

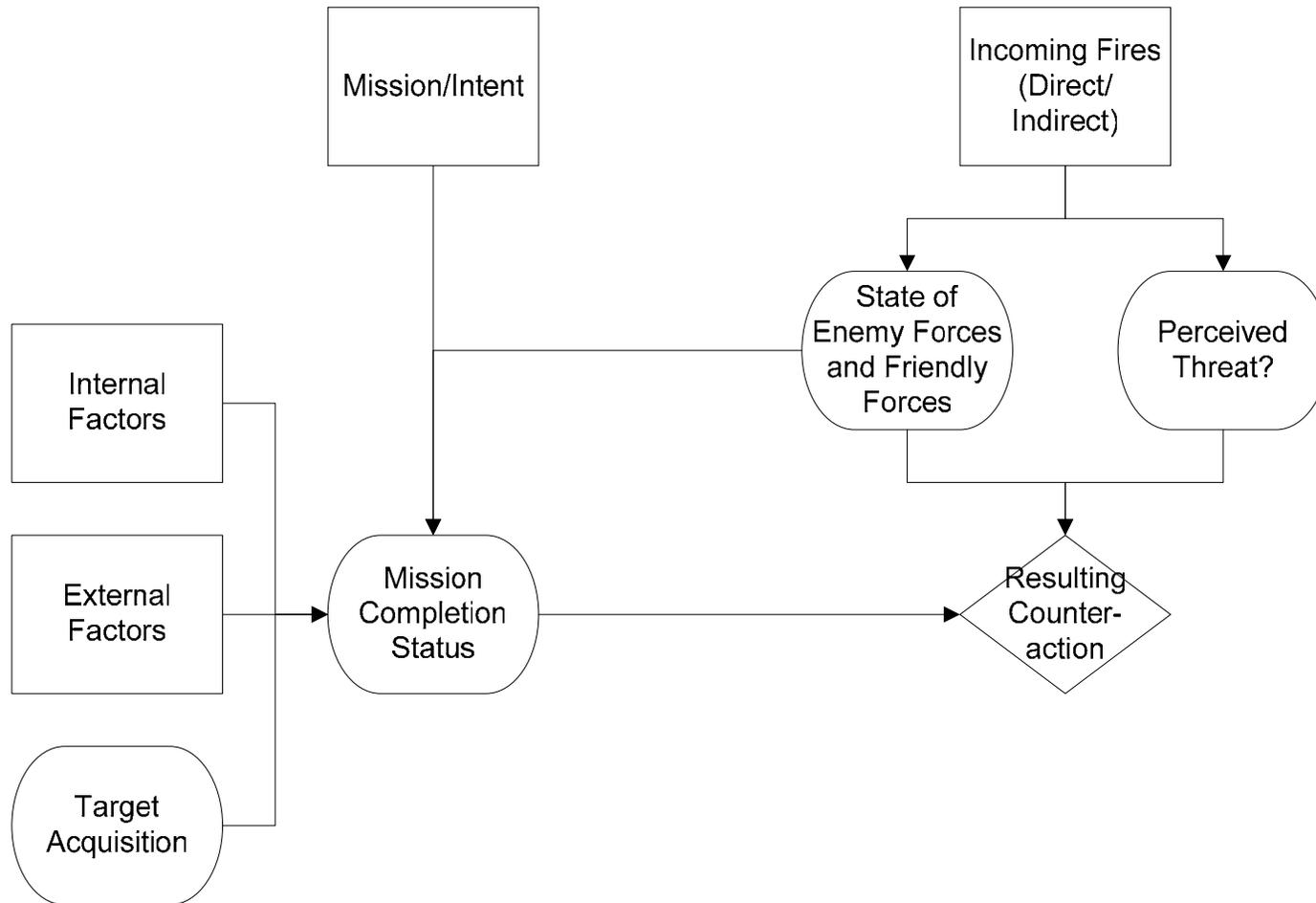
Suppression Analysis

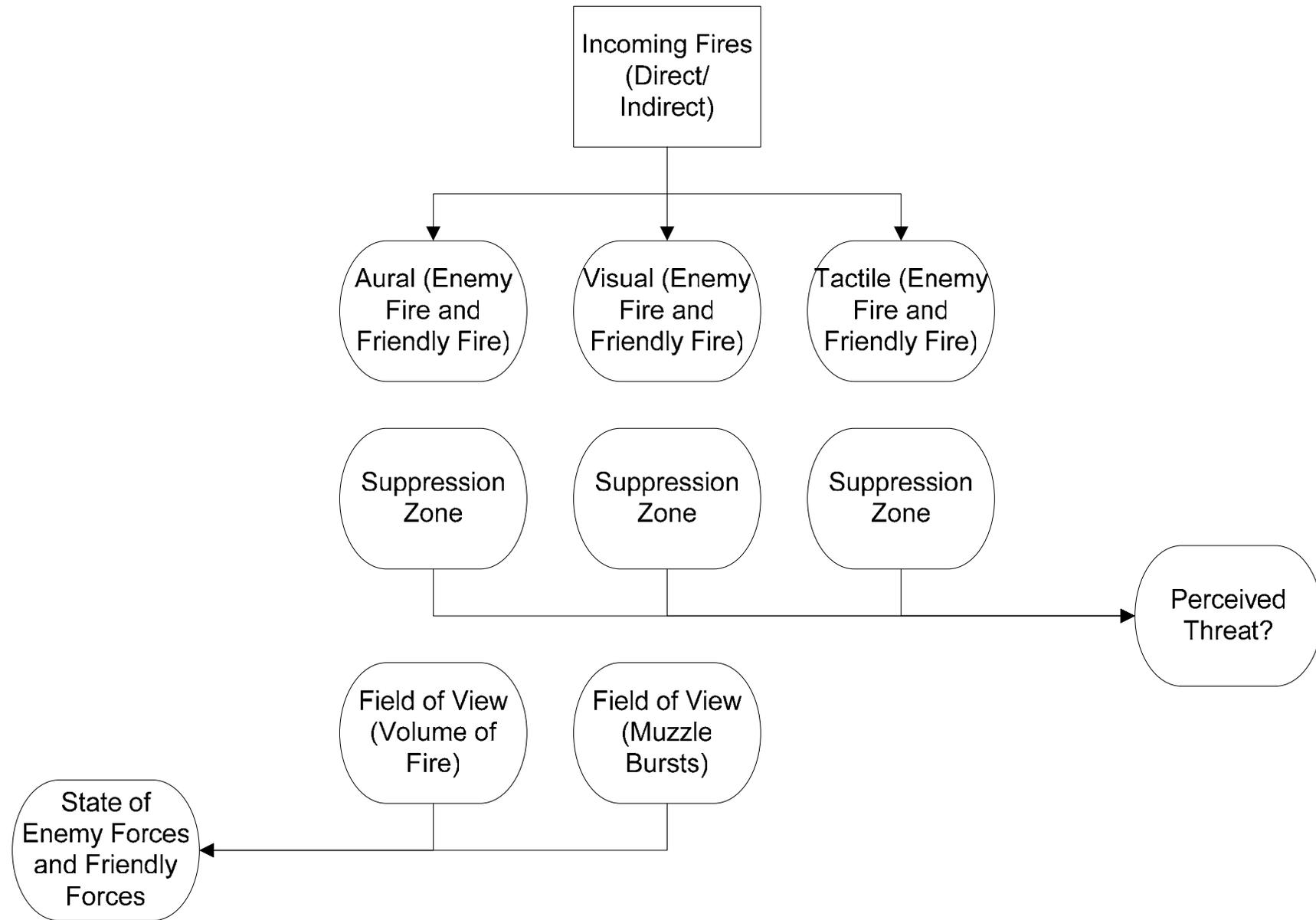
Creating an Overarching Framework of
the Factors Leading to Suppression of
the Individual Soldier

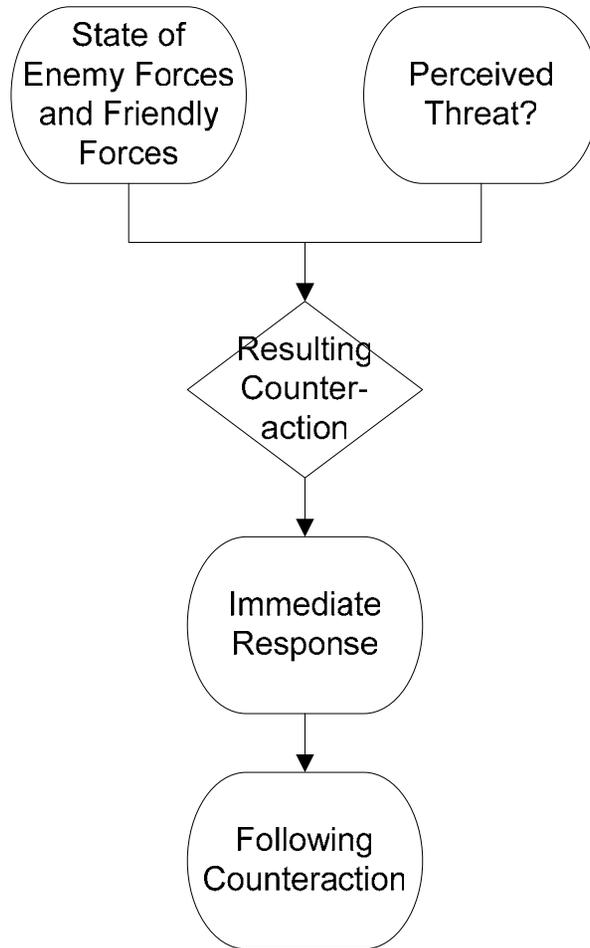
Purpose

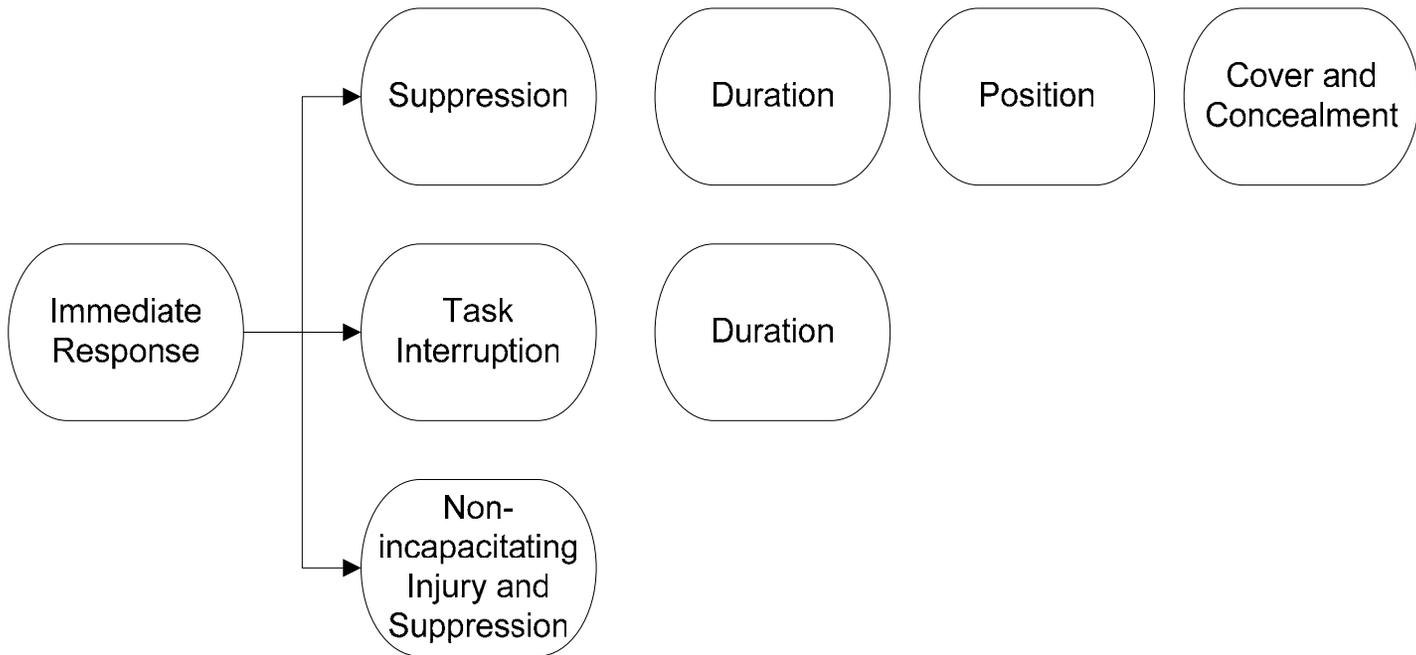
- To supplement current individual combat simulators by incorporating suppression as an important factor in the outcome of fire fights
- To allow simulated combatants to make “intelligent” and realistic choices based on the perception of each individual combatant
- To make possible a situation in which the state of suppression for both the enemy and friendly forces can help dictate the decisions made by each force

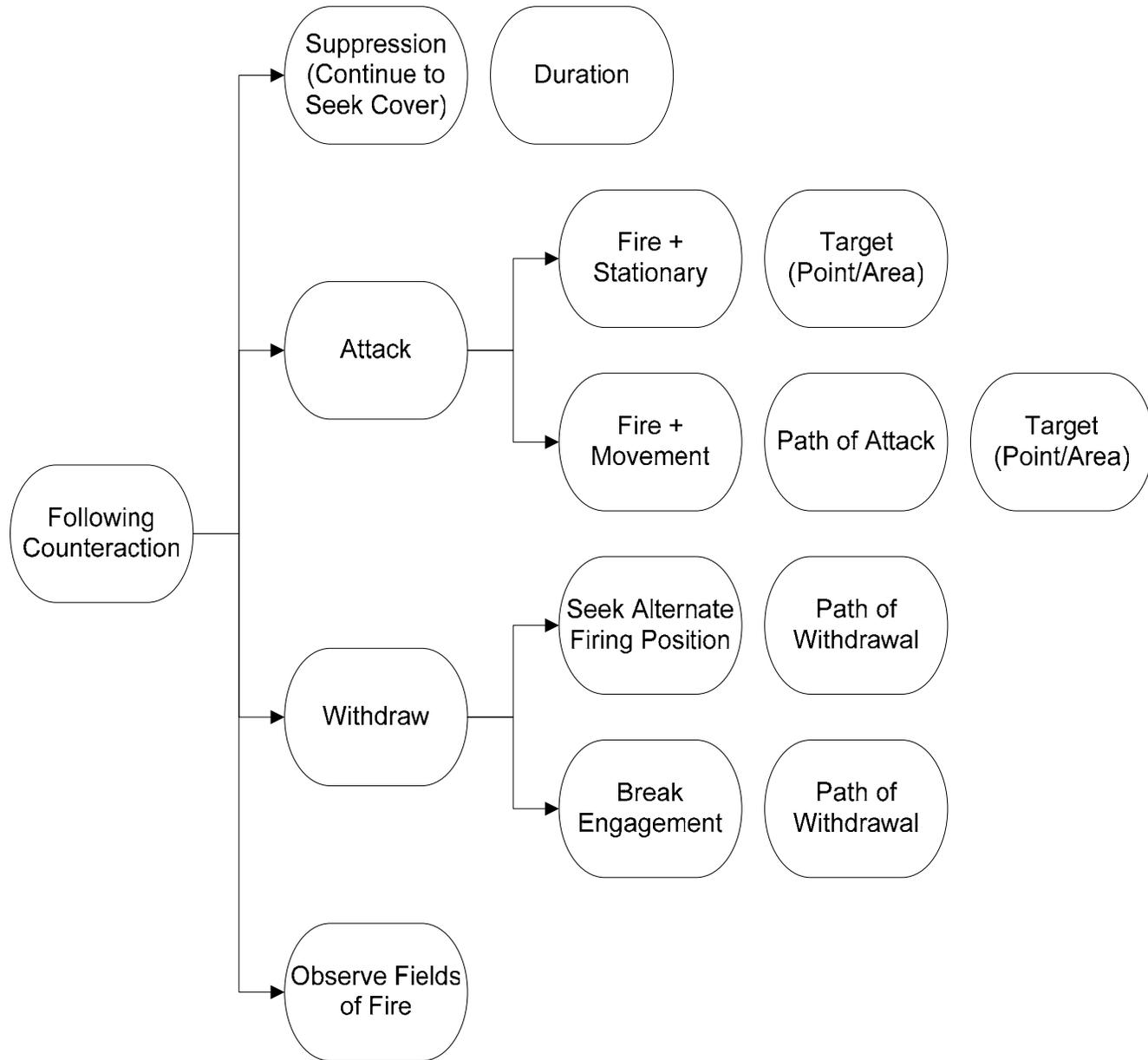
Overarching Influence Diagram

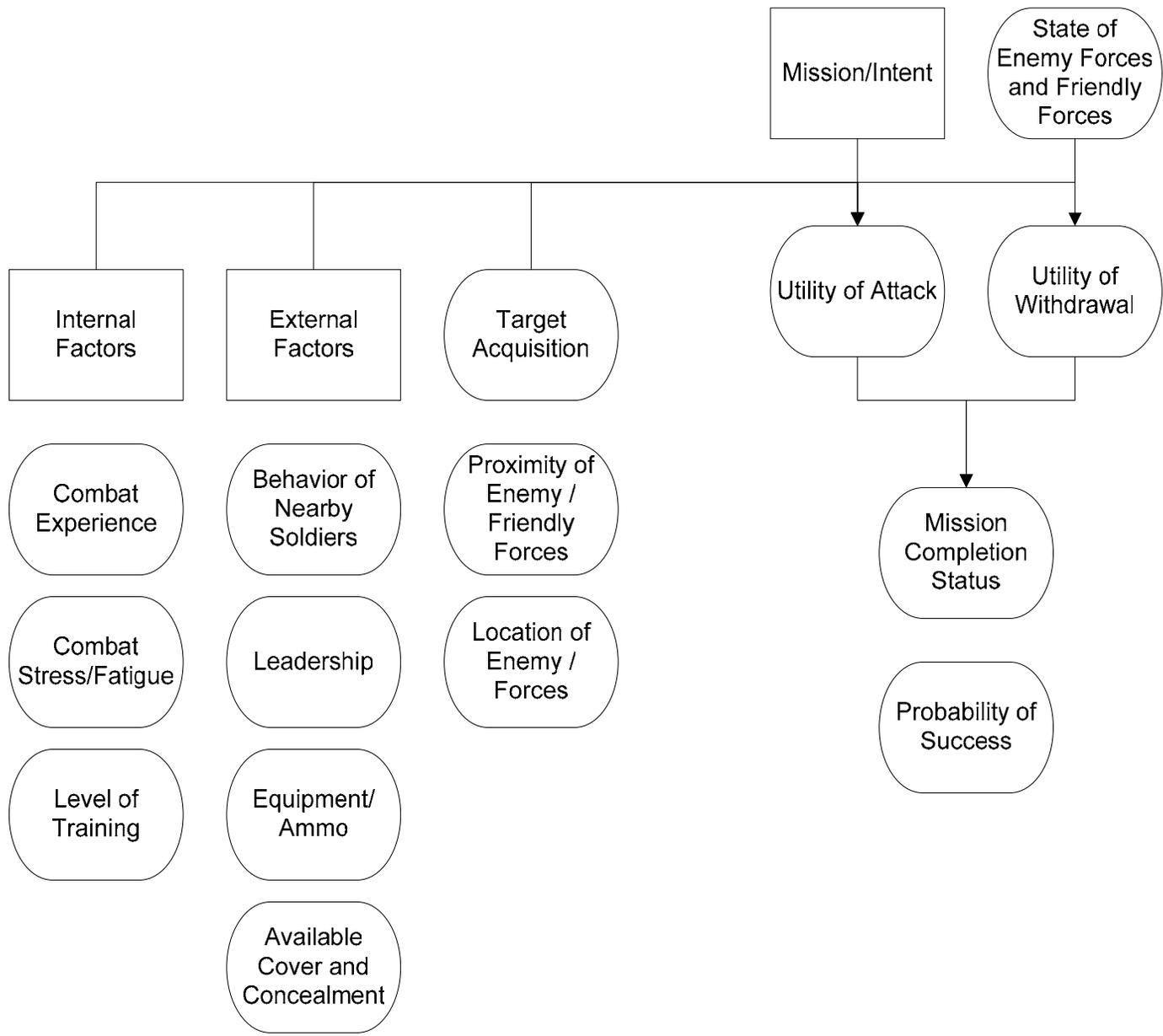












Possible Questions

- What is the effect of leadership in a simulated combat situation? (Decision based on a single soldier's perceptions)
- What role does suppression play in a situation in which the enemy is intent on withdrawal or attack?
- What are the durations of typical fire fights when suppression plays a significant role?
- How effective are current weapons in preventing "hit and run" type enemy forces from successfully escaping?
- How effective is a weapon focused on suppression as opposed to incapacitation? (ie air bursting munitions)