Combat power:

Force strength:

Operational variables

Where W is the total formation weapon strength in a category

Table - QJM abbreviations and symbols

|  |  |  |  |
| --- | --- | --- | --- |
| Symbol | Meaning | Identifier | Meaning |
| *h* | Weather factor | *w* | Weapons identifier |
| *u* | Posture factor | *y* | Air support identifier |
| *v* | Vulnerability factor | *g* | Artillery identifier |
| *z* | Season factor | *n* | Infantry identifier |
| *r* | Terrain factor | *s* | Small arms identifier |
| *F* | General factor | *i* | Armoured force identifier |
| *W* | Lethality index (proving ground) | *hw* | Heavy weapons identifier |
| *N* | Personnel strength (number) | *mg* | Machine gun identifier |
| *J* | Number of vehicles | *e* | Enemy identifier |
|  |  | *f* | Friendly identifier |
|  |  | *a* | Attacker identifier |
|  |  | *d* | Defender identifier |
|  |  | *j* | Judgement identifier |

Using these, the model can be simplified to contain base categories in the code – namely combining categories as follows:

Table - Model identifier changes

|  |  |
| --- | --- |
| Identifier | Meaning |
| *in* | Infantry weapons like small arms and machine guns |
| *tn* | Armoured fighting vehicles – tanks and similar |
| *at* | Antitank weapons, self-propelled and towed or man portable |
| *ar* | Artillery, self-propelled and towed |
| *ad* | Air defence weapons |
| *ai* | Close air support sorties |

This modifies the Force Strength equation as follows: