	0	3.174603175	0	3.174603175	0.63
Mozambique		7.619047619	1	3.463203463	2.4	5.863203463	0.04
Peacekeeper		3.463203463	0	3.778040142	0	3.778040142	0.5
Charge Rifle		3.29218107	0	5.064893954	1.02	6.084893954	0
Longbow DMR		3.996003996	0	3.33000333	0	3.33000333	0.6
Sentinel		3.309431881	0	5.515719801	0	5.515719801	0.12

Encounter Three Player vs Three Enemies with 150 Health Each		Enemies	Health	Chance	Effective Health		
		3	150	0.24	450		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		29.22077922	1	2.164502165	3.2	5.364502165	0.68
R-99		54.91153142	2	3.050640635	4.9	7.950640635	0.41
Alternator		37.75167785	1	3.775167785	2.23	6.005167785	0.62
C.A.R		46.46360351	2	2.997651839	4.26	7.257651839	0.48
RE-45 Auto		35.88516746	2	2.760397497	3.9	6.660397497	0.55
P2020		23.92344498	1	3.417634997	1.25	4.667634997	0.76
VK-47 Flatline		22.72727273	1	2.272727273	3.1	5.372727273	0.68
Hemlock Burst		25.71428571	1	3.726708075	2.85	6.576708075	0.56
Prowler Burst PDW		43.14477469	2	3.886916639	5.2	9.086916639	0.29
M600 Spitfire		37.31343284	1	4.145936982	4.2	8.345936982	0.37
Rampage		25.83237658	0	5.166475316	0	5.166475316	0.71
3030-Repeater		8.633093525	1	3.726515191	0.75	4.476515191	0.78
Wingman		7.662835249	1	2.947244327	2.1	5.047244327	0.72
HAVOC		22.52252252	0	2.010939511	0.42	2.430939511	1
Devotion		44.7761194	1	4.47761194	4.63	9.10761194	0.29
L-Star		39.50834065	1	3.950834065	2.45	6.400834065	0.57
Triple Take		6.835269993	1	5.696058328	4.06	9.756058328	0.22
Volt		35.53099092	1	2.96091591	2.03	4.99091591	0.72
G7 Scout		10.98901099	0	2.747252747	0	2.747252747	0.96
Kraber .50 Cal		2.491694352	0	5.980066445	0	5.980066445	0.62
Mastiff		4.591836735	1	3.826530612	1.7	5.526530612	0.67
Bocek Compound Bow		7.177033493	7	4.024504762	4.2	8.224504762	0.38
EVA-8		9.523809524	1	4.761904762	2.8	7.561904762	0.45
Mozambique		11.42857143	1	5.194805195	2.4	7.594805195	0.45
Peacekeeper		5.194805195	1	5.667060213	3.5	9.167060213	0.28
Charge Rifle		4.938271605	0	7.597340931	1.02	8.617340931	0.34
Longbow DMR		5.994005994	0	4.995004995	0	4.995004995	0.72
Sentinel		4.964147821	1	8.273579702	3.6	11.8735797	0

Encounter Six vs Three Enemies with 200 Health Each		Player		Enemies	Health	Chance	Effective Health	
				3	200	0.045	600	
		Encounter 1						
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking	
R-301 Carbine		38.96103896	2	2.886002886	6.4	9.286002886	0.48	
R-99		73.21537523	3	4.067520846	7.35	11.41752085	0.29	
Alternator		50.33557047	2	5.033557047	4.46	9.493557047	0.46	
C.A.R		61.95147135	3	3.996869119	6.39	10.38686912	0.38	
RE-45 Auto		47.84688995	2	3.680529996	3.9	7.580529996	0.64	
P2020		31.89792663	2	4.556846662	2.5	7.056846662	0.69	
VK-47 Flatline		30.3030303	1	3.03030303	3.1	6.13030303	0.77	
Hemlock Burst		34.28571429	1	4.968944099	2.85	7.818944099	0.62	
Prowler Burst PDW		57.52636625	2	5.182555518	5.2	10.38255552	0.38	
M600 Spitfire		49.75124378	1	5.527915976	4.2	9.727915976	0.44	
Rampage		34.44316877	1	6.88633754	2.6	9.488633754	0.46	
3030-Repeater		11.51079137	1	4.968686921	0.75	5.718686921	0.81	
Wingman		10.21711367	1	3.929659102	2.1	6.029659102	0.78	
HAVOC		30.03003003	1	2.681252681	4.04	6.721252681	0.72	
Devotion		59.70149254	1	5.970149254	4.63	10.60014925	0.36	
L-Star		52.67778753	2	5.267778753	4.9	10.16777875	0.4	
Triple Take		9.113693324	1	7.594744437	4.06	11.65474444	0.27	
Volt		47.37465456	1	3.94788788	2.03	5.97788788	0.78	
G7 Scout		14.65201465	0	3.663003663	0	3.663003663	1	
Kraber .50 Cal		3.322259136	0	7.973421927	0	7.973421927	0.6	
Mastiff		6.12244898	1	5.102040816	1.7	6.802040816	0.71	
Bocek Compound Bow		9.56937799	9	5.36600635	5.4	10.76600635	0.35	
EVA-8		12.6984127	1	6.349206349	2.8	9.149206349	0.49	
Mozambique		15.23809524	2	6.926406926	4.8	11.72640693	0.26	
Peacekeeper		6.926406926	1	7.556080283	3.5	11.05608028	0.32	
Charge Rifle		6.58436214	0	10.12978791	1.02	11.14978791	0.31	
Longbow DMR		7.992007992	1	6.66000666	3.66	10.32000666	0.39	
Sentinel		6.618863762	1	11.0314396	3.6	14.6314396	0	

Encounter Four Player vs One Enemy with 200 Health		Enemies	Health	Chance	Effective Health		
		1	200	0.03	200		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		12.98701299	0	0.962000962	0	0.962000962	1
R-99		24.40512508	1	1.355840282	2.45	3.805840282	0.17
Alternator		16.77852349	0	1.677852349	0	1.677852349	0.79
C.A.R		20.65049045	1	1.332289706	2.13	3.462289706	0.27
RE-45 Auto		15.94896332	0	1.226843332	0	1.226843332	0.92
P2020		10.63264221	0	1.518948887	0	1.518948887	0.83
VK-47 Flatline		10.1010101	0	1.01010101	0	1.01010101	0.98
Hemlock Burst		11.42857143	0	1.6563147	0	1.6563147	0.79
Prowler Burst PDW		19.17545542	0	1.727518506	0	1.727518506	0.77
M600 Spitfire		16.58374793	0	1.842638659	0	1.842638659	0.74
Rampage		11.48105626	0	2.296211251	0	2.296211251	0.61
3030-Repeater		3.836930456	0	1.656228974	0	1.656228974	0.79
Wingman		3.405704555	0	1.309886367	0	1.309886367	0.89
HAVOC		10.01001001	0	0.8937508938	0.42	1.313750894	0.89
Devotion		19.90049751	0	1.990049751	0.5	2.490049751	0.55
L-Star		17.55926251	0	1.755926251	0	1.755926251	0.76
Triple Take		3.037897775	0	2.531581479	0.5	3.031581479	0.39
Volt		15.79155152	0	1.315962627	0	1.315962627	0.89
G7 Scout		4.884004884	0	1.221001221	0	1.221001221	0.92
Kraber .50 Cal		1.107419712	0	2.657807309	0	2.657807309	0.5
Mastiff		2.040816327	0	1.700680272	0	1.700680272	0.78
Bocek Compound Bow		3.189792663	3	1.788668783	1.8	3.588668783	0.23
EVA-8		4.232804233	0	2.116402116	0	2.116402116	0.66
Mozambique		5.079365079	0	2.308802309	0	2.308802309	0.6
Peacekeeper		2.308802309	0	2.518693428	0	2.518693428	0.54
Charge Rifle		2.19478738	0	3.376595969	1.02	4.396595969	0
Longbow DMR		2.664002664	0	2.22000222	0	2.22000222	0.63
Sentinel		2.206287921	0	3.677146534	0	3.677146534	0.2

Encounter Five Player vs Two Enemies with 200 Health Each		Enemies	Health	Chance	Effective Health		
		2	200	0.075	400		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		25.97402597	1	1.924001924	3.2	5.124001924	0.66
R-99		48.81025015	2	2.711680564	4.9	7.611680564	0.38
Alternator		33.55704698	1	3.355704698	2.23	5.585704698	0.61
C.A.R		41.3009809	2	2.664579413	4.26	6.924579413	0.46
RE-45 Auto		31.89792663	1	2.453686664	1.95	4.403686664	0.74
P2020		21.26528442	1	3.037897775	1.25	4.287897775	0.76
VK-47 Flatline		20.2020202	1	2.02020202	3.1	5.12020202	0.66
Hemlock Burst		22.85714286	1	3.3126294	2.85	6.1626294	0.54
Prowler Burst PDW		38.35091083	1	3.455037012	2.6	6.055037012	0.56
M600 Spitfire		33.16749585	0	3.685277317	0	3.685277317	0.83
Rampage		22.96211251	0	4.592422503	0	4.592422503	0.72
3030-Repeater		7.673860911	1	3.312457947	0.75	4.062457947	0.78
Wingman		6.81140911	1	2.619772735	2.1	4.719772735	0.71
HAVOC		20.02002002	0	1.787501788	0.42	2.207501788	1
Devotion		39.80099502	1	3.980099502	4.63	8.610099502	0.26
L-Star		35.11852502	1	3.511852502	2.45	5.961852502	0.57
Triple Take		6.075795549	1	5.063162958	4.06	9.123162958	0.2
Volt		31.58310304	1	2.631925253	2.03	4.661925253	0.71
G7 Scout		9.768009768	0	2.442002442	0	2.442002442	0.97
Kraber .50 Cal		2.214839424	0	5.315614618	0	5.315614618	0.64
Mastiff		4.081632653	1	3.401360544	1.7	5.101360544	0.66
Bocek Compound Bow		6.379585327	6	3.577337567	3.6	7.177337567	0.43
EVA-8		8.465608466	1	4.232804233	2.8	7.032804233	0.44
Mozambique		10.15873016	1	4.617604618	2.4	7.017604618	0.45
Peacekeeper		4.617604618	0	5.037386856	0	5.037386856	0.67
Charge Rifle		4.38957476	0	6.753191938	1.02	7.773191938	0.36
Longbow DMR		5.328005328	0	4.44000444	0	4.44000444	0.74
Sentinel		4.412575841	1	7.354293069	3.6	10.95429307	0

Encounter Seven Player vs One Enemy with 250 Health		Enemies	Health	Chance	Effective Health		
		1	250	0.01	250		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		16.23376623	0	1.202501203	0	1.202501203	1
R-99		30.50640635	1	1.694800353	2.45	4.144800353	0.27
Alternator		20.97315436	1	2.097315436	2.23	4.327315436	0.23
C.A.R		25.81311306	1	1.665362133	2.13	3.795362133	0.36
RE-45 Auto		19.93620415	1	1.533554165	1.95	3.483554165	0.44
P2020		13.29080276	0	1.898686109	0	1.898686109	0.82
VK-47 Flatline		12.62626263	0	1.262626263	0	1.262626263	0.98
Hemlock Burst		14.28571429	0	2.070393375	0	2.070393375	0.78
Prowler Burst PDW		23.96931927	1	2.159398133	2.6	4.759398133	0.12
M600 Spitfire		20.72968491	0	2.303298323	0	2.303298323	0.73
Rampage		14.35132032	0	2.870264064	0	2.870264064	0.59
3030-Repeater		4.79616307	0	2.070286217	0	2.070286217	0.78
Wingman		4.257130694	0	1.637357959	0	1.637357959	0.89
HAVOC		12.51251251	0	1.117188617	0.42	1.537188617	0.91
Devotion		24.87562189	0	2.487562189	0.5	2.987562189	0.56
L-Star		21.94907814	1	2.194907814	2.45	4.644907814	0.15
Triple Take		3.797372218	0	3.164476849	0.5	3.664476849	0.39
Volt		19.7394394	0	1.644953283	0	1.644953283	0.89
G7 Scout		6.105006105	0	1.526251526	0	1.526251526	0.92
Kraber .50 Cal		1.38427464	0	3.322259136	0	3.322259136	0.48
Mastiff		2.551020408	0	2.12585034	0	2.12585034	0.77
Bocek Compound Bow		3.987240829	3	2.235835979	1.8	4.035835979	0.3
EVA-8		5.291005291	0	2.645502646	0	2.645502646	0.64
Mozambique		6.349206349	1	2.886002886	2.4	5.286002886	0
Peacekeeper		2.886002886	0	3.148366785	0	3.148366785	0.52
Charge Rifle		2.743484225	0	4.220744961	1.02	5.240744961	0.01
Longbow DMR		3.33000333	0	2.775002775	0	2.775002775	0.61
Sentinel		2.757859901	0	4.596433168	0	4.596433168	0.16





























Encounter Eight
 Player vs Two Enemies with 250
 Health Each




























Enemies	Health	Chance	Effective Health
2	250	0.025	500

Encounter 1

Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
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Weapon

Weapon	Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine 	32.46753247	1	2.405002405	3.2	5.605002405	0.73
R-99 	61.01281269	3	3.389600705	7.35	10.73960071	0.21
Alternator 	41.94630872	2	4.194630872	4.46	8.654630872	0.42
C.A.R 	51.62622612	2	3.330724266	4.26	7.590724266	0.53
RE-45 Auto 	39.87240829	2	3.06710833	3.9	6.96710833	0.59
P2020 	26.58160553	1	3.797372218	1.25	5.047372218	0.79
VK-47 Flatline 	25.25252525	1	2.525252525	3.1	5.625252525	0.73
Hemlock Burst 	28.57142857	1	4.140786749	2.85	6.990786749	0.59
Prowler Burst PDW 	47.93863854	2	4.318796265	5.2	9.518796265	0.33
M600 Spitfire 	41.45936982	1	4.606596646	4.2	8.806596646	0.4
Rampage 	28.70264064	1	5.740528129	2.6	8.340528129	0.45
3030-Repeater 	9.592326139	1	4.140572434	0.75	4.890572434	0.81
Wingman 	8.514261388	1	3.274715918	2.1	5.374715918	0.76
HAVOC 	25.02502503	1	2.234377234	4.04	6.274377234	0.66
Devotion 	49.75124378	1	4.975124378	4.63	9.605124378	0.32
L-Star 	43.89815628	2	4.389815628	4.9	9.289815628	0.35
Triple Take 	7.594744437	1	6.328953697	4.06	10.3889537	0.24
Volt 	39.4788788	1	3.289906567	2.03	5.319906567	0.76
G7 Scout 	12.21001221	0	3.052503053	0	3.052503053	1
Kraber .50 Cal 	2.76854928	0	6.644518272	0	6.644518272	0.63
Mastiff 	5.102040816	1	4.25170068	1.7	5.95170068	0.7
Bocek Compound Bow 	7.974481659	7	4.471671958	4.2	8.671671958	0.42
EVA-8 	10.58201058	1	5.291005291	2.8	8.091005291	0.48
Mozambique 	12.6984127	2	5.772005772	4.8	10.57200577	0.22
Peacekeeper 	5.772005772	1	6.296733569	3.5	9.796733569	0.3
Charge Rifle 	5.48696845	0	8.441489923	1.02	9.461489923	0.34
Longbow DMR 	6.66000666	1	5.55000555	3.66	9.21000555	0.36
Sentinel 	5.515719801	1	9.192866336	3.6	12.79286634	0

Encounter Nine Player vs Three Enemies with 250 Health Each		Enemies	Health	Chance	Effective Health		
		3	250	0.015	750		
		Encounter 1					
Weapon		Bullets Needed For Encounter	Reloads For Encounter	Weapon Firing Time (Seconds)	Reload Time (Seconds)	Time To Kill Average (Seconds)	Kill Score Ranking
R-301 Carbine		48.7012987	2	3.607503608	6.4	10.00750361	0.66
R-99		91.51921904	4	5.084401058	9.8	14.88440106	0.37
Alternator		62.91946309	3	6.291946309	6.69	12.98194631	0.48
C.A.R		77.43933918	3	4.996086399	6.39	11.3860864	0.58
RE-45 Auto		59.80861244	3	4.600662495	5.85	10.4506625	0.64
P2020		39.87240829	2	5.696058328	2.5	8.196058328	0.77
VK-47 Flatline		37.87878788	1	3.787878788	3.1	6.887878788	0.85
Hemlock Burst		42.85714286	2	6.211180124	5.7	11.91118012	0.55
Prowler Burst PDW		71.90795781	3	6.478194398	7.8	14.2781944	0.4
M600 Spitfire		62.18905473	1	6.90989497	4.2	11.10989497	0.6
Rampage		43.05396096	1	8.610792193	2.6	11.21079219	0.59
3030-Repeater		14.38848921	2	6.210858651	1.5	7.710858651	0.8
Wingman		12.77139208	2	4.912073878	4.2	9.112073878	0.72
HAVOC		37.53753754	1	3.351565852	4.04	7.391565852	0.82
Devotion		74.62686567	2	7.462686567	8.76	16.22268657	0.29
L-Star		65.84723442	3	6.584723442	7.35	13.93472344	0.42
Triple Take		11.39211666	1	9.493430546	4.06	13.55343055	0.45
Volt		59.2183182	2	4.93485985	4.06	8.99485985	0.73
G7 Scout		18.31501832	0	4.578754579	0	4.578754579	1
Kraber .50 Cal		4.15282392	1	9.966777409	4.3	14.26677741	0.4
Mastiff		7.653061224	1	6.37755102	1.7	8.07755102	0.78
Bocek Compound Bow		11.96172249	11	6.707507937	6.6	13.30750794	0.46
EVA-8		15.87301587	1	7.936507937	2.8	10.73650794	0.62
Mozambique		19.04761905	3	8.658008658	7.2	15.85800866	0.31
Peacekeeper		8.658008658	1	9.445100354	3.5	12.94510035	0.49
Charge Rifle		8.230452675	1	12.66223488	7.14	19.80223488	0.07
Longbow DMR		9.99000999	1	8.325008325	3.66	11.98500833	0.54
Sentinel		8.273579702	2	13.7892995	7.2	20.9892995	0

[1] Wind Up 300-900

[2] Shoots 3 Bullets in a Fan: 21 x3

[3] Actually 18. Shoots 3 bullets

[4] Can be fully charged or partially charged 107-180

[5] 25-60 based on charge

[6] Can be fully charged or partially charged 1.25 - 1.75

[7] Can be fully charged or partially charged .8 - .9

[8] 6 x 9

[9] 15 x 3

[10] 9 x 11

[11] Wtf??? 3 x 15 + 45???

[12] Hitscan as opposed to other weapons