# The heuristic and analytical methodologies applied in a computer assisted exercise

ION BADOI Military Computer Science and Electronic Systems Department Military Technical Academy George Cosbuc Avenue 81-83, Bucharest ROMANIA <u>ibadoi@mta.ro, ibadoi@hotmail.com, http://www.mta.ro</u> TEOFIL-CRISTIAN OROIAN Communications and Electronic Systems Department Military Technical Academy George Cosbuc Avenue 81-83, Bucharest ROMANIA <u>oroiant@hotmail.com, http://www.mta.ro</u>

*Abstract*: - This very brief example of military simulation shows usefulness as a practical basis for education, training, analysis, and decision-support. As an analytically challenging field of pursuit, military simulation has the potential to make a significant improvement to the effectiveness of military personnel.

*Key-Words:* - Modeling and Simulation, Analytic Model, HERO heuristics Helmbold model, Asymmetric Conflict, War Gaming, Computer Assisted Exercises (CAXs)

### **1** Introduction

The heuristic and analytical methodologies are very useful to evaluate the course of a conflict. They are used in modelling and simulation, in war gaming, computer assisted exercises, etc. More details regarding the heuristic HERO and analytical methodologies and about the computing algorithms that correspond to these methodologies can be found in [3], [4], [5].

The aim of this paper is to apply the heuristic and analytical methodologies in a computer assisted exercise and to compute some parameters of the attacker's forces and the defender's forces in case of a military conflict. This is an example of a military simulation that shows the usefulness as a practical basis for education, training, analysis and decisionsupport. Also, the exercise has the potential to improve the effectiveness of military personnel.

In the first part of the paper, the operational scenario and the hypothesis about scenario of a conflict are presented. In the second part, the heuristic HERO methodology and the analytic model (Helmbold model) for symmetric and asymmetric conflict are used to compute the ratio of forces between the sides, the losses, the forwarding speed and some others parameters. Finally, based on the obtained numerical results, some conclusions about the evolution of the conflict are presented.

### **2** Operation scenario

Operation time: autumn of 1976;

Operation area: Fulda breach on German interior border;

Operation theme: blue forces defence against a red forces attack;

Attacker's objective: to destroy the blue forces and to occupy some objectives at 100 km depth;

Battle fighting: according to the doctrines of the two forces.

### **3** Hypothesis about scenario

Participating forces:

- attacker (red forces (side Y)):

- echelon 1: Tank Division + Motorised Infantry Division + Motorised Infantry Regiment;

- echelon 2: Artillery Brigade + 2 Tank Division;

- defender (blue forces (side X)): 1/2 Mechanised Division + 1/3 Artillery Company.

Attack planning:

- main direction;

- making use of surprise element.

Defence planning:

- comprises a security area of 30 km in depth between the state border and the main battle area

where a delaying fight is to be fought by the cover forces;

- missile arrangements to organise on successive fighting positions;

- laying mine fields.

Terrain: uneven, with wooded areas, still allowing armoured vehicle operations;

Additional scenario:

- air support provided to land forces of both sides is somewhat balanced and mutually compensated, having no impact on the force ratio;

- equal fighting efficacies of both land forces;

- the chance to take the attacker by surprise is low;

- no replacements throughout battle fighting are forecast for either of the forces.

Combat "environment" parameters:

- uneven, mixed terrain;

- humid weather, clouds, temperature;

- autumn, mild;

- defence in a hurry;

- low surprise;

- road quality: roads in good shape;

- road density: European standard;

- rivers or channels can be crossed through ford;

- mines density is of 10 per km of front.

The forces' armament inventories are presented in tables 1 and 2.

#### 4 The heuristic HERO methodology 4.1 The ratio of forces between the sides 4.1.1 The calculating of the sides' forces

The calculating of the operational lethal indexes (OLI) for the side Y is presented in the following.

OLI index of the little weapons  $W_s$  (LW rows in table 1) is:

$$W_s = 5871.89 + 121.36 + 1449 = 7442.25.(1)$$

OLI index of the machine-guns  $W_{mg}$  (MG row in table 1) is:

table 1) is:

$$W_{mg} = 1496 + 640.80 = 2136.80$$
. (2)

OLI index of the light armament  $W_{hw}$  (GT - grenade thrower - light rows in table 1) is:

$$W_{hw} = 3600 + 46.67 = 3646.67 .$$
(3)

OLI index of the antitank armament  $W'_{gi}$  (AT row in table 1) is:

$$W'_{gi} = \begin{cases} W_{gi}, \text{ if } W_{gi} < W_i, \text{ for the enemy} \\ W_i + \frac{1}{2} (W_{gi} - W_i), \text{ otherwise,} \end{cases}$$
(4)  
$$W_{gi} = 5973.10 + 1585.47 + 2558.33 + 5698 + \\ +4095.36 + 4647.35 \ 24557.61 < 144531 \ , \end{cases}$$
(5)

$$W'_{oi} = W_{oi} = 24557.61.$$
 (6)

OLI index of the armoured armament  $W_i$  (Arm. rows in table 1) is:

$$W_i = 38990 + 23353.23 + 1870 + 7899.21 + +10715.76 + 6348.69 + 440004.89 +$$
(7)

+4800 = 533981.78.

OLI index of the artillery  $W_g$  (AR rows in table 1) is:

 $W_g = 8568 + 15652 + 24516 + 3776 = 52512.00.(8)$ 

OLI index of the air defence armament  $W'_{gy}$  (AD row in table 1) is:

$$W'_{gy} = \begin{cases} W_{gy}, \text{ if } W_{gy} < W_y, \text{ for the enemy} \\ W_y + \frac{1}{2} (W_{gy} - W_y), \text{ otherwise,} \end{cases}$$
(9)

$$W_{gy} = 26730.07 + 5376 + 5372 + 5320 =$$
  
= 42798.07 > 8712, (10)

$$W'_{gy} = 8712 + 0.5 \cdot (42798.07 - 8712) =$$
 (11)  
=25755.03.

OLI index of the armament of ground forces  $\Sigma$  is:  $\Sigma = W_s + W_{mg} + W_{hw} + W_{gi} + W_g + W_{gy} + W_i =$ 

$$= 7442.25 + 2136.80 + 3646.67 + 24557.61 + (12)$$

+52512 + 42798.07 + 533981.78 = 667075.18.

OLI index of the allied forces' air defence support armament  $W'_{v}$  (AE row in table 1) is:

$$W'_{y} = \begin{cases} W_{y}, \text{ if } W_{y} < \Sigma \\ \Sigma + \frac{1}{2} (W_{y} - \Sigma), \text{ otherwise,} \end{cases}$$
(13)

$$W_y = 317.56 < 667075.18,$$
 (14)

$$W'_{y} = W_{y} = 317.56$$
. (15)

The Y's force  $S_a$  is:

$$S_{a} = \left[ \left( W_{s} + W_{mg} + W_{hw} \right) r_{n} \right] + \left( W'_{gi} r_{n} \right) + \\ + \left[ \left( W_{g} + W'_{gv} \right) \left( r_{wg} h_{wg} z_{wg} w_{mg} \right) \right] +$$
(16)  
$$+ \left[ W_{i} \left( r_{wi} h_{wi} \right) \right] + \left[ W'_{y} \left( r_{wy} h_{wy} z_{wy} w_{yy} \right) \right],$$
( $W_{s} + W_{mg} + W_{hw} \right) r_{n} =$ (7442.25 + 2136.80 + 3646.67)  $\cdot 0.9 =$ (17)  
= 11903.148,

where  $r_n = 0.9$  is terrain factor,

= 63396.2943,

$$W'_{gi} r_n = 24557.61 \cdot 0.9 = 22101.849 , \quad (18)$$
$$\left(W_g + W'_{gy}\right) \left(r_{wg} h_{wg} z_{wg} w_{mg}\right) =$$
$$= (52512 + 25755.03) \cdot (0.9 \cdot 0.9 \cdot 1 \cdot 1) = \quad (19)$$

where  $r_{wg} = 0.9$  is terrain factor,  $h_{wg} = 0.9$  weather factor,  $z_{wg} = 1$  is season factor and  $w_{mg} = 1$  is air superiority factor. All these factors are relative to the artillery armament.

 $W_i(r_{wi}h_{wi}) = 533981.78 \cdot (0.8 \cdot 0.5) = 213592.712$ ,(20)

where  $r_{wi} = 0.8$  is terrain factor and  $h_{wi} = 0.5$  is weather factor, both relative to the armoured armament.

$$W'_{y}(r_{wy}h_{wy}z_{wy}w_{yy}) =$$
  
= 317.56 \cdot (0.95 \cdot 0.2 \cdot 0.9 \cdot 1) = 54.30276, (21)

Table	1
1 uoro	

				nament inventor c <b>helon 1</b>	Echelon 2	01000 (1)		
Category		Туре	M.I. M.I.Reg. Div. (1/3M.I.Div.)		Tk. Div.	Total	OLI/item	OLI/type
LW		Guns	8951	2983.67	6415	18349.67	0.32	5871.89
		Pistols	1534	511.33	2000	4045.33	0.03	121.36
	10	Light MG	1160	386.67	720	2266.67	0.66	1496.00
N	ЛG	Heavy MG	360	120.00	240	720.00	0.89	640.80
G	Light	GT 82mm	54	18.00	-	72.00	50	3600.00
Т	AR	GT 120mm	54	18.00	54	126.00	68	8568.00
Α	.rm.	BTR 50	300	100.00	157	557.00	70	38990.00
GT	Light	Flame thrower	20	6.67	20	46.67	1	46.67
A	.rm.	RPG-7	400	133.33	220	753.33	31	23353.23
		Sagger, AT3	40	13.33	32	85.33	70	5973.10
		RR 82mm	20	6.67	12	38.67	41	1585.47
		RR 107mm	10	3.33	12	25.33	101	2558.33
A	ΑT	SPG-9	30	10.00	34	74.00	77	5698.00
		AT cannon 85mm	16	5.33	-	21.33	192	4095.36
		AT cannon 100mm	8	2.67	12	22.67	205	4647.35
		MRL 122mm	12	4.00	12	28.00	559	15652.00
A	٩R	Mortar 122mm	54	18.00	36	108.00	227	24516.00
		Mortar 152mm	12	4.00	-	16.00	236	3776.00
Ι	W	Bayonet carrier	9	3.00	9	21.00	69	1449.00
		ZSU-23-4	64	21.33	64	149.33	179	26730.07
		AA-S-60	12	4.00	16	32.00	168	5376.00
F	4D	SA 7	81	27.00	50	158.00	34	5372.00
		SA 6	6	2.00	12	20.00	266	5320.00
		BRDM 1	120	40.00	10	170.00	11	1870.00
		BRDM 2	16	5.33	12	33.33	237	7899.21
А	.rm.	BMP	14	4.67	14	32.67	328	10715.76
		BMP-Sagger	14	4.67	12	30.67	207	6348.69
		Tank T-62	188	62.67	323	573.67	767	440004.89
		Tank PT-76	-	-	30	30.00	160	4800.00
A	ΑE	Helicopters	2	0.67	2	4.67	68	317.56
	10	Trucks	1300	433.33	1300	3033.33	-	-
1	N2	AFV	250	83.33	400	733.33	-	-
	Р	Personnel	10485	433.33	8415	19333.33	-	-
		1 1		Total OLI			1	667392.74

Attacker's armament inventory (Y)

		Arr	nament invent	ory for the blue	e forces (X)		Tabl
Cate	egory	Туре		•	Total	OLI/item	OLI/type
т	<b>XX</b> 7	Guns	8200	2733.33	10933.33	0.35	3826.67
L	W	Pistols	1900	633.33	2533.33	0.02	50.67
		Light machine-guns	1817	100.00	1917.00	0.82	1571.94
N	1G	Machine-gun cal. 30	335	16.66	351.66	1.04	365.73
CT	Light	Mortars 81mm	27	3.33	30.33	50	1516.50
GT	AR	Mortars 4.2"	32.50	10	42.50	90	3825.00
		APC 113	366	-	366.00	27	9882.00
A	rm.	APC 114	53	10	63.00	75	4725.00
		Flame-thrower	27	6.66	33.66	1.0	33.66
GT		Grenade thrower 40mm	534.50	20	554.50	8.0	4436.00
	AR	LAW	500	133.33	633.33	18	11399.94
	1	RR 90mm	60.50	-	60.50	74	4477.00
A	Т	RR 106mm	24	-	24.00	133	3192.00
		ATGM TOW	15	-	15.00	176	2640.00
		Mortar 105mm	9	18	27.00	160	4320.00
		Mortar 155mm	27	12	39.00	235	9165.00
		Cannon 155mm	-	18	18.00	303	5454.00
A	R	Cannon 175mm	-	18	18.00	356	6408.00
		Mortar 8"	6	8	14.00	212	2968.00
		Ra. Honest John	2	-	2.00	107	214.00
		Ra. Pershing	-	2.66	2.66	300	798.00
GT	Light	AAMG cal. 0.5	225	200	425.00	1.7	722.50
	Light Aag		12	8	20.00	86	1720.00
A	D	Medium SAM	12	8	20.00	158	3160.00
		SAM HAWK	-	8	8.00	300	2400.00
		ARV	12	-	12.00	81	972.00
A	rm.	Medium tank M60	162	-	162.00	796	128952.00
A	ΛE	Helicopters	49	50	99.00	88	8712.00
		Trucks	2025	333.33	2358.33	-	-
N	<b>N</b> 2	AFV	550	66.66	616.66	-	-
	Р	Personnel	rsonnel 10100 3366.66 13466.66 -		-	-	
			Total OI	J		1	227907.61

Attacker's	armament inventory	(Y)
------------	--------------------	-----

where  $r_{wy} = 0.95$  is terrain factor,  $h_{wy} = 0.2$  weather factor,  $z_{wy} = 0.9$  is season factor and  $w_{yy} = 1$  is air superiority factor. All these factors are relative to the air support.

Consequently, the Y's force  $S_a$  is:

 $S_a = 11903.148 + 22101.849 + 63396.2943 + (22)$ 

+213592.712 + 54.30276 = 311048.30606.

Using the same relations, the operational lethal indexes (OLI) for side X are presented below.

OLI index of the little weapons  $W_s$  (LW row in table 2) is:

 $W_s = 3826.67 + 50.67 = 3877.34.$  (23)

OLI index of the machine-guns  $W_{mg}$  (MG row in table 2) is:

 $W_{mg} = 1571.94 + 365.73 = 1937.67$ . (24)

OLI index of the light armament  $W_{hw}$  (GT - grenade thrower - light rows in table 2) is:

$$W_{hw} = 1516.50 + 33.66 +$$

$$+4436 + 722.50 = 6708.66.$$
(25)

OLI index of the antitank armament  $W'_{gi}$  (AT row in table 2) is:

$$W_{gi} = 4477 + 3192 + \tag{26}$$

$$W'_{gi} = W_{gi} = 10309$$
. (27)

OLI index of the armoured armament  $W_i$  (Arm. row in table 2) is:

 $W_i = 9882 + 4725 + 972 + 128952 = 144531.(28)$ 

OLI index of the artillery  $W_g$  (AR rows in table 2) is:

$$W_g = 3825 + 11399.94 + 4320 + 9165 +$$

5454 + 6408 + 2968 + 214 + 798 = 44551.94.

OLI index of the air defence armament  $W'_{gy}$ (AD row in table 2) is:

$$W_{gy} = 1720 + 3160 + 2400 = 7280 > 317.56, (30)$$
$$W'_{gy} = 181.56 + 0.5 \cdot (7280 - 181.56) = (31)$$
$$= 3730.78.$$

OLI index of the armament of ground forces  $\boldsymbol{\Sigma}$  is:

 $\Sigma = 3877.34 + 1937.67 + 6708.66 + 10309 + (32)$ 

$$+44551.94 + 7280 + 144531 = 219195.61$$

OLI index of the allied forces' air defence support armament  $W'_{y}$  (AE row in table 2) is:

$$W_{\rm v} = 8712$$
, (33)

$$W'_{v} = W_{v} = 8712.$$
 (34)

The X's force  $S_d$  is computed with the same relation (16):

$$(W_s + W_{mg} + W_{hw})r_n = (3877.34 + 1937.67 + 6708.66) \cdot 0.9 = (35)$$

$$W'_{gi} r_n = 10309 \cdot 0.9 = 9278.1,$$
 (36)

$$(W_g + W'_{gy})(r_{wg}h_{wg}z_{wg}w_{mg}) =$$
  
= (44551.94 + 3730.78) \cdot (0.9 \cdot 0.9 \cdot 1 \cdot 1) = (37)  
= 39109.0032 ,

$$W_i(r_{wi}h_{wi}) = 144531 \cdot (0.8 \cdot 0.5) =$$
  
= 57812.4, (38)

$$W'_{y}(r_{wy}h_{wy}z_{wy}w_{yy}) =$$

$$= 8712 \cdot (0.95 \cdot 0.2 \cdot 0.9 \cdot 1) = 1489.752,$$
(39)

$$S_{d} = 11271.303 + 9278.1 + 39109.0032 + +57812.4 + 1489.752 = 118960.5582.$$
(40)

#### 4.1.2 The calculating of the mobility

The operational mobility factor m is:

$$m = 1 - r_m h_m (1 - M),$$
 (41)

where  $r_m$  is mobility factor related to terrain,  $h_m$  is mobility factor related to weather and M is the mobility characteristic:

$$M = \sqrt{\frac{\left(N_a + 20J_a + W_{ia}\right)m_{ya}}{\left(N_a + 20J_d + W_{id}\right)m_{yd}}} \cdot \frac{N_d}{N_a}, \qquad (42)$$

where  $N_a$  is the attacker's effective (personnel row in table 1),  $N_d$  is the defender's effective (personnel row in table 2),  $W_{ia}$  is the attacker's OLI index of the armoured armament from relation (7),  $W_{id}$  is defender's OLI index of the armoured armament from relation (28),  $m_{ya}$  is the influence factor of air situation on the mobility for the attacker and  $m_{yd}$  for defender.

$$J_a = N_{1a} + 2N_{2a} + 10N_{3a}, \tag{43}$$

$$J_d = N_{1d} + 2N_{2d} + 10N_{3d}, \qquad (44)$$

where  $N_{1a}$  is the number of the attacker's armoured armament (Arm. rows in table 1) and  $N_{1d}$  for defender (Arm. rows in table 2),  $N_{2a}$  is the number of the attacker's armoured vehicles that not fighting (N2 row in table 1) and  $N_{2d}$  for defender (N2 row in table 2),  $N_{3a}$  is the number of the attacker's airplanes and helicopters (AE row in table 1) and  $N_{3d}$  for defender (AE row in table 2).

The calculating of the mobility for the side Y is presented below.

$$J_{a} = (557 + 753.33 + 170 + 33.33 + 32.67 + +30.67 + 573.67 + 30) + (45) +2 \cdot (3033.33 + 733.33) + 10 \cdot 4.67 = 9760.69 , J_{d} = (366 + 63 + 12 + 162) + +2 \cdot (2358.33 + 616.66) + (46) +10 \cdot 99) = 7542.98 , 
$$M = \sqrt{\frac{(19333.33 + 20 \cdot 9760.69 + 533981.78) \cdot 1}{(19333.33 + 20 \cdot 7542.98 + 144531) \cdot 1}} \cdot (47) \cdot \sqrt{\frac{13466.66}{19333.33}} = 1.28711.$$$$

The operational mobility factor for the attacker  $m_a$  is:

$$m_a = 1 - (0.8 \cdot 0.6 \cdot (1 - 1.28711)) = 1.13781.$$
 (48)

For the defender, the obtained operational mobility factor  $m_d$  is:

$$m_d = 1. \tag{49}$$

#### 4.1.3 The calculating of the vulnerability

The vulnerability factor has the formula:

$$v = \begin{cases} 1 - \frac{V}{S} \cdot \frac{D_i}{3000}, \text{ if } \frac{V}{S} \cdot \frac{D_i}{3000} \le 0.3\\ 0.73 - 0.1 \cdot \frac{V}{S} \cdot \frac{D_i}{3000}, \text{ if } \frac{V}{S} \cdot \frac{D_i}{3000} > 0.3, \end{cases}$$
(50)

where  $D_i$  is the variance factor, S is the side's force and V is the vulnerability characteristic which is computed with the next formula for the defender:

$$V_d = N_d \cdot c_d \cdot \sqrt{\frac{S_a}{S_d}} \cdot v_{yd} \cdot v_{rd}, \qquad (51)$$

where  $N_d$  is the defender's effective (personnel row in table 2),  $S_a$  is the attacker's force,  $S_d$  is the defender's force,  $v_{yd}$  is the defender's air superiority factor,  $v_{rd}$  is the beach vulnerability factor and  $c_d$  is:

$$c_d = \frac{u_{vd}}{r_{ud}},\tag{52}$$

where  $u_{vd}$  is the defender's vulnerability coefficient and  $r_{ud}$  is the terrain factor.

The numerical values obtained for attacker are:

$$V_{a} = 19333.33 \cdot \frac{1}{1} \cdot \sqrt{\frac{311048.30606}{118960.5582}} \cdot 1 \cdot 1 = (53)$$
  
= 31262.16763,  
$$\frac{V_{a}}{S_{a}} \cdot \frac{D_{i}}{3000} = \frac{31262.16763}{311048.30606} \cdot \frac{4000}{3000} = (54)$$
  
= 0.13400 < 0.3,  
$$v_{a} = 1 - 0.134 = 0.86600.$$
 (55)

The numerical values obtained for defender are:

$$V_{d} = 13466.66 \cdot \frac{0.7}{1.3} \cdot \sqrt{\frac{311048.30606}{118960.5582}} \cdot 1 \cdot 1 = (56)$$
  
= 11725.38216,  
$$\frac{V_{d}}{S_{d}} \cdot \frac{D_{i}}{3000} = \frac{11725.38216}{118960.5582} \cdot \frac{4000}{3000} = (57)$$
  
= 0.13142 < 0.3,  
$$v_{d} = 1 - 0.13142 = 0.86858.$$
(58)

#### 4.1.4 The calculating of the surprise element

The taking by surprise is generally performed by the attacker and this affects the mobility and the vulnerability of both sides. Consequently, the characteristics M and V change into the characteristics M' and V':

$$M' = M_{sur} \cdot M , \qquad (59)$$

$$V' = V_{sur} \cdot V , \qquad (60)$$

where  $M_{sur}$  and  $V_{sur}$  are parameters from the standard tables [4].

Thus, for the side Y we have:

$$M'_{a} = M_{sur} \cdot M_{a} = 1.3 \cdot 1.28711 = 1.67324 , (61)$$
  

$$V'_{a} = V_{sur} \cdot V_{a} = 0.9 \cdot 31262.16763 =$$

$$= 28135.95086.$$
(62)

Recalculating the mobility and the vulnerability, we obtain:

$$m_{a} = 1 - (0.8 \cdot 0.6 \cdot (1 - 1.67324)) = 1.32315, (63)$$
$$\frac{V_{a}}{S_{a}} \cdot \frac{D_{i}}{3000} = \frac{28135.95086}{311048.30606} \cdot \frac{4000}{3000} = (64)$$
$$= 0.12060 < 0.3.$$

$$v'_{a} = 1 - 0.12060 = 0.87940.$$
 (65)

For the side X we have:

$$M'_{d} = M_{sur} \cdot M_{d} = 1 \cdot 1 = 1,$$
 (66)  
 $V'_{d} = V - V_{d} = 1 \cdot 2 \cdot 11725 \ 38216 =$ 

$$m_d = 1, (68)$$

$$\frac{V_d}{S_d} \cdot \frac{D_i}{3000} = \frac{14070.45859}{118960.5582} \cdot \frac{4000}{3000} = (69)$$
$$= 0.15770 < 0.3,$$

$$v'_{d} = 1 - 0.15770 = 0.84230$$
. (70)

### **4.1.5** The calculating of the potential of fighting capacity

The attacker's potential of fighting capacity is:  

$$P'_{y} = S_{a} \cdot m'_{a} \cdot v'_{a} \cdot l_{e} \cdot t \cdot o \cdot b \cdot u_{s} \cdot r_{u} \cdot h_{u} \cdot z_{u} =$$
  
 $= 311048.30606 \cdot 1.32315 \cdot 0.87940 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot (71)$   
 $\cdot 1 \cdot 1 \cdot 0.7 \cdot 1.1 = 278685.33006$ ,  
where all terms in relation (71) are explained in [3].

$$P'_{x} = S_{d} \cdot m'_{d} \cdot v'_{d} \cdot l_{e} \cdot t \cdot o \cdot b \cdot u_{s} \cdot r_{u} \cdot h_{u} \cdot z_{u} =$$
  
= 118960.5582 \cdot 1 \cdot 0.84230 \cdot 1 \cdot 1

#### 4.1.6 The calculating of the force ratio

The force ratio is:

$$\frac{P'_{y}}{P'_{x}} = \frac{278685.33006}{169338.80811} = 1.64572.$$
(73)

4.2 The calculating of the losses and forwarding speeds

4.2.1 The calculating of the losses in armoured vehicles

We use the following relations [3]:

$$\frac{1}{P}\frac{dP}{dt} = k_P f(\rho)g(P) + k_0, \qquad (74)$$

$$\frac{1}{B}\frac{dB}{dt} = k_B \left(\frac{1}{P}\frac{dP}{dt}\right) h(B), \qquad (75)$$

where  $f(\rho)$  is the opposition factor, g(P) is the capacity-size factor in personnel, h(B) is the capacity-size factor in armoured armament,  $k_0$  is the personnel operational losses. The coefficient of the personnel losses  $k_p$  and the coefficient of the armoured armament losses  $k_B$  are:

$$k_P = K_{SP} k_{MP}, \qquad (76)$$

$$k_B = k_{SB} k_{MB} \,, \tag{77}$$

where  $K_{SP}$  is the standard losses in personnel,  $k_{MP}$ is the mission coefficient for personnel,  $k_{SB}$  is the standard losses in armoured armament and  $k_{MB}$  is the mission coefficient for armoured armament.

In safety strip, for side Y we obtain the values:

$$k_p = 2.8 \cdot 1.0 = 2.8 \,, \tag{78}$$

$$\frac{1}{P}\frac{dP}{dt} = (2.8 \cdot 0.7 \cdot 1.0) + 0.2 = 2.16\% / \text{day},(79)$$

$$k_B = 5.4 \cdot 1.0 = 5.4 \,, \tag{80}$$

$$\frac{1}{B}\frac{dB}{dt} = 5.4 \cdot 2.16 \cdot 0.8 = 9.33\% / \text{day}.$$
(81)

In central strip, for side Y we obtain the following values:

$$k_p = 2.8 \cdot 1.0 = 2.8 \,, \tag{82}$$

$$\frac{1}{P}\frac{dP}{dt} = (2.8 \cdot 0.9 \cdot 1.0) + 0.2 = 2.72\% / \text{day}, (83)$$

$$k_B = 5.4 \cdot 1.0 = 5.4 \,, \tag{84}$$

$$\frac{1}{B}\frac{dB}{dt} = 5.4 \cdot 2.72 \cdot 0.8 = 11.75\% / \text{day}.$$
 (85)

In safety strip, for side X we obtain the values:

$$k_p = 1.5 \cdot 1.0 = 1.5 \,, \tag{86}$$

$$\frac{1}{P}\frac{dP}{dt} = (1.5 \cdot 0.7 \cdot 1.0) + 0.2 = 1.25\% / \text{day},(87)$$

$$k_B = 5.4 \cdot 1.0 = 5.4 \,, \tag{88}$$

$$\frac{1}{B}\frac{dB}{dt} = 5.4 \cdot 1.25 \cdot 0.8 = 5.4\% / \text{day}.$$
 (89)

In central strip, for side X we obtain the following values:

$$k_p = 1.5 \cdot 1.0 = 1.5, \tag{90}$$

$$\frac{1}{P}\frac{dP}{dt} = (1.5 \cdot 0.9 \cdot 1.0) + 0.2 = 1.55\% / \text{day},(91)$$

$$k_B = 5.4 \cdot 1.0 = 5.4 \,, \tag{92}$$

$$\frac{1}{B}\frac{dB}{dt} = 5.4 \cdot 1.55 \cdot 0.9 = 7.53\% / \text{day} .$$
(93)

These data are synthetically presented in the table 3.

		Table 3							
	Losses in personnel (%/day)	Losses in armoured vehicles (%/day)							
	Attacker								
Safety strip	2.16	9.33							
Central strip	2.72	11.75							
	Defender								
Safety strip	1.25	5.4							
Central strip	1.55	7.53							

The attacker's and the defender's losses

#### 4.2.2 The calculating of the forwarding speed

The forwarding speed is computed by the relation:

$$v = v(\rho) * k_T * k'_D * k''_D * k''_0 * k''_0 = = 9.0 \cdot 0.8 \cdot 1 \cdot 1 \cdot 0.9 \cdot 0.9 = 5.83 \text{ km/day},$$
(94)

where all terms from the above relation are explained in [3].

#### 5 The Helmbold model for the symmetric conflict

In the case of Fulda operation, the information parameters  $\alpha$  and  $\beta$  are equal to 1/4 for the symmetric conflict. From the computing with the heuristic HERO methodology we have some data.

The fighting capacity potentials are:

- defender:  $X_0 = 169,338.80811$ ;

- attacker:  $Y_0 = 278,685.33006$ ;

The original force ratio is 
$$\rho_0 = \frac{X_0}{Y_0} = 0.607$$
;

The equivalent in tanks is:

- defender:  $S_x = 287$ ;

- attacker:  $S_v = 772$ ;

The number of staff is:

- defender:  $P_x = 13,466$ ;
- attacker:  $P_v = 19,334$ .

### 5.1 Calculus of the lethal constants (relative average daily losses in armoured vehicles) The X's staff losses $k_{1P}$ are:

$$k_{\rm 1P} = K_{\rm 1SP} g_{\rm 1P} k_{\rm 1MP} = 2.8 \cdot 1.0 \cdot 1.0 = \frac{2.8\%}{\rm day} .$$
 (95)

The X's armoured vehicles losses  $k_{1B}$  are:

$$k_{1B} = k_{1SB}k_{1P}h_{1B}k_{1MB} =$$
  
= 5.4 \cdot 2.8 \cdot 0.8 \cdot 1.0 = 12.1%/day. (96)

The Y's staff losses  $k_{2P}$  are:

$$k_{2P} = k_{2SP} g_{2P} k_{2MP} = 1.5 \cdot 1.0 \cdot 1.0 = \frac{1.5\%}{\text{day}}.$$
 (97)

The Y's armoured vehicles losses  $k_{2B}$  are:

$$k_{2B} = k_{2SB}k_{2P}h_{2B}k_{2MB} =$$
  
= 5.4 \cdot 1.5 \cdot 1.0 \cdot 1.0 = \frac{8.1\%}{\day}. (98)

The relative average daily losses  $\Lambda_1$  caused by the defender to the attacker is:

$$\Lambda_1 = \prod_{1B} k_{1B} = 1.0 \cdot 12.1 = \frac{12.1\%}{\text{day}} = 0.121.(99)$$

The relative average daily losses  $\Lambda_2$  caused by the attacker to the defender is:

$$\Lambda_2 = \prod_{2B} k_{2B} = 1.0 \cdot 8.1 = \frac{8.1\%}{\text{day}} = 0.081.$$
 (100)

There are some notations:

-  $k_{iSP(B)}$  is standard losses in staff (armoured vehicles);

-  $g_{iP(B)}$  is capacity-size parameter for staff (armoured vehicles);

-  $k_{iMP(B)}$  is mission parameter for staff (armoured vehicles);

-  $\prod_{iB}$  is armoured vehicles weights;

- i = 1 (for the defender) or i = 2 (for the attacker).

# 5.2 Calculus of the general superiority coefficient

The general superiority coefficient Q is:

$$Q = \frac{\Lambda_2}{\Lambda_1} \cdot \rho_0^{-2\alpha} = \left(\frac{0.081}{0.121}\right) \cdot 1.283 =$$

$$= 0.858 < 1.$$
(101)

Consequently, the X's forces are in advantage and the Y's forces are cancelled first.

### 5.3 Calculus of the cancellation moment of side Y

The cancellation moment  $t_Y$  of side Y is:

$$t_{Y} = \frac{1}{2\alpha\sqrt{\Lambda_{1}\Lambda_{2}}} \ln \frac{1+\sqrt{Q}}{1-\sqrt{Q}} = \\ = \left[\frac{1}{2\cdot 0.25\cdot\sqrt{0.081\cdot 0.136}}\right] \ln \frac{1+\sqrt{0.858}}{1-\sqrt{0.858}} = (102) \\ = 51.94 \text{ days.}$$

### 5.4 Calculus of the X's potential at the cancellation moment of side Y

The X's potential at the cancellation moment of side Y is computed below.

$$Y(t_{Y}) = 0, \qquad (103)$$

$$X(t_{Y}) = X_{0} (1 - Q)^{1/(2\alpha)}, \qquad (104)$$

$$X(t_{Y}) = 169,338.80811 \cdot (1 - 0.858)^{2} =$$
  
= 3,414.54772 (2.01%). (105)

# 5.5 Calculus of the moment of force ratio reversal

$$\Delta(\rho = 1) = \frac{1}{2\alpha\sqrt{\Lambda_1\Lambda_2}} \ln\left(\frac{1+\sqrt{Q}}{1-\sqrt{Q}} \cdot \frac{\sqrt{\Lambda_2/\Lambda_1}-1}{\sqrt{\Lambda_2/\Lambda_1}+1}\right) =$$
  
= 19.26 days . (106)

#### 5.6 Calculus of the battle cease moment

The battle cease parameter for Y's forces is d = 2/3. The battle cease parameter for X's forces is:

$$c = \left[1 + Q(d^{2\alpha} - 1)\right]^{1/2\alpha} =$$
(107)

$$= |1+0.858 \cdot (0.816 - 1)| = 0.709;$$

The battle cease moment  $t_d$  is:

$$t_{d} = t_{0} + \Delta (Y/Y_{0} = d) = t_{0} + \Delta (X/X_{0} = c) =$$
  
=  $t_{0} + \Delta (X/X_{0} = 0.709) =$   
$$1 + \sqrt{Q} - \sqrt{1 + \frac{Q - 1}{1 + Q(d^{2\alpha} - 1)}}$$
(108)

$$= \frac{1}{2\alpha\sqrt{\Lambda_1\Lambda_2}} \ln \frac{1+\sqrt{2}}{1-\sqrt{Q}} \frac{\sqrt{1+\sqrt{1+Q-1}}}{1+\sqrt{1+Q(d^{2\alpha}-1)}} =$$
  
= 4.12 days

= 4.12 days.

### 5.7 Calculus of the forces ratio at battle cease moment

The force ratio at battle cease moment is:

$$\frac{X(t_d)}{Y(t_d)} = \frac{c}{d} \rho_0 = \frac{0.709}{0.667} \cdot 0.607 = 0.645 \,. \tag{109}$$

5.8 Calculus of the forces ratio and of the forwarding speed per day

The forces ratio is:

$$\rho(t) = \rho_0 \left( \frac{1 - \sqrt{Q} \cdot \text{th } \tau}{1 - \frac{\text{th } \tau}{\sqrt{Q}}} \right)^{1/\alpha}, \qquad (110)$$

where:

$$\tau = \alpha \sqrt{\Lambda_1 \Lambda_2} \left( t - t_0 \right) = 0.0247 \left( t - t_0 \right).$$
(111)

The forwarding speed is:

$$V(\rho) = V_0(\rho) k_{\rm T} k'_{\rm D} k''_{\rm D} k''_{\rm O} k''_{\rm O} = = 0.8 \cdot 1.0 \cdot 1.0 \cdot 0.9 \cdot 0.9 = 0.648 V_0(\rho),$$
(112)

where  $k_{\rm T}$  is the general terrain parameter,  $k'_{\rm D}$  is the road quality parameter,  $k''_{\rm D}$  is the road density parameter,  $k'_{\rm O}$  is the natural obstacles parameter and k'' is the mine fields parameter.

#### 5.9 Calculus of the penetration

The length of penetration  $\Delta(t)$  through the defender's forces is:

$$\Delta(t) = \sum_{i=0}^{4} V(\rho_i), \qquad (113)$$

where the daily forwarding speed  $V(\rho_i)$  depend on the forces ratio:

$$V(\boldsymbol{\rho}_{i}) = V(\boldsymbol{\rho}_{(t_{i-1})}), \qquad (114)$$

$$t_i = t_0 + i\Delta t , \qquad (115)$$

with  $\Delta t = 1$  day, i = 1, 4.

# 6 The Helmbold model for the asymmetric conflict

In case of the asymmetric conflict, the informational parameters are  $\alpha = 0.4$  for the attacker and  $\beta = 0.2$  for the defender, the informing level being higher for the attacker and lower for the defender than the central European conflict.

From the computing with the heuristic methodology HERO we have some data.

The equivalent in tanks is:

- defender:  $X_0 = 287, X_F = 198;$ 

- attacker: 
$$Y_0 = 772$$
,  $Y_F = 390$ .

#### 6.1 Calculus of the lethal constants

For the assumed conflict scenario, the functions  $F_1(x)$  and  $F_2(x)$  are:

$$F_1\left(\frac{1}{4}\right) = \Lambda_1^* = 0.121,$$
 (116)

$$F_2\left(\frac{1}{4}\right) = \Lambda_2^* = 0.081 \tag{117}$$

The coefficients  $q_1$  and  $q_2$  are:

$$\frac{1}{2} \left( 2 \cdot \frac{1}{4} \right)^{q_1} = 0.121 \Longrightarrow q_1 = \frac{\ln(0.242)}{\ln\left(\frac{1}{2}\right)} = 2.04; \quad (118)$$

$$\frac{1}{2} \left( 2 \cdot \frac{1}{4} \right)^{q_2} = 0.081 \Longrightarrow q_2 = \frac{\ln\left(0.162\right)}{\ln\left(\frac{1}{2}\right)} = 2.62; \quad (119)$$

Consequently, the lethal parameters  $\Lambda_1$  and  $\Lambda_2$  are:

$$\Lambda_{1} = F_{1}(\beta) = \frac{1}{2}(2\beta)^{q_{1}} =$$

$$= \frac{1}{2}(2 \cdot 0.2)^{2.04} = 0.07712;$$

$$\Lambda_{2} = F_{2}(\alpha) = \frac{1}{2}(2\alpha)^{q_{2}} =$$

$$= \frac{1}{2}(2 \cdot 0.4)^{2.62} = 0.27865;$$
(120)
(121)

# 6.2 Calculus of the general superiority coefficient

The used relation is:

$$Q = \frac{\Lambda_2}{\Lambda_1} \rho_0^{\alpha+\beta}, \qquad (122)$$

where  $\rho_0$  is the initial forces ratio.

$$Q = \frac{0.27865}{0.07712} \cdot \left(1.3 \cdot \frac{772}{287}\right)^{0.6} = 7.65 > 1. \quad (123)$$

Thus, the Y's forces are in advantage and the X's forces are cancelled first.

# 6.3 The first version of the asymmetric conflict

The critical value of stopping the combat for the defender is:

$$c^* = \frac{2}{3} = 0.667 \quad . \tag{124}$$

The critical value of stopping the combat related to the losses for the attacker is:

$$d = \left\{ 1 + \frac{1}{Q} \left[ \left( c^* \right)^{\alpha + \beta} - 1 \right] \right\}^{\frac{1}{\alpha + \beta}}, \qquad (125)$$

$$d = \left[1 + \frac{1}{7.65} \cdot \left(0.784 \cdot 1\right)\right]^{1.66} = 0.953.$$
 (126)

For the validation of the Helmbold model in this case we compute the next value:

The critical value of stopping the combat with regards to the combat duration is:

$$\Delta\left(\frac{\mathbf{X}}{\mathbf{X}_{0}}=c\right) = \Delta\left(\frac{\mathbf{X}}{\mathbf{X}_{0}}=\frac{2}{3}\right) =$$

$$= K\left[H(A) - H(B)\right],$$
(128)

where H(T) is a function corresponding to the polynomial:

$$\frac{T^{m-1}}{T^{m+n}-1},$$
(129)

and:

$$\alpha = 0.4 = \frac{n}{p} = \frac{2}{5},\tag{130}$$

$$\beta = 0.2 = \frac{m}{p} = \frac{1}{5},\tag{131}$$

$$\Rightarrow n = 2; m = 1.$$
(132)

But:

$$\frac{1}{T^{3}-1} = \frac{1}{3} \left( \frac{1}{T-1} - \frac{T+2}{T^{2}+T+1} \right);$$
(133)

$$\Rightarrow 3H(T) = \frac{\ln(T^2 + T + 1)^{\frac{1}{2}}}{T - 1} + \operatorname{arctg} \frac{2T + 1}{\sqrt{3}} . (134)$$

The integration limits are:

$$A = Q^{\overline{(\alpha + \beta)p}} = 7.65^{\overline{\left(\frac{2}{5} + \frac{1}{5}\right)^5}} = 1.95708, \qquad (135)$$

$$B = \left[1 + \left(Q - 1\right) \cdot \left(c^*\right)^{-(\alpha + \beta)}\right]^{\frac{1}{(\alpha + \beta)p}}, \qquad (136)$$

$$B = \left[1 + (7.65 \cdot 1) \cdot 0.667^{-0.6}\right]^{\frac{1}{3}} = 2.10054; (137)$$

$$k = \frac{p}{\Lambda_1^{\frac{\alpha}{\alpha+\beta}} \Lambda_2^{\frac{\beta}{\alpha+\beta}}},$$
 (138)

$$k = \frac{5}{\left(0.07712\right)^{2/3} \cdot \left(0.27865\right)^{1/3}} = 3.13.78635;(139)$$

$$3H(A) = \ln \frac{\left(A^2 + A + 1\right)^{1/2}}{A - 1} + \sqrt{3} \cdot \arctan \frac{2A + 1}{\sqrt{3}}, (140)$$

$$3H(A) = 1.001 + 1.732 \cdot 1.23 = 3.135109;$$
 (141)

$$3H(B) = \ln \frac{\binom{B}{B} + \binom{B}{B} + 1}{B-1} + \sqrt{3} \cdot \arctan \frac{2B+1}{\sqrt{3}}, (142)$$
$$3H(B) = 0.912 + 1.732 \cdot 1.24 = 3.076358. (143)$$

Thus, the critical value of stopping the combat with regards to the combat duration is:

$$\Delta = \Delta \left( X / X_0 = c^* \right) = k \left[ H(A) - H(B) \right], \quad (144)$$
  
$$\Delta = 13.78635 \cdot \left( 3.135109 \cdot 3.076358 \right) = 0.809 \text{ days} . \quad (145)$$

The value  $H(\infty)$  is:

$$H(\infty) = \lim_{B \to \infty} H(B), \qquad (146)$$

$$H(\infty) = \sqrt{3} \cdot \frac{\pi}{2} = 1.732 \cdot (3.14159/2) = 2.720616;$$
(147)

The critical value of stopping the combat when the defender loses all its forces is:

$$\Delta (X/X_0 = 0) = k [H(A) - H(\infty)], \qquad (148)$$
$$\Delta (X/X_0 = 0) =$$

$$=13.78635 \cdot (3.135109 \cdot 2.720616) = (149)$$
$$=5.714 \text{ days.}$$

For the validation of the Helmbold model related to the combat duration we compute the next value:

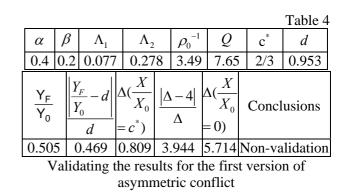
$$\frac{|\Delta - 5|}{\Delta} = (5 - 0.809)/0.809 = 5.180 \cong 518\% . (150)$$

If not considering the day of fighting in the safety streak, we have:

$$\frac{|\Delta - 4|}{\Delta} = (4 - 0.809)/0.809 = 3.944 \cong 394\% . (151)$$

The final results for the first version of asymmetric conflict are presented in table 4.

The attacker's advantage materialises in the fact that the critical level for the defender's fighting potential is reached in the first day. The cancellation of the defender's fighting potential is achieved in the  $6^{th}$  day. In the case of combat stopping criterion with respect to losses, the validation error is 47%, and with respect to duration, the error is 394%.



# 6.4 The second version of the asymmetric conflict

The critical value of stopping the combat is:

$$c^* = \frac{1}{3} = 0.334 . \tag{152}$$

The critical value of stopping the combat with regards to losses is obtained from (125):

$$d = \left[1 + \frac{1}{7.65} \cdot (0.517 \cdot 1)\right]^{1.66} = 0.897, \quad (153)$$
$$\frac{\left|\frac{\mathbf{Y}_{\mathrm{F}}}{\mathbf{Y}_{0}} - d\right|}{d} = \frac{0.897 \cdot \frac{390}{772}}{0.897} = 0.436 \cong 44\%. \quad (154)$$

From (135) it is obtained A = 1.95708. From (136):

$$B = \left[1 + (7.65 - 1) \cdot 0.334^{-0.6}\right]^{\frac{1}{3}} = 2.38000.$$
(155)

From (138),  $k = 3 \cdot 13.78635$ .

- From (140), 3H(A) = 3.135109.
- From (142):

$$3H(B) = 0.778 + 1.732 \cdot 1.27 = 2.993701.$$
 (156)  
From (144):

$$\Delta = 13.78635 \cdot (3.135109 \cdot 2.993701) = (157)$$

$$=1.949$$
 days.

From (146),  $H(\infty) = 2.720616$ .

From (148),  $\Delta (X/X_0 = 0) = 5.714$  days and  $|\Delta - 5|$  (5.1.040)/1.040 = 1.565 ~ 1560/

$$\frac{|--|-|}{\Delta} = (5-1.949)/1.949 = 1.565 \cong 156\% \; .$$

If not considering the day of fighting in the safety streak, it is obtained:

$$\frac{\Delta - 4|}{\Delta} = (4 - 1.949)/1.949 = 1.052 \cong 105\% . (158)$$

The final results for the second version of asymmetric conflict are presented in table 5.

The attacker's advantage materialises in the fact that the critical level for the defender's fighting potential is reached in the second day. The cancellation of the defender's fighting potential is achieved in the  $6^{th}$  day. In the case of the combat stopping criterion with respect to losses, the validation error is 44%, and with respect to duration, the error is 105%.

											Table 5
α	ß	3	$\Lambda_{1}$	$\Lambda_1$		2	$ ho_0^{-1}$		Q	$c^*$	d
0.4	0.	2	0.07	77	0.278 3.49		3.49 7.65		7.65	1/3	0.897
$\frac{Y_F}{Y_0}$		$\frac{Y_F}{Y_0}$	$\left  \frac{d}{d} \right $	$\Delta ($	$\left(\frac{X}{X_0}\right)$		$\frac{-4}{\Delta}$	Δ =	$(\frac{X}{X_0})$	Con	clusions
0.50	5	0.4	436	1.	949	1.	052	5	.714		Non- idation

Validating the results for the second version of asymmetric conflict

6.5 The third version of the asymmetric conflict

The critical value of stopping the combat is:

$$c^* = \frac{1}{6} = 0.167$$
 . (159)

The critical value of stopping the combat with regards to losses is obtained from (125):

$$d = \left[1 + \frac{1}{7.65} \cdot (0.341 - 1)\right]^{1.00} = 0.861, \quad (160)$$
$$\frac{\left|\frac{\mathbf{Y}_{\mathrm{F}}}{\mathbf{Y}_{0}} - d\right|}{d} = \frac{0.861 \cdot \frac{390}{772}}{0.861} = 0.413 \cong 41\%. \quad (161)$$

From (135) it is obtained A = 1.95708; From (136):

$$B = \left[1 + (7.65 \cdot 1) \cdot 0.167^{-0.6}\right]^{\frac{1}{3}} = 2.70779.$$
(162)

From (138),  $k = 3 \cdot 13.78635$ .

From (140), 3H(A) = 3.135109.

From (142):

3*H*(*B*) = 0.665+1.732\*1.307 = 2.929481. (163) From (144):

$$\Delta = 13.78635 \cdot (3.135109 \cdot 2.929481) =$$
  
= 2.834 days. (164)

From (146),  $H(\infty) = 2.720616$ .

From (148),  $\Delta (X/X_0 = 0) = 5.714$  days and  $\chi - 5$ 

$$\frac{|\Delta - 5|}{\Delta} = (5 - 2.834)/2.834 = 0.764 \cong 76\% .$$

If not considering the day of fighting in the safety streak, it is obtained:

$$\frac{|\Delta - 4|}{\Delta} = (4 - 2.834)/2.834 = 0.411 \cong 41\% . (165)$$

The final results for the third version of asymmetric conflict are presented in table 6.

									]	Fable 6
α	β	1	$\Lambda_1$	$\Lambda_2$		$ ho_0^{-1}$		Q	c*	d
0.4	0.2	0.0	0.077		278	3.49		7.65	1/6	0.861
$\frac{Y_{F}}{Y_{0}}$	$\frac{\left \frac{Y_{F}}{Y_{0}}\right }{d}$	-d	$\Delta(-\frac{1}{2})$ $= c^*$	$\frac{X}{X_0}$	$\frac{ \Delta - \Delta }{\Delta}$	- 4	Δ( =	Ŭ	Conclu	usions
0.505	5 0.4	13	2.8	34	0.4	11	5.	714	We Valid	

Validating the results for the third version of asymmetric conflict

The attacker's advantage materialises in the fact that the critical level for the defender's fighting potential is reached in the third day. The cancellation of the defender's fighting potential is achieved in the  $6^{th}$  day. In the case of the combat stopping criterion with respect to losses, the validation error is 41%, and with respect to duration, the error is 41%.

### 7 Conclusions

From the data obtained with the heuristic HERO methodology, the conclusion is the following. The penetration achieved inside the defender's territory is of 54 km (30 km in the safety strip and 24 km in the central strip), insufficient to accomplish the mission. This is in the case of 5 days long main attack on one direction (one day in the safety strip) and with the present forces.

The final results obtained with the Helmbold model for the symmetric conflict are presented in the table 7. The evolution of the forces ratio proves the defender's advantage. The losses decrease for the defender and they increase for the attacker. Taking into consideration the battle in the area of security as well, the total battle timeframe is of 5 days and the penetration achieved by the attacker is  $30 + 23.32 \cong 54$  km.

Т	0	1	2	3	4	Days
τ	0	0.0247	0.0495	0.0742	0.0990	-
th τ	0	0.0246	0.0494	0.0740	0.0986	-
$\rho(t)$	0.607	0.616	0.626	0.637	0.649	-
$\Lambda_2 \rho^{-\alpha}(t)$	9.17	9.14	9.10	9.06	9.02	%
$\Lambda_1 \rho^{\alpha}(t)$	10.68	10.71	10.76	10.80	10.86	%
$\rho^{-1}(t)$	1.645	1.623	1.597	1.569	1.540	
$V_0\left(\rho^{-1}\left(t\right)\right)$	9	9	9	9	9	km/day
$V(\rho(t))$	5.83	5.83	5.83	5.83	5.83	km/day
$\Delta(t)$	_	5.83	11.66	17.49	23.32	km

Final results from the Helmbold model for the symmetric conflict

The comparative results from the Helmbold model for the three asymmetric conflict versions are presented in table 8.

The validation is performed for the asymmetric conflict model in which the defender reaches the  $6^{th}$ 

part of its original fighting potential on the third day, when the combat stops.

The heuristic HERO methodology and the analytic model (Helmbold model) for symmetric conflict lead to the similar results.

										Table 8
α	β	1	۱.	1	$\Lambda_2$		-1	Q	$c^*$	d
0.4	0.2	0.0	)77	0.2	278	3.49		7.65	2/3	0.953
0.4	0.2	0.0	)77	0.2	278	3.4	49	7.65	1/3	0.897
0.4	0.2	0.0	)77	0.2	278	3.49		7.65	1/6	0.861
$\frac{Y_F}{Y_0}$	$\frac{\mathbf{Y}_{F}}{\mathbf{Y}_{0}}  \frac{\left  \frac{Y_{F}}{Y_{0}} - d \right }{d}$			$\frac{X}{X_0}$	- 4	$\frac{1}{2} \Delta(\frac{X}{X_0}) = 0$		Conclusions		
0.505	0.4	69	0.8	09	3.944		5.	714	-	lon- dation
0.505	0.4	36	1.9	49	1.0	52	5.	714	4 Non- validati	
0.505	0.4	13	2.8	34	0.4	11	5.	714		/eak idation

Comparative results from the Helmbold model for the three asymmetric conflict versions

References:

Table 7

[1] S. J. Andriole, *Advanced Technology for Command and Control Systems Engineering*, Part 1, 2, 5, AFCEA Press, 1990

[2] I. Badoi, *Îndrumar de laborator pentru proiectarea exercițiilor asistate de calculator prin modelarea jocurilor diferențiale operative,* Military Technical Academy Publishing House, Bucharest, 2007

[3] I. Badoi, *Modelarea integrată a jocurilor diferențiale operative*, Military Technical Academy Publishing House, Bucharest, 2008

[4] A. Ghita, *Analiza cantitativă a datelor istorice despre lupte*, Military Technical Academy Publishing House, Bucharest, 1993

[5] A. Ghita, *Modelarea, simularea și planificarea optimală a operațiilor*, Military Technical Academy Publishing House, Bucharest, 2001

[6] I. Oswalt, Current Applications, Trends and Organizations in U. S. Military Simulation and Gaming, Simulation & Gaming, June, 1993