Previously just had total weapons needed per target and attempted to have agents self-select targets based on that one number. This framework would replace that.

Targets are assigned to tiers

* Tiers are sorted by priority
* Tiers delineated by required Pk for that tier
* Begin filling lower tiers when above tier is satisfied or unreachable

Many factors effect Pk

* Effectiveness of weapons (Pki)
* Likelihood of weapon reaching target (1-Ai)
* Combination of weapons (possibly synchronicity)
* Make decisions based on effective change in Pk for each target and target priority
* Example:
  + One weapon has Pk of 0.80 and attrition of 0.25, effective Pk = 0.60
  + Second weapon has Pk of 0.95 and attrition of 0.50, effective Pk = 0.475
  + Overall Pk on target is 0.79

Attrition depends on many factors

* Depends on type of weapon
* Depends on time in air
* Depends on path/defenses
  + Separate process for path planning?
* During engagement can update attrition model and re-plan