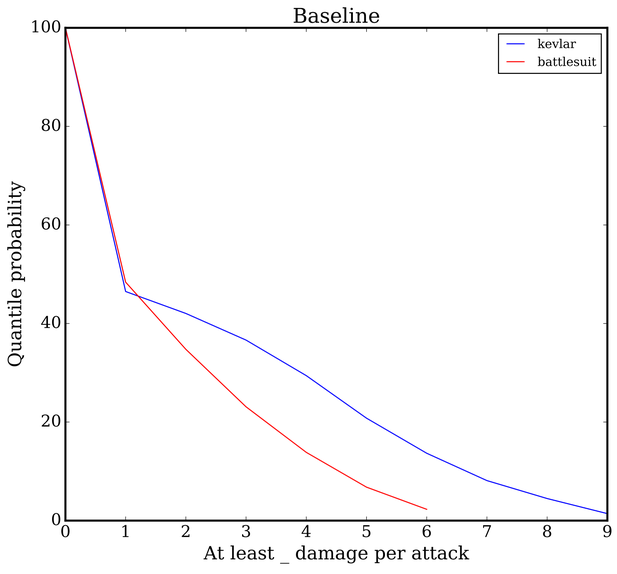
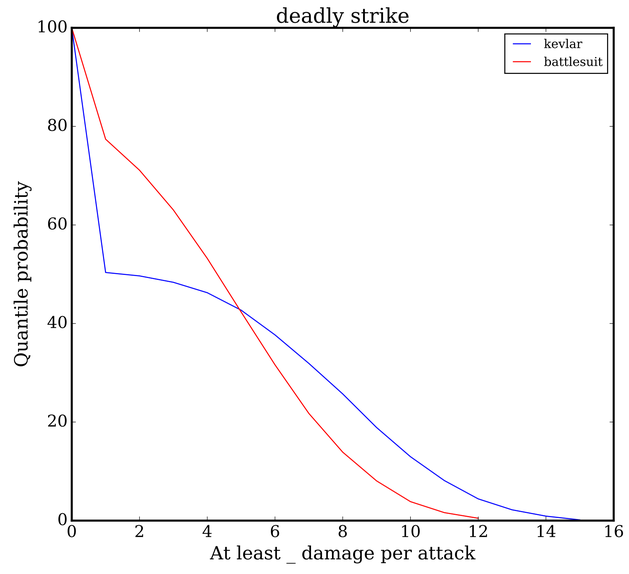
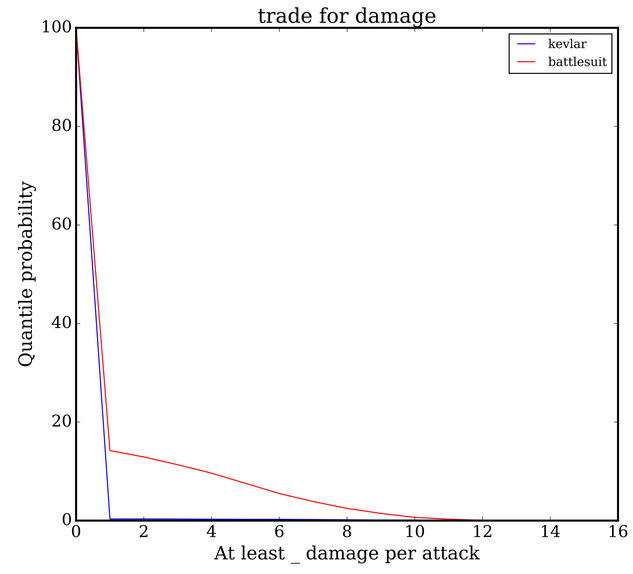
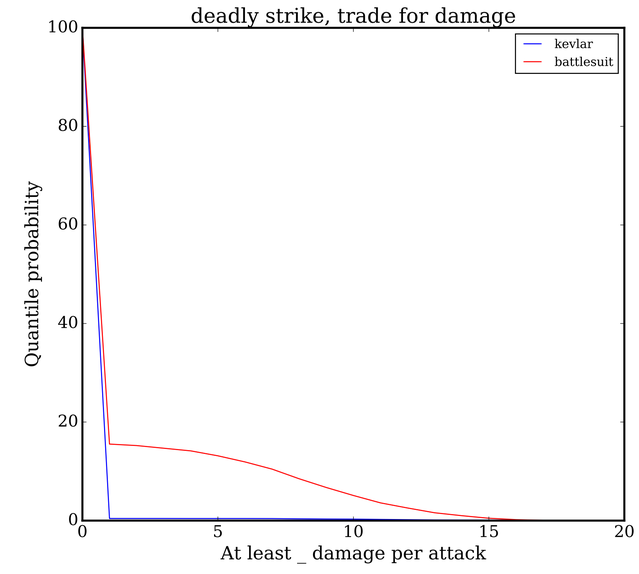
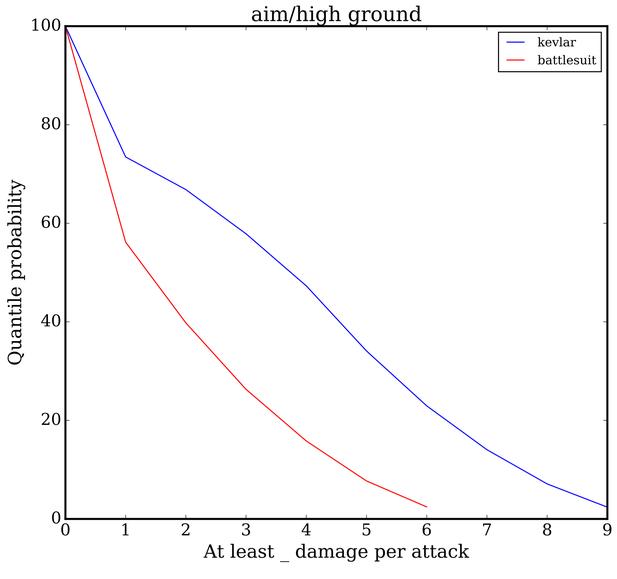
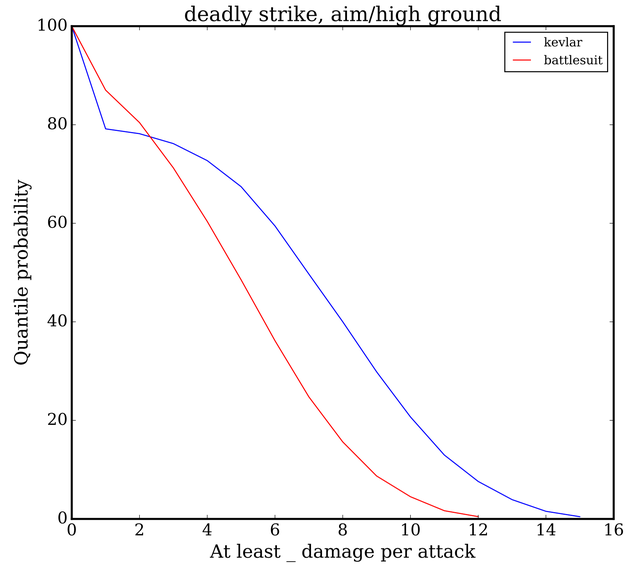

Baseline
kevlar
battlesuit
Quantile probability
At least _ damage per attack

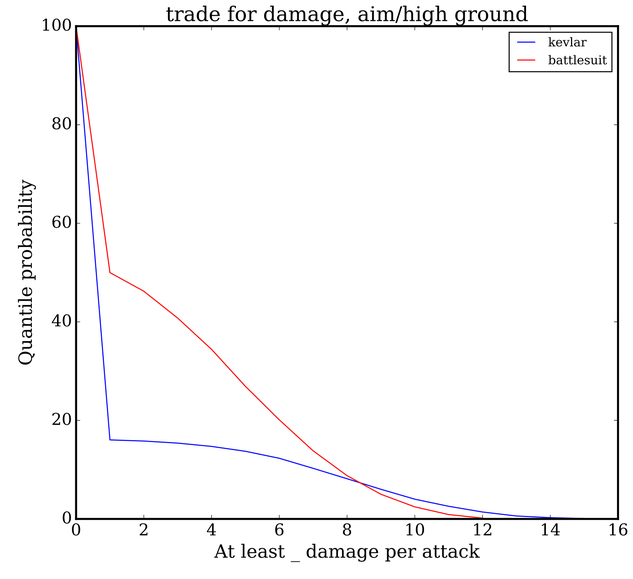

deadly strike
kevlar
battlesuit
Quantile probability
At least _ damage per attack

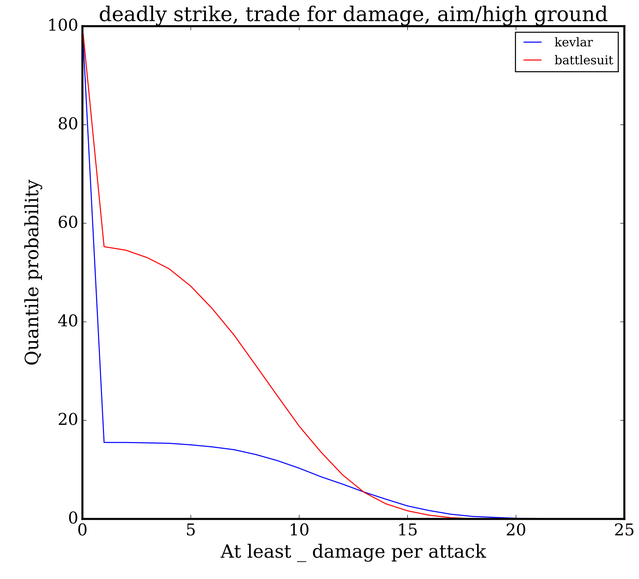

trade for damage
kevlar
battlesuit
Quantile probability
At least _ damage per attack

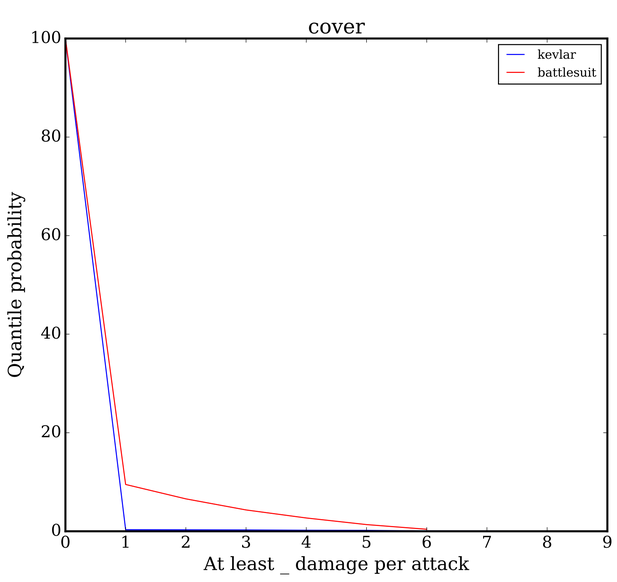

deadly strike, trade for damage
kevlar
battlesuit
Quantile probability
At least _ damage per attack

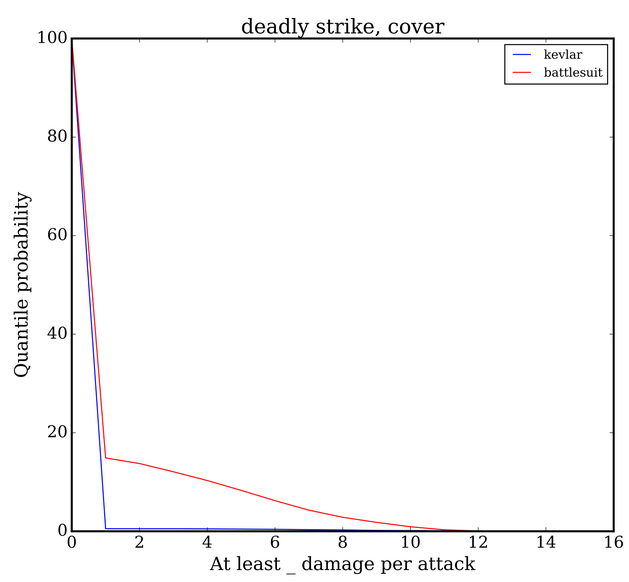

aim/high ground
kevlar
battlesuit
Quantile probability
At least _ damage per attack

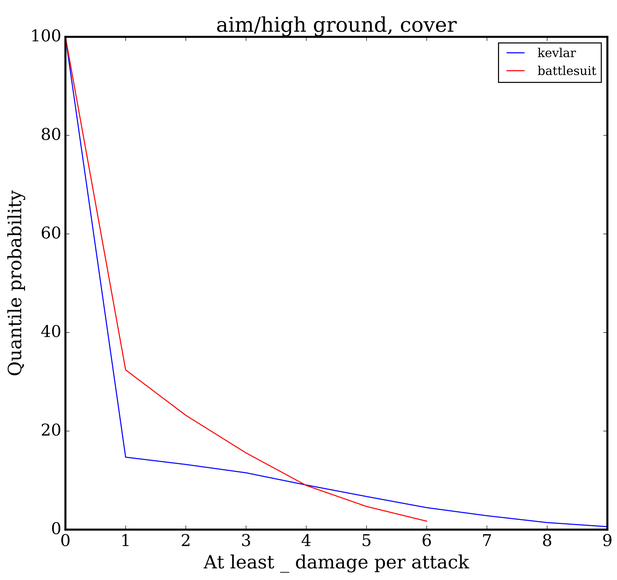

deadly strike, aim/high ground
kevlar
battlesuit
Quantile probability
At least _ damage per attack

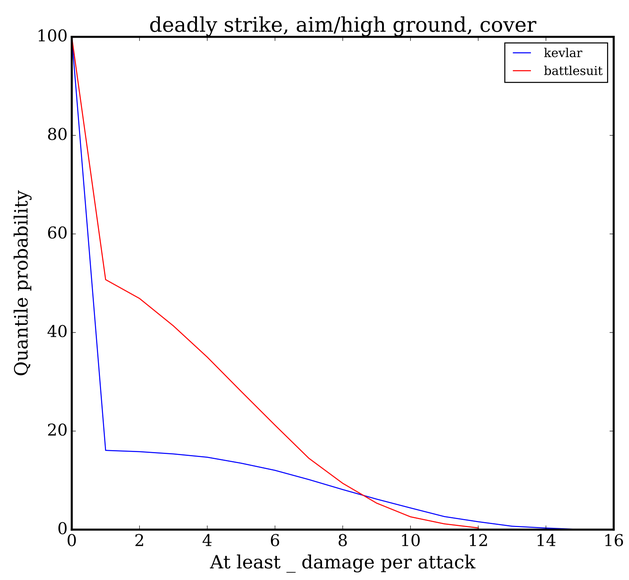

trade for damage, aim/high ground
kevlar
battlesuit
Quantile probability
At least _ damage per attack


deadly strike, trade for damage, aim/high ground
kevlar
battlesuit
Quantile probability
At least _ damage per attack


cover
kevlar
battlesuit
Quantile probability
At least _ damage per attack


deadly strike, cover
kevlar
battlesuit
Quantile probability
At least _ damage per attack


aim/high ground, cover
kevlar
battlesuit
Quantile probability
At least _ damage per attack


deadly strike, aim/high ground, cover
kevlar
battlesuit
Quantile probability
At least _ damage per attack