

3 sens. games

$$\begin{aligned} x' &= ax + by \\ y' &= cx + dy \end{aligned}$$

} Lanchester's
Phalanx
on
Phalanx

$$\begin{aligned} x' &+ e \cos(t) \\ y' &+ f \cos(t) \end{aligned}$$

} ~~Lanchester's~~ (game)
Ammunitions

↓ Scope (Battle Cohesion):

~~Every~~ Every change in time, the change in my troops goes down relative to my own troops



Social (Battle Wisdom):

Every change in time, the change in my troops relative to the other troops

λ Material:

More ammunition at start for some

NeanderPaul

Does it make sense, Cents, and

Cents?

2.6 + => pursue

2 → 2.6 => Evaluate

0 → 2 => skip

{ Zachman
Cynefin }

- 1) Value 0-1
- 2) Add it up

+ Morale Model