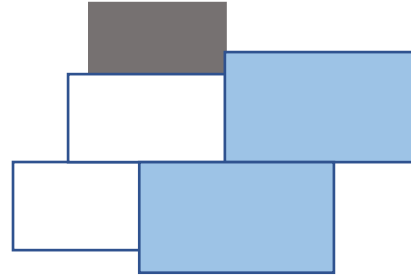


ATTACKS & SUPPORT

Genesis:

- armed actors (rebels, government) territories assigned to each armed actor; support determines "size" of territory

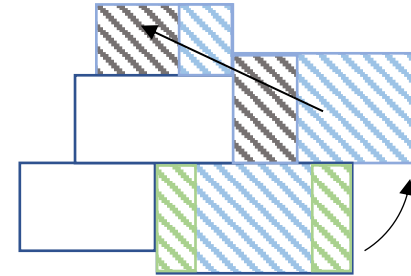
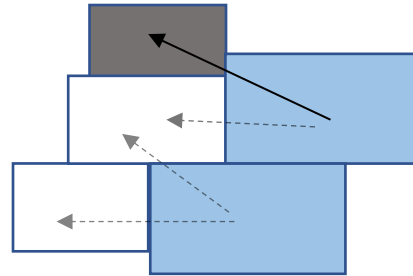


Genesis:

- unarmed actors (civilians) generate level of resources in each territory via civilian support

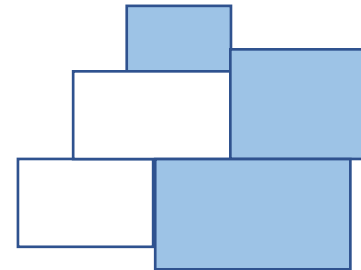
Locking intentions:
armed actor observes contiguous territories, decide whether or not to attack based on utility

- chance of winning
- improvement over status quo
- cost to civilians in home territory



Intentions revealed:
civilians support groups based on

- ideological agreement
- history of victimization
- expectations of fellow civilians
- expectations of victory



Battle occurs:

- victory is a function of local resources (resources group had and civilian support in territory that is attacked)
- territories in battle incur losses