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COMPARING TRADITIONAL STATISTICAL MODELS WITH NEURAL NETWORK  
MODELS: THE CASE OF THE RELATION OF HUMAN PERFORMANCE  
FACTORS TO THE OUTCOMES OF MILITARY COMBAT

by

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University in Partial Fulfillment of the Requirements for  
the Degree of

DOCTOR OF PHILOSOPHY

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## ABSTRACT

### COMPARING TRADITIONAL STATISTICAL MODELS WITH NEURAL NETWORK MODELS: THE CASE OF THE RELATION OF HUMAN PERFORMANCE FACTORS TO THE OUTCOMES OF MILITARY COMBAT

William Oliver Hedgepeth  
Old Dominion University, 1995  
Director: Dr. Derya A. Jacobs

Statistics and neural networks are analytical methods used to learn about observed experience. Both the statistician and neural network researcher develop and analyze data sets, draw relevant conclusions, and validate the conclusions. They also share in the challenge of creating accurate predictions of future events with noisy data.

Both analytical methods are investigated. This is accomplished by examining the veridicality of both with real system data. The real system used in this project is a database of 400 years of historical military combat. The relationships among the variables represented in this database are recognized as being hypercomplex and nonlinear.

The historical database was investigated from two paradigms. Paradigm I states that predicting the winner of combat can be based on post-combat personnel losses. Paradigm II states that predicting the winner can be based

on pre-combat initial conditions of personnel strength and skill factors.

The results give evidence that traditional statistical methods may provide greater accuracy in predictions when the data is clean or filtered (perfect) than when it is noisy and unfiltered (imperfect). Neural networks, on the other hand, may provide greater accuracy for the same predictions when the data is left imperfect than when it is cleaned up and filtered (perfect).

DEDICATION

To Elizabeth.

## ACKNOWLEDGEMENTS

Obtaining a terminal degree is a path one takes toward learning about learning. But, the journey begins with a helping hand from those who have taken that path. The one who helped guide me onto that path and set the direction was Dr. Derya A. Jacobs. I will always be thankful for her patience and guidance.

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## TABLE OF CONTENTS

	Page
ACKNOWLEDGEMENTS . . . . .	iv
LIST OF TABLES . . . . .	viii
LIST OF FIGURES . . . . .	xii
 Chapter	
1. INTRODUCTION . . . . .	1
Problem Statement . . . . .	2
Research Objective . . . . .	3
Research Hypotheses . . . . .	5
2. REVIEW OF LITERATURE . . . . .	6
Statistical Methods Used In Combat Analysis . . . . .	7
Neural Networks and Combat Analysis . . . . .	11
The Bridge Between Statistics and Neural Networks . . . . .	12
3. METHODOLOGY . . . . .	15
Task 1: Planning and Data Collection . . . . .	15
Task 2: Determining Statistical Algorithm . . . . .	20
Task 3: Determining Neural Network Structure . . . . .	21
Task 4: Experiment Performance Criteria . . . . .	24



Task 5: Analysis of Experimental Results . . . . .	24
Task 6: Evaluation and Validation . . . . .	32
Resource Needs for the Experiments . . . . .	32
4. EXPERIMENTATION . . . . .	33
Data Taxonomy . . . . .	33
Data Coding: Ratio Scale . . . . .	37
Data Coding: Nominal Scale . . . . .	42
Data Coding: Ordinal Scale . . . . .	50
Data Coding: Interval Scale . . . . .	50
Treatment Case Data Sets . . . . .	53
Summary . . . . .	56
Statistical Modeling . . . . .	58
Neural Network Modeling . . . . .	71
5. ANALYSIS OF EXPERIMENTAL RESULTS . . . . .	95
Chi-Square Tests . . . . .	95
Data . . . . .	112
Logit . . . . .	113
Neural Networks . . . . .	113
6. CONCLUSIONS . . . . .	114
7. FUTURE RESEARCH . . . . .	115
8. SUMMARY . . . . .	116
BIBLIOGRAPHY . . . . .	118
APPENDICES	
A. CONVERTED DATA BASE FOR 400 YEARS OF BATTLE	131
B. LOGIT PROCEDURE . . . . .	175

## LIST OF TABLES

Table	Page
1. Experimental Plan Showing Paradigms I and II and Model Types . . . . .	18
2. Experiment Design . . . . .	20
3. Experiments for Paradigm I . . . . .	25
4. Experiments for Paradigm II . . . . .	26
5. Summary of Experiment Design . . . . .	27
6. Evaluation Chart for Satisfying the Problem Statement. . . . .	28
7. Evaluation Chart for Satisfying Hypothesis One	29
8. Evaluation Chart for Satisfying Hypothesis Two	30
9. Taxonomy for Military Conflict Database . . .	35
10. Data Variables Coded as Ratios . . . . .	38
11. Data Coding for 1st Width of Front . . . . .	40
12. Coding Scheme for Attacker to Defender Ratio Variables . . . . .	43
13. Frequencies of Symbolic Values for Defender's Primary Tactics #2 . . . . .	46
14. Coding Scheme for the Nominal Valued Variable Defender's Primary Tactics #2 . . . . .	47
15. Coding Scheme for Nominal Valued Variables . .	49
16. Coding Scheme for Ordinal Valued Variables . .	51
17. Variable Names for Ordinal Variables . . . . .	52
18. Coding Scheme for Interval Valued Variables .	54
19. Variables for Two Paradigms . . . . .	55

20.	Contingency Table for Comparing Paradigms I and II with Perfect and Imperfect Data . . .	57
21.	Contingency Table for Comparing Data Sets A, B, and C with Perfect and Imperfect Data	57
22.	Logit Results for Paradigm I . . . . .	61
23.	Logit Analysis for Paradigm II, for Data Set A with Imperfect Data . . . . .	64
24.	Logit Analysis for Paradigm II, for Data Set B with Imperfect Data . . . . .	65
25.	Logit Analysis for Paradigm II, for Data Set C with Imperfect Data . . . . .	66
26.	Logit Results for Paradigm II with Imperfect Data . . . . .	67
27.	Logit Analysis for Paradigm II, for Data Set A with Perfect Data . . . . .	69
28.	Logit Analysis for Paradigm II, for Data Set B with Perfect Data . . . . .	70
29.	Logit Analysis for Paradigm II, for Data Set C with Perfect Data . . . . .	72
30.	Logit Results for Paradigm II with Imperfect and Perfect Data . . . . .	73
31.	Network Results for Paradigm I, Data Set A with Perfect Data . . . . .	79
32.	Network Results for Paradigm I, Data Set B with Perfect Data . . . . .	81
33.	Network Results for Paradigm I, Data Set C with Perfect Data . . . . .	82
34.	Paradigm I Comparison of Prediction Accuracies for Logit and Neural Networks . . . . .	83

35.	Network Results for Paradigm II, Data Set A with Imperfect Data . . . . .	84
36.	Sample of Computed Output of Data Set A Network with Imperfect Data . . . . .	86
37.	Network Results for Paradigm II, Data Set B with Imperfect Data . . . . .	87
38.	Network Results for Paradigm II, Data Set C with Imperfect Data . . . . .	88
39.	Preliminary Comparison of Logit and Neural Network Results for Paradigm II . . . . .	89
40.	Network Results for Paradigm II, Data Set A with Perfect Data . . . . .	90
41.	Network Results for Paradigm II, Data Set B with Perfect Data . . . . .	92
42.	Network Results for Paradigm II, Data Set C with Perfect Data . . . . .	93
43.	Results of Logit and Neural Network Analysis for Paradigm II . . . . .	94
44.	Summary of Experimental Results . . . . .	96
45.	Comparison of Logit Results by Data Type for Paradigm II, with Data Set B . . . . .	99
46.	$X^2$ Chart Created from Table 45 . . . . .	99
47.	Comparison of Logit Results by Data Type for Paradigm II, with Data Set C . . . . .	100
48.	$X^2$ Chart Created from Table 47 . . . . .	100
49.	Comparison of Neural Network Results by Data Type for Paradigm II, with Data Set B . . . . .	102
50.	$X^2$ Chart Created from Table 49 . . . . .	102
51.	Comparison of Neural Network Results by Data Type for Paradigm II, with Data Set C . . . . .	103

52.	$\chi^2$ Chart Created from Table 51 . . . . .	103
53.	Comparison of Logit Results by Paradigm, for Perfect Data with Data Set A . . . . .	104
54.	$\chi^2$ Chart Created from Table 53 . . . . .	104
55.	Comparison of Logit Results by Paradigm, for Perfect Data with Data Set B . . . . .	105
56.	$\chi^2$ Chart Created from Table 55 . . . . .	105
57.	Comparison of Logit Results by Paradigm, for Perfect Data with Data Set C . . . . .	106
58.	$\chi^2$ Chart Created from Table 57 . . . . .	106
59.	Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set A . . . . .	108
60.	$\chi^2$ Chart Created from Table 59 . . . . .	108
61.	Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set B . . . . .	109
62.	$\chi^2$ Chart Created from Table 61 . . . . .	109
63.	Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set C . . . . .	110
64.	$\chi^2$ Chart Created from Table 63 . . . . .	110

## LIST OF FIGURES

Figure		Page
1.	The Logistic Function . . . . .	60
2.	A Model Neuron . . . . .	75

## CHAPTER 1

### INTRODUCTION

The prediction of outcomes of military combat is a classic problem. Examples of these outcomes may be which side wins a battle, how many casualties occur, or which route is taken by a convoy of ships. Within the field of operations research, these and similar problems have been tackled by traditional statistical approaches for over 50 years. However, a problem arises in creating these predictions when the number of factors involved in the outcome is large, or when the relationships among the factors are complex and uncertain (Davis 1995). In addition, when examining historical databases of combat situations, there can be missing values within the data sets or variables. Traditional statistical methods often exclude an entire treatment case, e.g., a battle, when a missing data value is detected. These factors make the problem an excellent candidate for using an alternative approach to traditional statistical methods. One possible alternative is artificial neural networks. During this study, an artificial neural network was developed for comparison with a traditional statistical method. Both methods were used to examine their veridicality in the prediction of the outcomes

of combat situations, battles or wars, based on an authoritative historical combat database.

### Problem Statement

Military combat human-machine interactions may exhibit system hypercomplexity between initial combat conditions and predicted outputs (Geeraerts 1994). A consequence of this hypercomplexity is a high degree of uncertainty in the data that describes these interactions. In the past, military analysts dealt with this uncertainty by giving military decision makers predictions based on more "perfect," i.e., filtered and hard data, such as the number of personnel and equipment engaged in combat and the attrition rates of personnel and equipment. However, with the increased power of today's computer systems, it is now feasible to help decision makers explore an expanded set of possible battle or war outcomes by using this uncertainty, and by using more "imperfect" data, i.e., data with missing values and soft data, such as morale of personnel and leadership skills (Davis 1995; Arquilla 1992).

Artificial neural networks have begun to demonstrate some robust abilities in the analysis of complex data that has eluded traditional statistical approaches in providing accurate predictions of future events (Davis 1995; Cheng and Titterington 1994a; Cleckner 1994).



Therefore, the problem for this research is that the predictive capabilities of traditional statistical models may not be as robust when applied to noisy and incomplete data as they are when applied to clean, or filtered data, and combat data that focuses on skill-based and human factors tend to be noisy and incomplete. The human factors used in this database are qualitative measures of human performance in combat, such as leadership, morale, training, initiative, and combat effectiveness.

### Research Objective

The need for this research comes from the convergence of several trends in rethinking how to analyze complex problems (Cheng and Titterington 1994a; Sharda 1994; Arquilla 1992; Morrison 1992; Padgett and Roppel 1992; White 1989). These are summarized as:

- (1) uncertain or soft data may contain causal patterns of behavior different from those contained in clean or hard data;
- (2) traditional statistical methods may have difficulty analyzing uncertain, missing, or soft data;
- (3) computerized neural network algorithms are beginning to solve complex, nonlinear problems accurately; and,

- (4) the credible use of neural networks needs further development.

The specific objective of this research was to investigate and compare the use of an artificial neural network and a traditional statistical approach in the analysis of large, complex databases for prediction purposes. A historical combat database of 660 battles and wars, spanning approximately 400 years, was used to design, train and test the statistical and neural network models. These two models were used to predict the winners of the 660 combat engagements. The winner, as either the attacker or defender, is an a priori variable defined by the historians who created the database. Thus, the two analytic models were trained to recognize the relation between multiple input variables describing each combat engagement, and the one output variable, which is the winner of each engagement.

This research should then be considered as a comparison of the inference capabilities of an artificial neural network and a traditional statistical model using a mix of qualitative and quantitative data. As such, this study should contribute to addressing the research need and objective by meeting the following goals:

- (1) to identify new causal patterns in uncertain or soft data;
- (2) to help fill the statistical gap when analyzing uncertain, missing, or soft data;

- (3) to demonstrate a neural network's capabilities with a complex and nonlinear problem; and,
- (4) to examine a potentially credible use of neural networks.

### Research Hypotheses

From the objective and need, the following two hypotheses were formulated for this research:

(1) There is a significant difference in the accuracy of model predictions of combat winners when based on input data that is clean and filtered (perfect) versus input data that is noisy and unfiltered (imperfect).

(1a) The data type that gives higher prediction accuracy for traditional statistical models (i.e., perfect data) is different from the data type that gives higher prediction accuracy for neural network models (i.e., imperfect data).

(2) The accuracy of the predictions of combat winners based on attrition data (i.e., combat casualties, which is Paradigm I) is significantly different from the accuracy of predictions based on strength and skill data (i.e., human factors, environment, force description, and doctrine and operations, which is Paradigm II).

## CHAPTER 2

### REVIEW OF LITERATURE

Finding solutions to prediction problems involving nonlinear human factors and using combat performance data may be accomplished with statistical and neural network methods. There are decades of published research that describe statistical methods for analyzing a variety of such historic combat data (Davis 1995; Arquilla 1992; Helmbold 1987; Dupuy 1979; Stockfisch 1975; Bonder 1971). However, the literature on the use of neural networks as an alternative or complementary approach to these traditional statistical approaches is only beginning to be reported (Jacobs and Hedgepeth 1995; Kilmer 1995; Cheng and Titterington 1994a, 1994b; Cleckner 1994; Kilmer 1994a, 1994b, 1993; Sharda 1994; Bui, Dryer and Laskowski 1992; Eldridge 1992; Morrison 1992; Padgett and Roppel 1992). These reports indicate that neural networks may outperform traditional statistical methods when the data is composed of a large number of quantitative and qualitative variables (Cheng and Titterington 1994a). Thus, this study is a case of how traditional statistical and neural network methods can be used to analyze quantitative and qualitative data,

and specifically, to find relations between human performance factors and the outcomes of military combat.

### Statistical Methods Used In Combat Analysis

Arquilla (1992) analyzed historic combat data using logistic regression to identify causal patterns that might explain why some battles are won and some are lost. He found sufficient information from this statistical analysis to support the presence of causal patterns that cannot be attributed to chance.

Arquilla used statistical methods to try to find clues to the faulty human performance and behavior that could be causal for battle wins or losses. He analyzed the skill-based or soft data, such as data on technology and perceptions of power differentials between the combatants. His hypothesis rested on the belief that skill, rather than strength, was the dominant factor in combat, and that the relationship of the battle wins and losses to skill and strength is nonlinear.

Helmbold (1987) analyzed a similar historic database and discovered a relationship between casualty ratios and the probability of which side of a battle would win. The Helmbold approach used logistic regression methods. As such, he believes he has found a fundamental relationship in this historic combat data. However, Helmbold reports that the use of logistic regression is not very robust and is

subject to influence by errors in the imperfect database (Helmbold 1987), where the imperfect database contains missing data values.

McQuie (1988) examined a similar historic combat database by categorizing the data from the battle histories. He established standard characteristics, e.g., statistical means, for different data elements and compared them to data generated by computer wargames for any differences. He validated the standard characteristics by determining if they fell within a subjectively acceptable range of values (McQuie 1988).

Allen (1992) explored the use of a similar historic combat database for predicting the results of battles. Allen's methodology was to vary the strength of weapon characteristics as well as soft data elements such as environmental factors, terrain and weather, to calculate combat losses for each weapon. The methodology focused on the synergistic aspects of selected weapons used. He presented an advance in the state of the art in modeling combat situations by accounting for the combined weapons effects, which are frequently absent from combat models that employ single weapon effects (Allen 1992).

Trevor Dupuy is credited with creating the first view of combat causal effects that broke with traditional statistical and combat modeling and simulation viewpoints (Davis 1995). He created a complex analytic model, the Quantified Judgment Model or QJM, that predicted combat

outcomes as well as casualties. This break with traditional statistical reasoning used not only the force strength combat data, but also many soft data items, such as morale and surprise of the different forces engaged in combat. However, Dupuy's work was widely ignored and rejected by the military community from the 1970s to the early 1990s (Davis 1995; Davis and Blumenthal 1991). It is Dupuy's database, after being reviewed and authenticated over a 10-year period of time by the United States Army, that is the database for this research. And, whereas Dupuy relied on the analytic statistical models available to create his QJM, this research goes to the next step of using robust neural networks that can account for higher-order interactions.

Helmbold (1987) cautions about examining incredibly complex political and military problems with statistics, which is part of the criticism directed toward Dupuy's work. Similarly, DeWeerd (1979) cautions that evaluating a battle quantitatively is unlikely to produce any causal relations.

Simon (1990) prescribes going beyond the number crunching ability of computerized models, such as those used by Helmbold and Allen. His suggestion is to substitute symbolic data for numeric data, which gets closer to the concept of Dupuy. Kilmer (1995) echoes Simon's (1990) exclamation about the need to go beyond brute force statistical analysis to more intelligent approximations of battles, if progress beyond the limitations of statistical combat modeling is to be reached.

Busse (1971) compared the statistical analysis of Lanchester combat equations to actual combat to show that the equations can fit actual combat, proving a link between battle winners and personnel casualties. This parallels the work of Helmbold. However, Busse cautions that statistical analyses are dependent on the veracity of the historic battle data. But, Dupuy (1983) argued that all data were potentially valuable and integrated the entire database into his analytic model, irrespective of judgments of its veracity.

Goldhamer (1979a) cautions that using history to make simple generalizations that accurately predict battle outcomes is unwise, which takes issue with the work of Arquilla, Helmbold and Dupuy. But, this caution has served as a challenge to the operations research community to continue to experiment with simple generalizations.

Stockfisch (1975) summarizes the state of combat models by indicating that they are of questionable worth, due to the lack of empirical study of historic battles. But, he sees the statistical analysis of historic combat by researchers such as Arquilla and Dupuy as helping bridge the gap between theory and fact with respect to how human performance affects combat. Stockfisch recognizes that there may be different causal relations derived from combat data when many different variables, that are both quantitative and qualitative, are analyzed.



### Neural Networks and Combat Analysis

Neural networks are nonlinear computational nodes operating in parallel and formed into a pattern that mimic biological neural networks. These nodes are connected through a weighting algorithm that determines what signal is passed from one node to another. The weights and signals are adaptive due to the recursive process of training a neural network. The result is a network algorithm or model that can react to, or observe, a stimulus and produce an outcome (Lippmann 1991; Nelson and Illingworth 1990).

Within historic combat databases, there is noise that is typical of human factors or human performance databases. This noise tends to limit the analytical value of traditional statistical analyses. But, it is this limitation, the noise within the data, and the difficulty of performing trend analysis, that is a motivating criterion for the use of neural networks. Some analysts indicate there is limited or no value in looking at such raw data with statistical models (McQuie 1988). This may not be valid using neural networks which have demonstrated the ability to examine raw, unfiltered data and find significant, and often new, patterns or causal links in some prediction models (Nelson and Illingworth 1990).

Current research indicates that backpropagation neural networks outperform other neural network algorithms for analyzing complex, uncertain data. For example, there are

documented advantages in using neural networks to model combat battles and potentially to replace combat simulations (Kilmer 1995; Kilmer, Smith and Shuman 1994; Launsby and Hallowell 1994; Sharda 1994; Kilmer and Smith 1993; Caudill and Butler 1992; Eldridge 1992).

One negative side of neural networks is the lack of any guarantee of producing a significant causal result. Barto (1993) issues a strong warning that neural network capabilities are currently in the exploratory stage for use in solving nonlinear problems. But, he suggests that one reason neural networks are becoming acceptable to engineers is that they are being applied to a wider class of problems (Barto 1993).

#### The Bridge Between Statistics and Neural Networks

In 1994, statisticians and neural network researchers began to map interfaces between statistical and neural network perspectives and fundamental principles (Cheng and Titterington 1994a; Kilmer 1994a, 1994b). Neural networks were shown to have a mathematical structure similar to regression (Cheng and Titterington 1994a). For example, Kilmer (1995, 1994a, 1994b) indicates success in using neural networks to approximate the capabilities of combat simulations. He reports that neural networks required fewer assumptions and used noisy, or less precise, data. He also indicated that neural networks have structural similarities

with nonlinear least squares regression. Similarly, Eldridge (1992) demonstrated the success of a neural network to learn actual tank routes from battlefield test data and to produce accurate predictions of other tank route decisions made by commanders. And, Sharda (1994) demonstrated that a neural network could outperform human decision makers in predicting the outcome of simulated battles.

A difference between statistical regression methods and neural network methods is the freedom that neural networks offer to look at more data in different ways. A caution is that neural networks may need more input values for training (building) them than statistical regression does (Kilmer 1995; Sharda 1994; Kilmer and Smith 1993; Eldridge 1992). Another difference is that error statistics are not as easily derived from neural networks as they are from traditional statistical regressions (Kilmer, Smith and Shuman 1994).

While the data requirements for neural networks and statistical methods are different, a common problem area for both is the difficulty they encounter when there is a lack of input data (Kilmer and Smith 1993).

Many of the limitations identified and cautions expressed with respect to historic combat database analyses were based on a viewpoint from over a decade ago, when computers were not as powerful as they are today. Thus, the gap between traditional statistical and neural network

methods needs further exploration. The bridge between these methods, at this time, does seem to be based on the power of the computer. As such, new statistical methods may develop as new neural network methods are developing.

## CHAPTER 3

### METHODOLOGY

This research evaluates and compares the performance of artificial neural networks and statistical approaches for the prediction of combat outcomes based on historical battles. This evaluation requires the specification of the models, a data stratification strategy for building and testing these models, and a logic for assessing the performance of the models.

The experimentation process is divided into six tasks and discussed in the following sections.

#### Task 1: Planning and Data Collection

The historic combat database used in this research is provided by the United States Army Concepts Analysis Agency. This historic database presents treatment cases for battles and wars. Battles and wars can further be categorized as land or land-sea. The number of battles and wars that comprise the database are 660, spanning a time period of approximately 400 years. Each battle and war has 41 possible variables that describe initial and final battle conditions.

Variables used in this experiment are categorized by two paradigms, both linked to prediction of the winner of the battles or wars. In Paradigm I, following Helmbold's (1987) research, the winners of combat battles and wars are predicted using a ratio of casualties:

$$CR = AC/DC \quad (1)$$

where

CR = casualty ratio,

AC = number of attacker casualties, and

DC = number of defender casualties.

In Paradigm II, following Arquilla's (1992) research, the winners of combat battles and wars are predicted using data which includes soft data, such as human factors, skill, technology, terrain, and tactics, as well as hard data, such as force strength.

Helmbold (1987) and Arquilla (1992) both used logistic regression analysis in their research to determine the combat winners. Therefore, a rationale for the use of logistic regression (LR), or logit, as the traditional statistical method of analysis, is to keep constant what appears as a common analytic tool. LR is also appropriate for this type of analysis since the results can be coded as either a 1 or 0. This 1 and 0 code is needed in the

research, since a win for the attacker force is represented with a value of 1, and a loss by the attacker force is represented with a value of 0.

There are over 100 artificial neural network algorithms for different types of problems. In the literature, backpropagation neural networks are shown to be successful in learning pattern recognition and time series analysis for prediction activities and problems. Therefore, a backpropagation neural network (BNN) algorithm was selected as the artificial neural network in this research.

The experimental plan relies on the use of LR and BNN mathematical models for the two paradigms as shown in Table 1. The variable types for the two paradigms have been discussed previously.

The data used to examine each paradigm depicted in Table 1 is categorized into two types relating to the quality of the data. Quality is defined as a degree of battle or war data accuracy and completeness as reported by historians and military analysts. For purposes of this study, the quality of the data sets is defined as either perfect or imperfect.

Imperfect data refers to missing or uncertain data values for a particular battle or war. For example, of the 41 variables that describe a battle, an imperfect battle data set would be one with missing values, such as no value for the defender's number of artillery tubes. Conversely, a perfect battle data set would be one where all 41 variables

	Paradigm I: (Casualty Ratio) Hard Data		Paradigm II: (Environment, Force Description, Doctrine and Operations, and Human Factors) Soft and Hard Data	
Model Type	LR	BNN	LR	BNN

Table 1. Experimental Plan Showing Paradigms I and II and Model Types.



have values, that is, no missing or unknown values. After analysis of the data, it was decided to create three subsets of data as described below:

- Data Set A: Includes 149 conflicts from 1600 to 1812.
- Data Set B: Includes 511 conflicts from 1812 to 1982.
- Data Set C: Includes 660 conflicts from 1600 to 1982 (Data Set A + Data Set B).

The breakpoint of 1812 was chosen based on the increased influence of technology on the battlefield from that time forward (Arquilla 1992; Helmbold 1987). Thus, the 149 conflicts of Data Set A can be considered as conflicts involving low technology. For example, from 1600-1812, horse cavalry was an important factor on the battlefield. The 511 conflicts of Data Set B can be considered as conflicts involving high technology. For example, from 1812-1982, different individual weapons and long range weapons were introduced to the battlefield. Data Set C combines both Data Set A and Data Set B.

The analysis models, LR and BNN, developed for these three data sets, to be used with Paradigm I and II, are shown in Table 2. The values entered into this table are the percentages of correctly predicted battle winners.

Data Set	LR	BNN	LR	BNN
A	LRA(I)	BNNA(I)	LRA(II)	BNNA(II)
B	LRB(I)	BNNB(I)	LRB(II)	BNNB(II)
C	LRC(I)	BNNC(I)	LRC(II)	BNNC(II)

Table 2. Experiment Design.

### Task 2: Determining Statistical Algorithm

The algorithm for LR uses a threshold value (0.5) that when reached produces a value of 1 or 0 as the predicted outcome. This threshold is depicted as the midpoint of the S curve created by LR, which produces a range of values from 0 to 1. Additionally, the LR produces other output parameters – number of data items examined, maximum likelihood estimates, and standard errors, which can be used to determine the statistical significance of the LR results.

The general form of the logistic function used is the univariate binary case defined by the equation:

$$P(AW) = \text{EXP}(a+b*CR) / [1 + \text{EXP}(a+b*CR)] \quad (2)$$

where

$P(AW)$  = probability the attacker wins,

$CR$  = casualty ratio from equation 1,

$a$  = logistic regression intercept,

$b$  = logistic regression slope.

### Task 3: Determining Neural Network Structure

Artificial neural networks (ANN) are learning systems which attempt to simulate the process of the human nervous system with the hope of capturing some part of the power of these biological systems. A typical ANN consists of one input layer, one or more hidden or middle layers, and one output layer. Each layer consists of many highly interconnected processing elements or artificial neurons, which mimic the neurons in the nervous system. Each neuron

or processing element has multiple paths carrying input signals, and one output path. These are analogous to the dendrites and axons of a human neuron. The signal that travels along each path has a specific weight that represents the outcome of a learning process, similar to the process in human synapses. All input signals are weighted and summed before producing an output signal. This output signal is generated by modifying the weighted sum by an a priori transfer function. The weights on the connections are modified by a learning rule and the procedure is repeated until an acceptable level of performance is achieved. This learning rule is critical in defining how the weights are changed in response to the input-output signal pair (Caudill and Butler 1992; Raghaven and Kanal 1992; Weiss and Kulikowski 1991; Nelson and Illingworth 1990; Sung and Johnson 1990).

There are two steps in designing any ANN. Step one is training. Step two is testing the trained model. There are two types of training. One is supervised, and the other is unsupervised. Supervised training is where the neural network is presented sets of input and desired output pairs for each treatment case. In this research, inputs are variables such as casualty ratio, and the output is whether or not the attacker won. An ANN is presented a series of such battles with their known outputs.

Unsupervised training is performed by presenting the input signal pattern only. The output is not presented.

When an ANN is trained, it is ready to be tested. This is where the network uses learned responses about the input data to predict an output. The test data consists of different inputs, such as battles, that the network has never seen.

The first step in using an ANN begins with defining the architecture of the network. The input layer consists of a processing element or node for each input variable. The output node for this study is whether the attacker won or lost.

All layers are fully connected to each adjacent layer. That is, all input layer nodes are connected to all nodes in the hidden layer. All hidden layer nodes are fully connected to the single output node.

The issue with any ANN is how many hidden layers to use and how many nodes are needed for each of those hidden layers. The number of hidden layers is determined by trial and error. The number of nodes in each hidden layer can be determined by the heuristic rule of de Villiers and Barnard (1992):

$$N = \sqrt{(I * O)} \quad (3)$$

where

$N$  = number of hidden nodes per layer,

$I$  = number of input nodes, and

$O$  = number of output nodes.

#### Task 4: Experiment Performance Criteria

Table 3 shows Paradigm I experiments (hard, casualty input data) and forms the basis of development of the performance criteria for analysis. The values for LRA(I), for example would be the percentage of accurate predictions of the winners of the combat situations for logistic regression, for Data Set A, for Paradigm I. Similarly, percentage values would fill the remainder of the table. A similar set of experimental designs is shown for Paradigm II data in Table 4.

Each of the 12 experiments from Tables 3 and 4 is analyzed for all three data sets. Each data set is further analyzed with the two additional categories of perfect and imperfect data. Thus, there is a total of 24 experiments for the study as shown in Table 5, with 6 experimental cells for perfect data and 6 for imperfect data for each model.

#### Task 5: Analysis of Experimental Results

The results of the LR and ANN models with the perfect and imperfect data sets A, B and C are analyzed according to percentage of accurate predictions. The key performance statistic for comparing LR and ANN for perfect and imperfect data is the percentage of correct predictions, to be displayed in Tables 6, 7 and 8. However, before final interpretation of the percentage of accurate predictions is

Data Set	Regression Model (LR)	Neural Network Model (BNN)
A	LRA(I)	BNNA(I)
B	LRB(I)	BNNB(I)
C	LRC(I)	BNNC(I)

Table 3. Experiments for Paradigm I.

Data Set	Regression Model (LR)	Neural Network Model (BNN)
A	LRA(II)	BNNA(II)
B	LRB(II)	BNNB(II)
C	LRC(II)	BNNC(II)

Table 4. Experiments for Paradigm II.



Data Set	Regression Model (LR)	Neural Network Model (BNN)
A	LRA(I)	BNNA(I)
B	LRB(I)	BNNB(I)
C	LRC(I)	BNNC(I)
A	LRA(II)	BNNA(II)
B	LRB(II)	BNNB(II)
C	LRC(II)	BNNC(II)

Table 5. Summary of Experiment Design.

Perfect versus Imperfect
LRA(II)P : LRA(II)IP
LRB(II)P : LRB(II)IP
LRC(II)P : LRC(II)IP

**Table 6. Evaluation Chart for Satisfying the Problem Statement.**

Perfect versus Imperfect
LRA(II)P : LRA(II)IP
LRB(II)P : LRB(II)IP
LRC(II)P : LRC(II)IP
BNNA(II)P : BNNA(II)IP
BNNB(II)P : BNNB(II)IP
BNNC(II)P : BNNC(II)IP

Table 7. Evaluation Chart for Satisfying Hypothesis One.

Paradigm I versus Paradigm II
LRA(I)P : LRA(II)P
LRB(I)P : LRB(II)P
LRC(I)P : LRC(II)P
BNNA(I)IP : BNNA(II)IP
BNNB(I)IP : BNNB(II)IP
BNNC(I)IP : BNNC(II)IP

Table 8. Evaluation Chart for Satisfying Hypothesis Two.

complete, the statistical significance of those results will be determined using the Chi-Square test.

The criteria used to determine whether or not a military battle or conflict was won by the attacking force or the defending force were selected by historians, and are part of the data values in the database. Their judgments are accepted and are not part of these experiments. However, Dupuy is recognized as the authoritative source for the decision criteria used to determine winners within the database used for these experiments, having evaluated each battle and war for more than 40 years (Davis 1995). Also, the winner value was verified by an independent historical review conducted by the Concepts Analysis Agency, over a 10-year period (Helmbold 1987). Therefore, for these experiments, no a priori judgments are made about winners or losers. However, the statistical and neural network models used in these experiments both use a threshold value of 0.5 to determine whether or not the dependent variable should be posted as a winner for the attacker or defender. That is, if the dependent variable is calculated as a value that is  $\geq 0.5$ , the battle is considered a win for the attacker. If the variable is calculated as  $< 0.5$ , the battle is considered a win for the defender.

If any battle outcome is changed in any future review of this database, the results of these experiments would be suspect, requiring all models to be redeveloped. Likewise, if any new battles were added to this database, or if any

new weapon system effects were added to an existing battle, the results of these experiments would again be suspect, requiring all models to be redeveloped. Any such change in input or output variable values changes the causal relation between those variables.

#### Task 6: Evaluation and Validation

Evaluation is based on determining whether the problem statement is addressed and whether the tests of hypotheses produce useful results. The models are compared for application to Paradigm I and Paradigm II, and to perfect and imperfect stratified data sets. The results are validated by Chi-Square tests of significance at the  $\alpha = .05$  confidence level.

#### Resource Needs for the Experiments

The use of a neural network shell, Neuralyst™, was used for the actual development. The database was created using Excel™ spreadsheet software. The computer hardware was a Macintosh system.

For the logistic regression, SAS™ was used for actual development. The SAS™ database was created from the same Excel™ spreadsheet as used for the neural network analysis. The computer hardware was a Sun Sparc system.

## CHAPTER 4

### EXPERIMENTATION

The first step in the experimentation process was data modeling, which examined the data elements and values within the database. The second step analyzed the data through the LR method. The third step analyzed the data through the BNN method.

There were five tasks required for the data modeling in this study. They involved the development and coding of the data as required by the LR model: data taxonomy, ratio scales, nominal scales, ordinal scales and interval scales. The degree of detail needed in the data modeling process for LR is not needed for neural networks, which is one of the differences between the BNN and LR methods.

#### Data Taxonomy

The taxonomy begins by understanding that this database involves information that spans approximately 400 years of combat situations, and is described by 660 of these situations. The database was developed by Army historians with each of the more than 27,000 data items analyzed and

verified over a 10-year period of time by the U.S. Army Concepts Analysis Agency. Thus, it is one of the authoritative sources of unclassified data on military conflicts.

The data taxonomy classifies data into four types: environment, doctrine and operations, force description, and human factors, which is shown in Table 9, along with the different data variable names. The environmental classification is for data that represent different characteristics or features of the terrain, natural atmospheric conditions, and any man-made conditions. The force description classification is for data that represent the organization of military units, such as personnel and equipment, that reflect command and control relationships and associated performance measures. The doctrine and operations classification is for data that describe the military tactics or doctrine (i.e., how to fight) used by the military forces. Human factors data represent the interaction of the personnel with the environment, the equipment within the force description, and the tactics and doctrine.

For purposes of clarification of language, throughout the remainder of this document, this military combat data will continue to be referred to as "the data," whether the intent is to describe the whole database of 660 combat situations, or any subset of the 660, or other characteristics of the data.



Data Classification	Data Variable Name
Environment	<ul style="list-style-type: none"> <li>• Terrain</li> <li>• Weather</li> <li>• 1st Width of Front</li> </ul>
Force Description	<ul style="list-style-type: none"> <li>• Total Personnel Strength</li> <li>• Initial Personnel Strength</li> <li>• Horse Cavalry</li> <li>• Total Tanks</li> <li>• Lite Tanks</li> <li>• Artillery Tubes</li> <li>• Close Air Support</li> <li>• Win or Loss</li> <li>• Casualties</li> </ul>
Doctrine and Operations	<ul style="list-style-type: none"> <li>• Defensive Posture</li> <li>• Defender's Primary Defense</li> <li>• Attacker's Primary Tactics</li> <li>• Defender's Primary Tactics</li> </ul>

Table 9. Taxonomy for Military Conflict Database.

Table 9 Continued.

Data Classification	Data Variable Name
Human Factors	<ul style="list-style-type: none"> <li>• Relative Combat Effectiveness</li> <li>• Relative Leadership Advantage</li> <li>• Relative Training Advantage</li> <li>• Relative Morale Advantage</li> <li>• Relative Logistics Advantage</li> <li>• Relative Momentum Advantage</li> <li>• Relative Intelligence Advantage</li> <li>• Relative Technology Advantage</li> <li>• Relative Initiative Advantage</li> <li>• Attacker's Surprise</li> </ul>

### Data Coding: Ratio Scale

Data coding involves examining the original 41 data variables to determine how best to define and measure variables. The original data was coded as values belonging to either the attacker or defender force. In some cases, however, there are data pairs, such as the 1st width of the front for the attacker and the 1st width of the front for the defender, that can be combined to form a ratio variable by dividing the attacker value by that of the defender value. The result is a new variable that is coded to represent both the attacker and defender. A survey of the data indicated 20 variables that could be coded as ratios, creating 10 new ratio variables. These 10 ratio variables are listed in Table 10.

The 10 variables in Table 10 are scaled as positive ratio values, with high scores indicating attacker advantage, and low scores indicating defender advantage.

The heuristic rule or equation followed was:

$$\text{INPUT \#1} = \text{ATK1ST/DEF1ST} \quad (4)$$

where INPUT #1 = attacker and defender 1st Width of Front,

ATK1ST = the attacker 1st Width of Front, and

DEF1ST = the defender 1st Width of Front.

- 1st Width of Front of the Attacker and Defender
- Total Personnel Strength of the Attacker and Defender
- Initial Personnel Strength of the Attacker and Defender
- Horse Cavalry of the Attacker and Defender
- Total Tanks of the Attacker and Defender
- Lite Tanks of the Attacker and Defender
- Main Battle Tanks of the Attacker and Defender
- Artillery Tubes of the Attacker and Defender
- Close Air Support of the Attacker and Defender
- Casualties of the Attacker and Defender

Table 10. Data Variables Coded as Ratios.

Some original data values have a value of -1. For the 1st Width of Front, this indicates that it was an unknown data value. Thus, creating ratios with equation 4, when one or both of the numerator or denominator could be -1, needed further analysis. Therefore, the equation 4 for the final coding of the 1st Width of Front data element is:

$$\begin{aligned} &\text{IF ATK1ST} > 0 \text{ AND DEF1ST} > 0, \text{ then} & (5) \\ &\text{INPUT \#1} = \text{ATK1ST/DEF1ST, or} \end{aligned}$$

IF DEF1ST = -1, then

INPUT #1 = 0,

where

DEF1ST = -1 = an unknown value,

and,

IF ATK1ST = -1 AND DEF1ST = -1,

INPUT #1 = -1,

where

ATK1ST = DEF1ST = -1 = both are unknown.

With this specific variable, there were no cases where both the attacker 1st Width of Front was unknown and the defender known. A sample of the data for the 1st Width of Front variable, labeled as Input #1, with nine of the treatment cases from the total database, is shown in Table 11. This table shows the two original data values for the attacker (i.e., ATK1ST) and defender (i.e., DEF1ST), and the ratio of ATK1ST to DEF1ST, which produced Input #1.

INPUT #1	ATK1ST	DEF1ST
1ST	1ST	1ST
WIDTH	WIDTH OF	WIDTH OF
FRONT	FRONT	FRONT
ATK/DEF RATIO	ATTACKER (ATK)	DEFENDER (DEF)
0.916667	4.4	4.8
1.000000	0.9	0.9
1.000000	1.5	1.5
1.321429	3.7	2.8
-1.000000	-1.0	-1.0
-1.000000	-1.0	-1.0
0.888889	3.2	3.6
0.000000	39.0	-1.0
0.851852	2.3	2.7

Table 11. Data Coding for 1st Width of Front.

For the 660 treatment cases of the 1st Width of Front variable, there are 13 cases of the attacker and defender having -1 values, and 30 cases of 0 values. Thus, approximately 6.5% of the 1st Width of Front data can be considered as imperfect. All other positive values are defined as perfect data.

In general, when using LR, as implemented by SAS<sup>SM</sup>, an imperfect data value causes the entire treatment case to be eliminated during creation of the logistic regression model. This feature of LR occurs for the ratio coded data and any other coded data. Thus, in Table 11, this means that, of these nine sample treatment cases, the two data values under Input #1 with data values of -1 would be eliminated. The values of 0, although also imperfect, would be used by LR, since zero is a positive value.

When creating the perfect data sets, the 0 and -1 values for this data variable, shown in Table 11, were both transformed. This process involved calculating the mean from the positive variable data and replacing the values of -1 and 0 with this mean value. This method places the unknown case values within the range of values of the total population. In the example of the variable 1st Width of Front, where only 6.5% of the values are unknown, the impact on the regression should be minimal. This process of replacing the unknowns with the mean value of a variable became the general rule for creating perfect data. This does not, however, preclude the use of the earlier imperfect

coded data set in neural network modeling. In fact, one of the strengths of the neural network methodology is that it processes such data, whereas regression models would not process much of that data.

A similar coding process was completed on the other data variables shown in Table 10. The final data coding for the ratio variables is shown in Table 12. Appendix A contains the complete listing of these and all coded variables.

Table 12 indicates the degree of complexity of coding the data into useful ratio scales. The degree of uncertainty or unknown values within these 10 ratio variables is approximately 38%. Of course, a significant number of the unknowns come from variables that were not recorded or relevant for the entire 400 years – for example, horse cavalry, tanks and close air support. For these variables, decisions have to be made on their use within the statistical regression and neural network models, which is described later.

#### Data Coding: Nominal Scale

There are nine data variables that have nominal or symbolic values. The data coding for the three variables of the Defender's Primary Tactics are described here.



Variable Name	Code and Value	Name in Appendix A
• 1st Width of Front	>1.0 = Attacker Advantage <1.0 = Defender Advantage -1 = Uncertainty For Both 0 = Defender Uncertainty	Input #1
• Total Personnel Strength	>1.0 = Attacker Advantage <1.0 = Defender Advantage	Input #7
• Initial Personnel Strength	>1.0 = Attacker Advantage <1.0 = Defender Advantage -1 = Uncertainty For Both 0 = Uncertainty For Either	Input #8
• Horse Cavalry	>1.0 = Attacker Advantage <1.0 = Defender Advantage -1 = Uncertainty For Both 0 = Uncertainty For Either -9 = Information Missing For Both	Input #9

Table 12. Coding Scheme for Attacker to Defender Ratio Variables.

Table 12 Continued.

Variable Name	Code and Value	Name in Appendix A
• Total Tanks	>1.0 = Attacker Advantage <1.0 = Defender Advantage -1 = Uncertainty For Both 0 = Uncertainty For Either -9 = Information Missing For Both 9 = Attacker Known, but Defender 0 0.1 = Attacker 0, Defender Known	Input #10
• Lite Tanks	Same as Input #10	Input #11
• Main Battle Tanks	Same as Input #10	Input #12
• Artillery Tubes	Same as Input #10	Input #13
• Close Air Support	Same as Input #10	Input #14
• Casualties	>1 = Defender Advantage <1 = Attacker Advantage -1 = Uncertainty For Both 0 = Uncertainty For Either	Input #30

Each variable has a symbolic code to describe the tactic, such as:

DE = feint or a holding attack

EE = single envelopment

FF = frontal attack

PP = penetration

00 = unknown

0 = also unknown

There are 13 such symbolic codes for all the variables that describe the defender's and attacker's tactics. An example of the amount of variation in this data for Defender's Primary Tactics #2 is shown in Table 13.

As shown in Table 13, 63.8% of the information on this second part of three parts of the defender's tactical plan of operations is unknown. However, the known values need to be coded into numeric values for use in the statistical regression model. Therefore, a coding method had to be devised. One method would be to code the five symbolic values as five new variables, given that 00 and 0 are combined, and where each of these variables would be a 0,1 variable. Another method would be to have a five-valued variable.

Rather than increase the number of variables, and in order to reduce the number of values to be included in the analysis, a grouping scheme was devised. It appears in Table 14, where each value is coded such that the lowest

Symbolic Value	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	392	59.4	392	59.4
00	29	4.4	421	63.8
DE	19	2.9	440	66.7
EE	24	3.6	464	70.3
FF	195	29.5	659	99.8
PP	1	0.2	660	100.0

Table 13. Frequencies of Symbolic Values for Defender's Primary Tactics #2.

Symbolic Value	Combined Frequency	Code and Value
<ul style="list-style-type: none"> <li>• 0 and 00</li> <li>• FF</li> <li>• All Others</li> </ul>	<p>421</p> <p>195</p> <p>44</p>	<p>0 and 00 = 2</p> <p>FF = 1</p> <p>Others = 0</p>

Table 14. Coding Scheme for the Nominal Valued Variable  
Defender's Primary Tactics #2.

frequency value is a 0, the next is a 1, and so forth. A similar coding methodology was used for the other nominal or symbolic valued variables. The complete frequency tables for all nine variables is in Appendix B. The complete coding scheme for these nominal values is shown in Table 15.

For the eight input variables in Table 15, approximately 24% of the coded data have unknown values.

The Output #1 is the dependent variable to be used for both the statistical regression modeling and neural network modeling. The original data was coded +1, -1, 0, and "-9". The +1 symbolized the attacker force winning the conflict. The -1 indicated the attacker lost. The 0 indicated either a tie or unknown outcome; the "-9" was the coding for this type of variable. For coding these variables into the two values of 1 or 0, the tied conditions were treated as if the defender won. A tied condition is considered a case where the attacker did not succeed. Therefore, the advantage goes to the defender. Only about 6% of the conflicts are recorded as a tie condition. Therefore, it was assumed the values of the regression coefficients or the weights in the neural networks would be relatively unaffected if these ties were treated differently, i.e., either ignored or an attacker win (Helmbold 1987). The two cases of uncertainty were likewise coded as a defender win. This coding is supported by previous coding experience with this and similar military data (Helmbold 1987). The final coding for Output #1 was that the +1 became the 1, and the 0, -1 and

Variable Name	Code and Value	Name in Appendix A
• Terrain	RM0 = 2 GM0 = 1 Others = 0	Input #4
• Weather	DSTT = 3 DSHT = 2 WLTT = 1 Others = 0	Input #5
• Attacker's Primary Tactics #1	FF = 1 Others = 0	Input #24
• Attacker's Primary Tactics #2	0 and 00 = 2 EE = 1 Others = 0	Input #25
• Attacker's Primary Tactics #3	0 and 00 = 1 Others = 0	Input #26
• Defender's Primary Tactics #1	DD = 2 D0 = 1 Others = 0	Input #27
• Defender's Primary Tactics #2	0 and 00 = 2 FF = 1 Others = 0	Input #28
• Defender's Primary Tactics #3	0 and 00 = 1 Others = 0	Input #29
• Win or Loss for Attacker	Win = 1 Loss = 0	Output #1

Table 15. Coding Scheme for Nominal Valued Variables.

-9 became the 0. Thus, we have only two conditions, of attacker wins (value 1) and attacker loses (value 0).

#### Data Coding: Ordinal Scale

There are 10 variables measured on an ordinal scale. The values range from +4 to -4, as well as the -9 value for unknown information. This scale is depicted in Table 16. Like the ratio scaled variables, these ordinal variables also contain linked information about the attacker and defender, and thus are expected to be strong variables to help explain the complexity of combat. The variables that use this ordinal scale are shown in Table 17.

There are approximately 5% of these 10 ordinal variables that contain -9 values indicating unknown information about the variable. From a statistical viewpoint, this small percentage of uncertainty in this subset of the total population is considered not to have a significant impact on the prediction models. Therefore, for ease of computation, the -9 values were recoded as 0's, which are the midpoint values in the scale range.

#### Data Coding: Interval Scale

It was decided to code two variables on interval scales, although the logic of this could be debated. These variables are considered inherently different from the other tactical variables coded on nominal scales. These are



- +4 = Attacker is Very Strongly Favored
- +3 = Attacker is Strongly Favored
- +2 = Attacker is Favored
- +1 = Attacker is Somewhat Favored
- 0 = Neither Attacker nor Defender is Favored
- -1 = Defender is Somewhat Favored
- -2 = Defender is Favored
- -3 = Defender is Strongly Favored
- -4 = Defender is Very Strongly Favored
- -9 = Unknown Information

Table 16. Coding Scheme for Ordinal Valued Variables.

Variable Name	Name in Appendix A
• Attacker's Surprise Over Defender's Awareness	Input #6
• Relative Combat Effectiveness of Attacker and Defender	Input #15
• Relative Leadership Advantage of Attacker and Defender	Input #16
• Relative Training Advantage of Attacker and Defender	Input #17
• Relative Morale Advantage of Attacker and Defender	Input #18
• Relative Logistics Advantage of Attacker and Defender	Input #19
• Relative Momentum Advantage of Attacker and Defender	Input #20
• Relative Intelligence Advantage of Attacker and Defender	Input #21
• Relative Technology Advantage of Attacker and Defender	Input #22
• Relative Initiative Advantage of Attacker and Defender	Input #23

Table 17. Variable Names for Ordinal Variables.

the Defensive Posture Type (number of types) and the Defender's Primary Defensive Posture Type. Table 18 shows the coding scheme for these variables.

For the Defensive Posture Type, all values are positive. The uncertain or unknown information is coded as a 3, which assumes more than one posture type. Similarly, for Defender's Primary Defensive Posture Type, the codes are positive, but with a value of -1 for uncertain or missing information. The number of these interval variables that have unknown values was approximately 0.1%. Therefore, it was assumed that the value can be ignored or replaced with the value of the population mean, without introducing significant error.

#### Treatment Case Data Sets

Paradigms I and II prescribe the kinds of treatment case data sets to analyze. Both paradigms use the Output #1 variable, the attacker win or loss of the military conflict, as the dependent variable. However, Paradigm I uses Input #30, the attacker and defender casualty ratio, as the input or independent variable. Paradigm II uses the range of input variables #1 to #29.

Paradigm I assumes that predicting combat winners can be based on casualty ratios, the outcome of the combat situation. This method ignores all other factors that

Variable Name	Code and Value	Name in Appendix A
<ul style="list-style-type: none"> <li>Defensive Posture Type</li> </ul>	0 = 1 Defensive Posture Type 1 = 2 Distinct Defensive Posture Types 2 = >2 Averaged Defensive Posture Types 3 = >1 Defensive Posture Type With Unknowns	Input #2
<ul style="list-style-type: none"> <li>Defender's Primary Defensive Posture Type</li> </ul>	0 = Hasty Defense 1 = Prepared Defense 2 = Fortified Defense 3 = Delaying Action 4 = Withdrawal -1 = Unknown	Input #3

Table 18. Coding Scheme for Interval Valued Variables.

preceded the conflict or that took place during the process of battle. Thus, Paradigm I attempts to combine the effects of all input factors, along with their noise and uncertainty, into one outcome variable.

Paradigm II assumes that predicting combat winners can be based on the input conditions of the combat situations. This method takes into account factors leading to the operational planning before combat begins and integrates these factors, along with their inherent noise and uncertainty, into a hypercomplex relationship that reflects the social structure and human aspects of military combat. Whereas Paradigm I forces the complexity of combat into one variable, Paradigm II uses 29 variables. These are shown in Table 19.

Paradigm	Output Variable	Input Variables
I	Output #1	Input #30
II	Output #1	Input #1 to 29

Table 19. Variables for Two Paradigms.

Besides the data sets that support the two paradigms I and II, data sets are also categorized as perfect or imperfect. The perfect data, as described in earlier

sections of this document, are those data elements that have been modified to filter the uncertain or unknown values within the database. This modification replaces uncertain or unknown values with mean or midpoint values. The imperfect category is for unmodified data. That is, they contain the indicators of uncertainty, such as -1 or -9.

Additionally, according to historians and analysts of similar historical combat data, there is a natural break point within this 400 years of combat. This occurs around the 1812-1815 time period. This is the time when technology began changing the doctrine and operations of military combat (Arquilla 1992). This led to a stratification of the 660 combat situations into three subsets. The Data Set A, for pre-1812 conflicts, contains 149 treatment cases. The Data Set B, for post-1812 conflicts, contains 511 treatment cases. The Data Set C, for 1500-1982, contains all 660 treatment cases. The overall stratification of the database is presented in Tables 20 and 21.

### Summary

Data modeling is a first step in preparing a database for the application of analysis tools. The process of using statistical regression methods forces the analyst to understand each data element and its possible impact on the results from such analysis. This is due to the limitations of statistical regression when applied to highly variable,

Paradigm	Perfect	Imperfect
I	% LR and BNN	% LR and BNN
II	% LR and BNN	% LR and BNN

Table 20. Contingency Table for Comparing Paradigms I and II with Perfect and Imperfect Data.

Data Set	Perfect	Imperfect
A	% LR and BNN	% LR and BNN
B	% LR and BNN	% LR and BNN
C	% LR and BNN	% LR and BNN

Table 21. Contingency Table for Comparing Data Sets A, B, and C with Perfect and Imperfect Data.

suspect or imperfect data. On the other hand, the neural network modeling approach does not need such detailed data modeling.

### Statistical Modeling

The statistical model for this research is logistic regression. LR or logit is very similar to other regression methods. However, logit or LR can be used to generate a binary dependent variable (Y). Thus, from the perspective of combat where the predicted output is the attacking force's win (1) or loss (0), LR seems appropriate. The classic linear-logistic model to predict some binary or dichotomous variable, such as a combat win or loss, is:

$$P(Y = y_1) = 1/[1+\text{EXP}[-(B_0+B_1X_1+B_2X_2+\dots+B_nX_n)]] \quad (6)$$

where

$y_1$  = the predicted output value of 1,  
 $X_i$  = the input variables, for  $i = 1\dots n$ ,  
 $B_j$  = the logistic regression coefficients,  
 for  $j = 0\dots n$ , and,

$$P(Y = y_2) = 1 - P(Y = y_1) \quad (7)$$

where  $y_2$  = the predicted output value of 0.



This model is usually transformed into the logit equation, which calculates log-odds ratio as follows:

$$\text{Log}_e [P(Y = y_1)/P(Y = y_2)] = B_0 + B_1X_1 + B_2X_2 + \dots + B_nX_n \quad (8)$$

The above equations 6, 7 and 8 are described in statistics textbooks (Hosmer and Lemeshow 1989; Aldrich and Nelson 1984). And, while other methods such as multiple regression and discriminant analysis have been used for binary or dichotomous output, logistic regression is the one that seems best for such output. The other methods suffer from assumptions of normality of the data. This set of combat data is known for its non-normality (McQuie 1988). As such, the logistic regression handles data that is non-normal, and that has non-constant variance. Therefore, there are several reasons why logistic regression was chosen as the model to compare with neural networks. The rationale can also be seen when a logistic function is graphed, which shows an elongated S curve shape, or sigmoid, as shown in Figure 1, where the calculated dependent variable (Y) is between 1 (a win) and 0 (a loss).

As seen in Figure 1, the calculated value, Y, tends to increase as the values of the dependent variables,  $X_i$ , increase. Whether there is one variable or 29 variables, the  $X_i$  describe the conditions for an attacker or defender win. For the left side of the curve in Figure 1, the defender wins with certainty. As we move to the right,

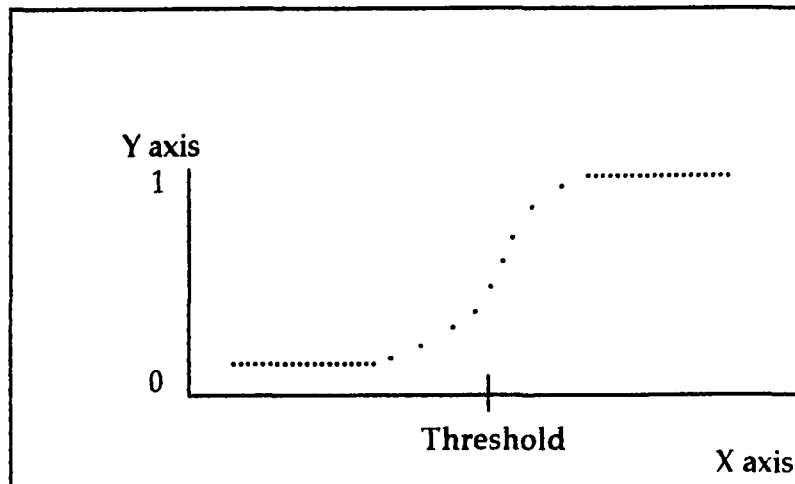


Figure 1. The Logistic Function.

uncertainty is introduced with respect to whether the defender wins or not, but the probability is still higher for a defender win. When the threshold value is exceeded, the odds shift to the attacker and increase as we move further to the right until the curve levels off, at which point the attacker wins with certainty (Arquilla 1992; Aldrich and Nelson 1984).

The logistic model used in this research was developed with SAS<sup>SM</sup>, which places certain demands on the data. For example, logit produces dichotomous dependent variable values of 1 and 0. For the independent variables, logit is structured to accept ratio, ordinal, nominal and interval data. Thus, the coding scheme presented earlier was needed to support logit.

Following a review of the data sets for acceptable numeric values for logit, the sequence was to analyze the simpler data set for Paradigm I, followed by the larger, more complex data set for Paradigm II.

The statistical modeling using logit, then, began with Paradigm I, with the perfect database, where there is only one input variable, the ratio of casualties. Of the 660 combat situations, only five cases had any uncertainty. Therefore, the amount of imperfect data contributed approximately 0.7% to the overall population. As it turned out, the results for the perfect and imperfect databases were identical. These are presented in Table 22. The intercepts and coefficients were -0.0217, -4.8776; -0.3151, -2.6418; 0.5890, -0.5372. While it does not appear that the logit method for analyzing this single variable contributes

Data Sets	Logit
A	55%
B	55%
C	55%

Table 22. Logit Results for Paradigm I.

much to meaningful understanding of the combat data, further statistical analysis was conducted and is presented in Chapter 5. The equivalence of the results for the three

data sets is interesting from a theoretical standpoint, and could be part of a future analysis for different stratifications of the database.

Helmbold (1987) reported logistic regression results of 72% accuracy from what would be Data Set B. However, he excluded a significant number of battles that were judged by him to have uncertain conclusions as to which side won.

The next step was to examine Paradigm II data. The experiment began with Paradigm II for Data Set A, using the imperfect data model. Data Set A contained the 149 cases from 1600 to 1812. The imperfect or unknown data values were all used. The logit eliminated variables that it determined were redundant, or for which the values indicated their irrelevance. The variables that were affected were the ratio variables of Total Tanks, Lite Tanks, Main Battle Tanks, and Close Air Support, and the nominal variable Defender's Primary Tactics #1. This automatic transformation of the variables indicates the power of the logit not to be placed in a position of processing data that should not be there. It can be argued, for example, that the variables representing tanks and close air support were not available during the time 1600-1812. However, this a priori knowledge was not used to alter the data in this experiment. These out-of-time variables were part of the population of variables that contributed to the imperfect nature of the data model.

The results of the logit are shown in Table 23. The prediction accuracy for the values in Table 23 are 94.6% concordant, 3.1% discordant, 2.3% tied. The most influential variables from the Chi-Square, at the alpha = 0.05 level of significance, appear to be Relative Leadership Advantage (Input #16), Relative Combat Effectiveness Advantage (Input #15), and Relative Intelligence Advantage (Input #21). However, care must be taken in considering the results from the Chi-Square with the nonlinear data, as it can be misleading. It assumes that the variables are independent and that there are no higher-order relationships of significance.

The next analysis, for Paradigm II, Data Set B, with imperfect data, is of the post-1812 data, containing 511 cases. The results are shown at Table 24. The prediction accuracies for the values in Table 24 are 83.5% concordant, 16.4% discordant, and 0.1% tied. Chi-Square indicates that the key variables could be Attacker Surprise Over Posture Awareness (Input #6), Relative Leadership (Input #16), Relative Morale (Input #18), and Relative Technology (Input #22).

For Paradigm II, Data Set C, with imperfect data, the results for examining the entire database with logit are shown in Table 25. The prediction accuracies are 85.4% concordant, 14.5% discordant, and 0.1% tied. The key variables estimated from Chi-Square appear to be Attacker Surprise Over Posture Awareness (Input #6), Artillery Tubes

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	6.7768	5.4515	1.5453	0.2138	.	877.280
Input #1	1	0.5885	1.0351	0.3232	0.5697	0.24925	1.801
Input #2	1	0.1973	0.9450	0.0436	0.8346	0.04794	1.218
Input #3	1	0.3982	0.7539	0.2791	0.5973	0.10069	1.489
Input #4	1	-0.0310	0.5444	0.0032	0.9546	-0.01236	0.969
Input #5	1	-0.5650	0.3475	2.6432	0.1040	-0.33779	0.568
Input #6	1	-0.1813	0.6051	0.0898	0.7645	-0.09339	0.834
Input #7	1	-1.7401	1.1912	2.1340	0.1441	-1.44819	0.175
Input #8	1	1.2021	1.1706	1.0546	0.3045	1.30805	3.327
Input #9	1	-0.0608	0.1448	0.1762	0.6747	-0.08079	0.941
Input #10	0	0	0	0	0	0	0
Input #11	0	0	0	0	0	0	0
Input #12	0	0	0	0	0	0	0
Input #13	1	0.0301	0.2109	0.0204	0.8864	0.03224	1.031
Input #14	0	0	0	0	0	0	0
Input #15	1	-2.9123	1.4217	4.1963	0.0405	-1.08284	0.054
Input #16	1	-2.7806	0.6125	20.6107	0.0001	-1.50015	0.062
Input #17	1	-0.4740	1.1651	0.1655	0.6841	-0.16217	0.622
Input #18	1	-3.9377	1.7723	4.9365	0.0263	-0.63523	0.019
Input #19	1	-6.8876	5.8981	1.3637	0.2429	-0.62428	0.001
Input #20	1	-1.5413	1.3971	1.2172	0.2699	-0.29491	0.214
Input #21	1	-2.0484	0.9027	5.1495	0.0233	-0.73118	0.129
Input #22	1	-41.8068	5.3246E9	0.0000	1.0000	-3.27794	0.000
Input #23	1	-1.6584	1.8462	1.0254	0.2015	-0.31575	0.2351
Input #24	1	-0.8850	1.9355	0.2091	0.6475	-0.17688	0.413
Input #25	1	0.3315	0.9585	0.1196	0.7294	0.14193	1.393
Input #26	1	-1.3224	1.6461	0.6454	0.4218	-0.23841	0.266
Input #27	0	0	0	0	0	0	0
Input #28	1	0.1712	0.7782	0.0484	0.8259	0.06319	1.187
Input #29	1	-0.6224	1.4557	0.1828	0.6690	-0.09002	0.537

Table 23. Logit Analysis for Paradigm II, for Data Set A with Imperfect Data.

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	-7.3811	4.0059	3.3950	0.0654	.	0.001
Input #1	1	0.2271	0.4652	0.2384	0.6254	0.04993	1.255
Input #2	1	-0.0909	0.1740	0.2734	0.6011	-0.04902	0.913
Input #3	1	-0.0870	0.1434	0.3679	0.5441	-0.04509	0.917
Input #4	1	0.0040	0.0129	0.0010	0.9752	0.00205	1.004
Input #5	1	0.0290	0.0969	0.0896	0.7647	0.02078	1.029
Input #6	1	-0.4322	0.1544	7.8393	0.0051	-0.21299	0.649
Input #7	1	-0.1643	0.1173	1.9618	0.1613	-0.19419	0.848
Input #8	1	-0.0038	0.0867	0.0020	0.9645	-0.00543	0.996
Input #9	1	-0.0293	0.0450	0.4255	0.5142	-0.05831	0.971
Input #10	1	-0.0606	0.0415	2.1272	0.1447	-0.24098	0.941
Input #11	1	0.0107	0.0224	0.2299	0.6316	0.04388	1.011
Input #12	1	0.0078	0.0447	0.0307	0.8609	0.02856	1.008
Input #13	1	-0.0947	0.0473	4.0160	0.0451	-0.25708	0.910
Input #14	1	-0.0113	0.0178	0.4071	0.5235	-0.04687	0.989
Input #15	1	-0.5544	0.3121	3.1545	0.0757	-0.73303	0.574
Input #16	1	-1.5211	0.2671	32.4389	0.0001	-2.01132	0.218
Input #17	1	0.6038	0.3083	3.8353	0.0502	0.79001	1.829
Input #18	1	-0.7865	0.2535	9.6210	0.0019	-1.05222	0.455
Input #19	1	-0.2158	0.3119	0.4786	0.4890	-0.27854	0.806
Input #20	1	-0.1258	0.2705	0.2161	0.6420	-0.16520	0.882
Input #21	1	-0.3524	0.3114	1.2804	0.2578	-0.45621	0.703
Input #22	1	2.6399	0.4362	36.6231	0.0001	3.35963	14.012
Input #23	1	-0.1305	0.2948	0.7268	0.7592	-0.19820	0.957
Input #24	1	0.3637	0.3609	1.0155	0.3136	0.07022	1.439
Input #25	1	0.2027	0.1775	1.3042	0.2535	0.08442	1.225
Input #26	1	0.4768	0.3959	1.4507	0.2284	0.08409	1.611
Input #27	1	3.0852	1.8365	2.8221	0.0930	0.44670	21.872
Input #28	1	-0.2726	0.2255	1.4610	0.2268	-0.08904	0.761
Input #29	1	-0.0108	0.6957	0.0002	0.9876	-0.00112	0.989

Table 24. Logit Analysis for Paradigm II, for Data Set B with Imperfect Data.

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	-8.5906	4.0721	4.4505	0.0349	0	0.000
Input #1	1	0.4867	0.3116	2.4406	0.1182	0.13424	1.627
Input #2	1	-0.1208	0.1683	0.5153	0.4729	-0.05968	0.886
Input #3	1	-0.0602	0.1372	0.1924	0.6610	-0.03084	0.942
Input #4	1	-0.0560	0.1205	0.2159	0.6422	-0.02836	0.946
Input #5	1	-0.0552	0.0888	0.3864	0.5342	-0.03905	0.946
Input #6	1	-0.4448	0.1435	9.6073	0.0019	-0.22152	0.641
Input #7	1	-0.2193	0.1097	3.9923	0.0457	-0.24936	0.803
Input #8	1	0.0508	0.0814	0.3899	0.5323	0.06839	1.052
Input #9	1	-0.0607	0.0355	2.9188	0.0876	-0.15645	0.941
Input #10	1	-0.0686	0.0415	2.7236	0.0989	0.27397	0.934
Input #11	1	0.0119	0.0224	0.2825	0.5951	0.04658	1.012
Input #12	1	0.0083	0.0443	0.0357	0.8501	0.03028	1.008
Input #13	1	-0.1005	0.0442	5.1817	0.0228	-0.24780	0.904
Input #14	1	-0.0111	0.0178	0.3879	0.5334	-0.04466	0.989
Input #15	1	-0.6515	0.2709	5.7861	0.0162	-0.77265	0.521
Input #16	1	-1.7486	0.2155	65.859	0.0001	-2.10682	0.174
Input #17	1	0.4698	0.2645	3.1545	0.0757	0.54985	1.600
Input #18	1	-0.8261	0.2403	11.8234	0.0006	-0.97710	0.438
Input #19	1	-0.0706	0.3019	0.0548	0.8150	-0.08074	0.932
Input #20	1	-0.1089	0.2558	0.1814	0.6702	-0.12687	0.897
Input #21	1	-0.4273	0.2423	3.1104	0.0778	-0.49677	0.652
Input #22	1	2.9097	0.4054	51.5227	0.0001	3.28203	18.351
Input #23	1	-0.1240	0.2915	0.19651	0.6824	-0.15840	0.921
Input #24	1	0.3867	0.3418	1.2800	0.2579	0.07523	1.472
Input #25	1	0.1465	0.1639	0.7984	0.3716	0.06139	1.158
Input #26	1	0.2825	0.3604	0.6142	0.4332	0.05005	1.326
Input #27	1	4.0431	1.9078	4.4910	0.0341	0.51962	57.000
Input #28	1	-0.0954	0.1984	0.2314	0.6305	-0.03238	0.909
Input #29	1	-0.4406	0.5918	0.5544	0.4565	-0.05063	0.644

Table 25. Logit Analysis for Paradigm II, for Data Set C with Imperfect Data.



(Input #13), Relative Combat Effectiveness (Input #15), Relative Leadership Advantage (Input #16), Relative Morale Advantage (Input #18), and Relative Technology Advantage (Input #22).

Thus, for the results so far, the prediction accuracies for Paradigm II, with logit and imperfect data, are indicated in Table 26.

Data Sets	Logit Prediction
A	94.6%
B	83.5%
C	85.4%

Table 26. Logit Results for Paradigm II with Imperfect Data.

Inspection of the results indicates that the prediction of accurate battles of conflicts is highest for the time period of 1600 to 1812, for Data Set A. When Data Set B is examined, with its increase in technology, the accuracy is different from Data Set A by 11%. For Data Set C, which combines Data Set A and Data Set B, the results are between those of Data Set A and B, as would be expected.

The summary of the key variables during this phase of experimentation with imperfect data were:

- »Attacker Surprise Over Posture Awareness (Input #6)
- »Artillery Tubes (Input #13)
- »Relative Combat Effectiveness (Input #15)
- »Relative Leadership Advantage (Input #16)
- »Relative Morale Advantage (Input #18)
- »Relative Intelligence Advantage (Input #21)
- »Relative Technology Advantage (Input #22)

If the objective of this research was to optimize prediction accuracy, these variables would become the critical variables for further model development. This is not part of this research, but is offered as an indication to future researchers of the variables that might be causal for battlefield modeling efforts.

A perfect data set is one where the unknown data values were replaced with the mean values as discussed in earlier sections. For Paradigm II, Data Set A, with perfect data, the logit also dropped Inputs #10, 11, 12, 14, and 27 since logit found these five data variables to be redundant or irrelevant. Again, the five variables were Total Tanks, Lite Tanks, Main Battle Tanks, Close Air Support, and Defender's Primary Tactics #1. The prediction accuracies are shown in Table 27 indicating 94.6% concordant, 3.1% discordant, and 2.3% tied. The significant variable was Relative Leadership Advantage (Input #16).

For Paradigm II, Data Set B, with perfect data, the analysis is shown in Table 28. The prediction accuracies

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	6.0176	5.3176	1.2806	0.2578	0	410.601
Input #1	1	-0.6483	1.6516	0.1541	0.6946	-0.22057	0.523
Input #2	1	0.4293	0.9653	0.1978	0.6565	0.10430	1.536
Input #3	1	0.2349	0.7726	0.0925	0.7611	0.05939	1.265
Input #4	1	-0.0161	0.5692	0.0008	0.9775	-0.00640	0.984
Input #5	1	-0.6177	0.3613	2.9229	0.0873	-0.36929	0.539
Input #6	1	-0.1918	0.6153	0.0972	0.7553	-0.09880	0.825
Input #7	1	-1.4531	1.2512	1.3488	0.2455	-1.20933	0.234
Input #8	1	1.0886	1.2884	0.7140	0.3981	1.17896	2.970
Input #9	1	0.0013	0.3497	0.0000	0.9968	0.00090	1.001
Input #13	1	0.3162	0.2814	1.2630	0.2611	0.27658	1.372
Input #15	1	-2.7633	1.4135	3.8218	0.0506	-1.02745	0.063
Input #16	1	-2.9147	0.6700	18.9223	0.0001	-1.57246	0.054
Input #17	1	-0.5255	1.1713	0.2013	0.6537	-0.17978	0.591
Input #18	1	-3.7102	1.9080	3.7815	0.0518	-0.59853	0.024
Input #19	1	-6.1594	5.3457	1.3276	0.2492	-0.55827	0.002
Input #20	1	-2.2259	1.5174	2.1518	0.1424	-0.42589	0.108
Input #21	1	-2.1124	0.9265	5.1979	0.0226	-0.75403	0.121
Input #22	1	-41.3039	5.33E9	0.0000	1.0000	-3.23851	0.000
Input #23	1	-2.3681	1.6524	2.3405	0.1680	-0.45038	0.261
Input #24	1	-0.3144	1.6982	0.0343	0.8531	-0.06284	0.730
Input #25	1	0.1305	0.8761	0.0222	0.8816	0.05588	1.139
Input #26	1	-0.6545	1.5074	0.1886	0.6641	-0.11800	0.520
Input #27	0	0	0	0	0	0	0
Input #28	1	0.1588	0.7665	0.0429	0.8359	0.05860	1.172
Input #29	1	-0.8176	1.5000	0.2971	0.5857	-0.11826	0.441

Table 27. Logit Analysis for Paradigm II, for Data Set A with Perfect Data.

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	-2.4195	2.2451	1.1613	0.2812	0	0.089
Input #1	1	-0.9121	0.5756	2.5109	0.1131	-0.16547	0.402
Input #2	1	-0.0130	0.1805	0.0052	0.9424	-0.00702	0.987
Input #3	1	0.0088	0.1461	0.0036	0.9520	0.00451	1.009
Input #4	1	0.1494	0.1379	1.1735	0.2787	0.07621	1.161
Input #5	1	0.0152	0.1013	0.0225	0.8806	0.01090	1.015
Input #6	1	-0.4559	0.1716	7.0569	0.0079	-0.22464	0.634
Input #7	1	-0.2380	0.1539	2.3909	0.1220	-0.28129	0.788
Input #8	1	0.0046	0.1434	0.0010	0.9743	0.00539	1.005
Input #9	1	0.1133	0.2253	0.2530	0.6150	0.03419	1.120
Input #10	1	-0.0964	0.0669	2.0740	0.1498	-0.18234	0.908
Input #11	1	-0.0376	0.0458	0.6753	0.4112	-0.06813	0.963
Input #12	1	0.0841	0.0783	1.1546	0.2826	0.13613	1.088
Input #13	1	-0.0453	0.0536	0.7120	0.3988	-0.11746	0.956
Input #14	1	-0.0431	0.0312	1.9103	0.1669	-0.10851	0.958
Input #15	1	-0.4605	0.3342	1.8983	0.1683	-0.16896	0.631
Input #16	1	-1.9442	0.3221	36.4262	0.0001	-0.71724	0.143
Input #17	1	0.4268	0.3311	1.6621	0.1973	0.15190	1.532
Input #18	1	-1.1919	0.2913	16.745	0.0001	-0.39147	0.304
Input #19	1	-0.7498	0.3800	3.8929	0.0485	-0.18725	0.472
Input #20	1	-0.6580	0.3080	4.5643	0.0326	-0.15922	0.518
Input #21	1	-1.0847	0.4097	7.0101	0.0081	-0.30408	0.338
Input #22	1	0.5985	0.5924	1.0206	0.3124	0.09876	1.819
Input #23	1	-0.7025	0.3561	3.1590	0.0910	-0.18056	0.429
Input #24	1	0.5008	0.3935	1.6193	0.2032	0.09670	1.650
Input #25	1	0.0499	0.1963	0.0645	0.7996	0.02076	1.051
Input #26	1	0.5429	0.4286	1.6046	0.2053	0.09574	1.721
Input #27	1	1.1927	0.8036	2.2029	0.1378	0.17269	3.296
Input #28	1	-0.1524	0.2521	0.3654	0.5455	-0.04977	0.859
Input #29	1	0.0920	0.7847	0.0137	0.9067	0.00960	1.096

Table 28. Logit Analysis for Paradigm II, for Data Set B with Perfect Data.

were 87.4% concordant, 12.4% discordant, and 0.1% tied. The key variables were Attacker's Surprise Over Posture Awareness (Input #6) and Relative Leadership Advantage (Input #16).

For Paradigm II, Data Set C, with perfect data, the analysis is shown in Table 29. The prediction accuracies are 88.8% concordant, 11.1% discordant, and 0.1% tied. The key variables were Attacker's Surprise Over Posture Awareness (Input #6), Relative Leadership Advantage (Input #16), Relative Morale Advantage (Input #18), and Relative Intelligence Advantage (Input #21).

Thus, for Paradigm II with logit, and imperfect and perfect data, the prediction accuracies are indicated in Table 30.

The results indicate that the logistic regression performs better with perfect data versus imperfect data. That is, if the database has significant noise or uncertainty, or missing data, then logistic regression may produce a lower accuracy prediction than if the database represented a more "perfect" system.

### Neural Network Modeling

The neural network model identified for use in this experiment was backpropagation. As mentioned earlier, the backpropagation neural network is a nonlinear computational

Variable	DF	Para. Estimate	Standard Error	Wald Chi-Sq.	Pr>Chi- Sq.	Std. Estimate	Odds Ratio
Intercept	1	-1.5962	2.0031	0.6350	0.4255	.	0.203
Input #1	1	-0.4204	0.4402	0.9120	0.3396	-0.09566	0.657
Input #2	1	0.0139	0.1731	0.0064	0.936	0.00686	1.014
Input #3	1	0.0797	0.1386	0.3310	0.5651	0.04063	1.083
Input #4	1	0.0629	0.1285	0.2393	0.6247	0.03184	1.065
Input #5	1	-0.0688	0.0934	0.5431	0.4611	-0.04869	0.933
Input #6	1	-0.4301	0.1565	7.5528	0.0060	-0.21418	0.659
Input #7	1	-0.2954	0.1514	3.8068	0.0510	-0.33593	0.744
Input #8	1	0.1198	0.1377	0.7558	0.3846	0.14012	1.127
Input #9	1	0.0558	0.1614	0.1195	0.7295	0.02445	1.057
Input #10	1	-0.0979	0.0667	2.1504	0.1425	-0.16606	0.907
Input #11	1	-0.0429	0.0455	0.8892	0.3457	-0.07023	0.958
Input #12	1	0.0891	0.0772	1.3337	0.2481	0.12941	1.093
Input #13	1	-0.0476	0.0515	0.8562	0.3548	-0.11146	0.953
Input #14	1	-0.0458	0.0326	1.9731	0.1601	-0.10251	0.955
Input #15	1	-0.6389	0.2938	4.7293	0.0297	-0.23496	0.528
Input #16	1	-2.0460	0.2530	65.4175	0.0001	-0.84883	0.129
Input #17	1	0.2360	0.2894	0.6651	0.4148	0.08321	1.266
Input #18	1	-1.2958	0.2791	21.5611	0.0001	-0.39460	0.274
Input #19	1	-0.7728	0.3786	4.1664	0.0412	-0.17360	0.462
Input #20	1	-0.6880	0.2920	5.5511	0.0185	-0.16070	0.503
Input #21	1	-0.9985	0.2917	11.7177	0.0006	-0.29908	0.368
Input #22	1	0.6155	0.5750	1.1457	0.2845	0.09245	1.851
Input #23	1	-0.6802	0.3584	3.6980	0.0540	-0.25041	0.439
Input #24	1	0.5051	0.3632	1.9343	0.1643	0.09825	1.657
Input #25	1	-0.0036	0.1766	0.0004	0.9834	-0.00154	0.996
Input #26	1	0.4079	0.3946	1.0686	0.3013	0.07224	1.504
Input #27	1	0.9759	0.7051	1.9158	0.1663	0.12542	2.654
Input #28	1	0.0391	0.2233	0.0307	0.8608	0.01328	1.040
Input #29	1	-0.3117	0.6596	0.2233	0.6365	-0.03582	0.732

Table 29. Logit Analysis for Paradigm II, for Data Set C with Perfect Data.

Data Sets	Logit Imperfect	Logit Perfect
A	94.6%	94.6
B	83.5%	87.4
C	85.4%	88.8

Table 30. Logit Results for Paradigm II with Imperfect and Perfect Data.

model that uses parallel processing. A common metaphor is the human brain, and, like the human nervous system, nodes are connected through a weighting algorithm that determines what signal is passed from one node to another. These weights and signals are adaptive and can change based on learning as the network looks at a pattern of data many times.

Understanding the algorithmic basis of the backpropagation neural network begins at the output node (Neuralyst™ 1994; Nelson and Illingworth 1990). The output of each node for each layer is a function of the input values or weights. For example, the calculated output of the  $j$ th node begins with the following equation:

$$U_j = \sum_i (X_i * W_{ij}) \quad (9)$$

where

$U_j$  = an internal summation for the  $j$ th node,

$X_i$  = input from the  $i$ th node,

$W_{ij}$  = a previously established weight, such as

$$W_{ij} = W'_{ij} + LR * e_j * X_i$$

where

$LR$  = the learning rate,

$e_j$  = an error term for the  $j$ th node, such as

$$e_j = Y_j * (1 - Y_j) * (d_j - Y_j)$$

where

$Y_j$  = the actual  $j$ th node computed output value,

$(1 - Y_j)$  = the complement of  $Y_j$ , and



$d_j$  = the desired or known output value.

The summation operation,  $U_j$ , in equation 9, is compared to a threshold value,  $t_j$ , and passed through a sigmoid activation function,  $F_{th}$ , as  $Y_j = F_{th}(U_j + t_j)$ , which is the output response for the next layer, or the final layer. An example of an artificial neuron is diagrammed in Figure 2.

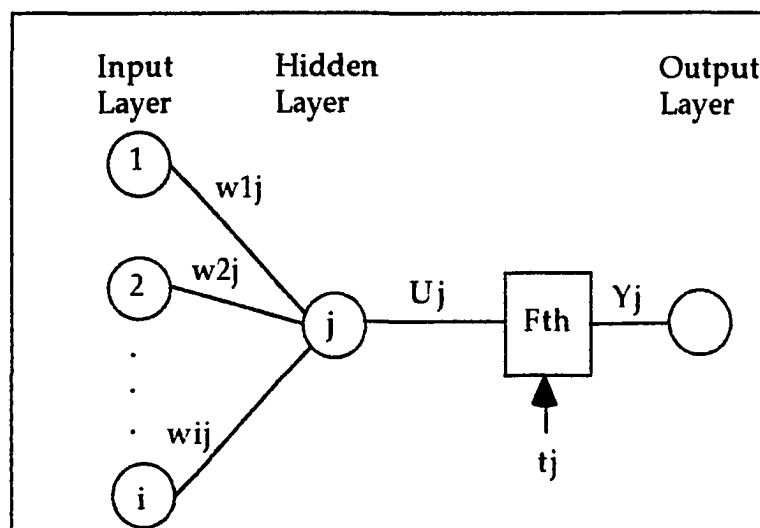


Figure 2. A Model Neuron.

Once the error values are computed for the output layer and adjusted to the next layer back, the error term is modified to be  $e_j = Y_j * (1 - Y_j) * \sum (e_k * W'_{jk})$ , which replaces the difference between the desired and actual output with the sum of the error terms for each node,  $k$ , in the next succeeding layer.

The learning rate, LR, is set by the user to adjust the old weights. Finally, the weight adjustment is modified as  $W_{ij} = W'_{ij} + (1-M) * LR * e_j * X_i + M * (W'_{ij} - W''_{ij})$ , to add a user set momentum factor, M, which allows some persistence of preceeding weights to the iterations of succeeding weights.

As the neural network is trained, the sum of the errors should become smaller, until it reaches a user set value, which stops the training process. The network is then ready to be applied to a test data set, using the trained weights. This testing provides some validation to the trained network.

The process followed in this section is similar to that followed in the statistical modeling section, that is, to examine the data sets for the different timeframes, for imperfect and perfect data, and for Paradigms I and II.

One difference between the neural network and logit becomes apparent as one begins to structure the network. Unlike logit, one must use trial and error approaches to determine what the network should look like. The number of input variables and the number of output variables affect this process.

The number of input nodes for Paradigm I is one, the casualty ratio. The number of output nodes is also one. According to the heuristic rule, the number of hidden nodes then should be one. However, tests were conducted to determine if this were true. The number of hidden nodes on

the one hidden layer were tested in increments of one. Thus, network models of 1-1-1, 1-2-1, 1-3-1, 1-4-1, and 1-5-1 were run with the Paradigm I data set A. The results indicated that 1-3-1 provided better prediction accuracy than the other networks. In fact, the percentage of accurate predictions increased as the number of nodes were increased, to a peak at the 1-3-1, and then fell off for 1-4-1 and 1-5-1. An excursion into two hidden layers of 1-3-3-1 performed poorly. Therefore, the 1-3-1 network was chosen for use with Paradigm I.

For paradigm II, the number of input nodes is set at 29, since there are 29 input variables. The number of output nodes is similarly set as a single node. The issue again was how many hidden layer nodes to use. The heuristic of the square root of the product of the number of nodes in the input and the number in the output is a suitable answer. This came after several tests of Data Set A starting with a network structure of 29-6-1. The number of hidden nodes was changed by increments of two to determine if a better structure would work for this type of data. The tests included networks 29-4-1, 29-6-1, 29-8-1, 29-10-1, and three networks with two hidden layers, 29-6-6-1, 29-6-4-1, and 29-4-4-1. The two hidden layer network performed poorly. The single hidden layer performed best with the 29-6-1 structure as prescribed by the heuristic. Thus, the network structure used for Paradigm II was 29-6-1.

Another difference in using network methodology versus logit is that the network is trained on 80% of the data, and uses the remaining 20% for testing or validating the prediction model (Neuralyst<sup>SM</sup> 1994; Lippman 1991; Nelson and Illingworth 1990). Since 100% of the data for logit was used to build the model, each network model also revisited the entire data set for 100% of the treatment cases. It is this 100% figure which is used to compare with that from the 100% treatment cases for logit. For purposes of clarity, the 80% and 20% rule for networks is referred to as 80/20 throughout the remainder of this document.

The parameters used for the supervised network building were learning rate 0.9, momentum 0.9, no input noise, 0.1 training tolerance, and 0.3 testing tolerance (that is,  $t_j$ 's are the same for all  $j$ 's). Also, the learning rate was adaptive, meaning that the model could search for alternatives to avoid local minima traps.

The network experiment began by examining the case of the single independent variable, casualty ratio, as the basis for predicting winners of combat, that is, Paradigm I. Since there is no imperfect data for Paradigm I, the only data set examined was the perfect data set. There was still the timeframe stratification represented by the three data sets A, B, and C.

The results from Paradigm I, using Data Set A, for the perfect data neural network are shown in Table 31. The

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.5		
Treatments	122	27	149
Number Right	1	0	1
Number Wrong	121	27	148
Percent Right	1%	0%	1%
Percent Wrong	99%	100%	99%
Training Epochs	900		

Table 31. Network Results for Paradigm I, Data Set A with Perfect Data.

results are quite different from the previous prediction values for logit, where the logit gave a prediction of 55%.

The results from the Data Set B experiment indicate something different, as shown in Table 32.

The final phase of the Paradigm I experiment is an examination of the data set for the entire 1600-1982 timeframe. The results are shown in Table 33. While the prediction accuracy for the test set was 63%, the training results show only one case correctly predicted.

This poor performance of the models for Paradigm I, with perfect data, are indicated by the high RMS errors and the low prediction accuracies. This raises questions concerning the data model, the structure of BNN, and the modeling process. The low prediction accuracies for logit analysis of Paradigm I raise similar questions about the data model.

The summary of the Paradigm I results from both logit and network modeling are given in Table 34.

For Paradigm II, Data Set A, with imperfect data, the neural network's 80/20 and 100% results are shown in Table 35. The model was developed on 80% of the data available. Often with networks, the prediction accuracy during the training stage does not match that of the testing stage.

Another critical part in training a network is to know when the model has stabilized. This is usually seen by the root mean square (RMS) error plateauing. The goal is to drive the RMS error as close to zero as possible, although

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.4		
Treatments	416	95	511
Number Right	20	57	292
Number Wrong	396	38	219
Percent Right	5%	60%	57%
Percent Wrong	95%	40%	43%
Training Epochs	1200		

Table 32. Network Results for Paradigm I, Data Set B with Perfect Data.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.4		
Treatments	549	111	660
Number Right	1	70	399
Number Wrong	548	41	261
Percent Right	1%	63%	60%
Percent Wrong	99%	37%	40%
Training Epochs	1100		

Table 33. Network Results for Paradigm I, Data Set C with Perfect Data.



Data Sets	Logit	Network
A	55%	1%
B	55%	57%
C	55%	60%

**Table 34. Paradigm I Comparison of Prediction Accuracies for Logit and Neural Networks.**

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.06		
Treatments	120	29	149
Number Right	118	25	143
Number Wrong	2	4	6
Percent Right	98%	86%	96%
Percent Wrong	2%	14%	4%
Training Epochs	1500		

Table 35. Network Results for Paradigm II, Data Set A with Imperfect Data.

for the Paradigm I cases it plateaus at a relative high level.

Table 36 is a copy of the results from the network indicating what the results look like compared to the value for each output variable. The table shows the sequence of treatment cases or military conflicts.

For Paradigm II, Data Set B, with imperfect data, the results are shown in Table 37.

For Paradigm II, Data Set C, with imperfect data, the results are shown in Table 38. The results indicate that the network does well in predicting the winner of combat for Paradigm II with imperfect data.

We now have enough prediction information to take a first view of the inference capabilities of the logit and network modeling approaches. This is shown in Table 39.

The preliminary results create several pieces of information, and questions. The information is that for the two logit cases, logit seems to do slightly better at predicting when the data is more perfect than imperfect.

The range of predictions for logit with imperfect data is from 84% to 95%. The prediction accuracies are relatively high given the type of data and the large number of measurement scales for the input variables. The range of predictions for the network with imperfect data was similar to the range for logit with perfect data.

The next step was to examine the network model with the perfect data set. The perfect data sets were identical to

Battle Sequence Number	Output #1 Attacker Win (1) or Loss (0)	Predicted Output
1	0	-0.007938
2	1	1.0016266
3	1	1.0002502
4	0	-0.049698
5	1	1.0048828
6	0	0.1070374

Table 36. Sample of Computed Output of Data Set A Network  
with Imperfect Data.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.06		
Treatments	417	94	511
Number Right	389	81	454
Number Wrong	30	13	57
Percent Right	93%	87%	89%
Percent Wrong	7%	13%	11%
Training Epochs	2900		

Table 37. Network Results for Paradigm II, Data Set B with Imperfect Data.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.07		
Treatments	529	131	660
Number Right	518	111	613
Number Wrong	11	20	47
Percent Right	98%	85%	93%
Percent Wrong	2%	15%	7%
Training Epochs	2300		

Table 38. Network Results for Paradigm II, Data Set C with Imperfect Data.

Data Sets	Logit Imperfect	Logit Perfect	Network Imperfect
A	95%	95%	96%
B	84%	87%	89%
C	85%	89%	93%

Table 39. Preliminary Comparison of Logit and Neural Network Results for Paradigm II.

those used in the logit model analysis. This was not the case for the imperfect data sets. The imperfect data for the neural network analysis used the original symbolic representations for the nominal variables that had been coded for logit.

For Paradigm II, Data Set A, with perfect data, the results from the network are shown in Table 40.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.04		
Treatments	122	27	149
Number Right	122	21	143
Number Wrong	0	6	6
Percent Right	100%	78%	96%
Percent Wrong	0%	22%	4%
Training Epochs	1000		

Table 40. Network Results for Paradigm II, Data Set A with Perfect Data.

The results appear to indicate that the network provides a high percentage of correct predictions. The low RMS is another indication that the network converged. Logit also gave a high percentage for these pre-1812 cases.



For Paradigm II, Data Set B, with perfect data, the results are shown in Table 41. The results indicate that the network model did not converge as strongly as it did for the previous model. This may be a departure point for comparison of logit and neural networks. That is, for perfect data use logit, and for noisy data use neural networks. However, the experiments reported here were not set up to evaluate rigorously the two methods relative to each other. Further research is needed to verify for which data type each is more appropriate. For now, the two should be regarded as complements to each other.

For Paradigm II, Data Set C, with perfect data, the results are shown in Table 42. The results indicate that the network did not converge, as seen by the high RMS, as well as the low prediction rates for the 80/20 and 100% cases. The relatively low prediction accuracies again raise questions about the data model. The incorporation of artificial data values (i.e., means or midpoints) for missing or uncertain data elements may confuse the neural network, if the network is trying to account for high-order relationships in the data. This is a subject for further investigation.

We can now compare the entire Paradigm II results, which are shown in Table 43.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.4		
Treatments	421	90	511
Number Right	213	45	296
Number Wrong	208	45	215
Percent Right	51%	50%	58%
Percent Wrong	49%	50%	42%
Training Epochs	2000		

Table 41. Network Results for Paradigm II, Data Set B with Perfect Data.

Statistics	Training Data (80%)	Testing Data (20%)	100% Data
RMS Error	0.3		
Treatments	533	127	660
Number Right	338	68	380
Number Wrong	195	59	280
Percent Right	63%	54%	58%
Percent Wrong	37%	46%	42%
Training Epochs	1800		

Table 42. Network Results for Paradigm II, Data Set C with Perfect Data.

Data Sets	Logit Imperfect	Network Imperfect	Logit Perfect	Network Perfect
A	95%	96%	95%	96%
B	84%	89%	87%	58%
C	85%	93%	89%	58%

Table 43. Results of Logit and Neural Network Analysis for  
Paradigm II.

## CHAPTER 5

### ANALYSIS OF EXPERIMENTAL RESULTS

This experiment compared the predictive capabilities of traditional statistical regression and artificial neural network models for noisy, unfiltered data (i.e., imperfect) versus filtered data (i.e., perfect). The preliminary results are shown in Table 44 by percentage and frequency of correct predictions. The cell entries for Paradigm I with perfect data are identical to the cell entries for Paradigm I with imperfect data, since there were no imperfect cases for Paradigm I.

The percentages could be used to propose a possible trend in the future use of logit or neural networks, depending of whether one has perfect or imperfect data. There is also reason to suggest that Paradigm II is superior to Paradigm I for modeling military combat outcomes. However, further statistical analysis of the significance of the experimental results was conducted.

#### Chi-Square Tests

Analyzing the prediction results for their statistical significance provides evidence about the probability that

Data Set Types	Analysis Model "LR" Paradigm I	Analysis Model "LR" Paradigm II	Analysis Model "BNN" Paradigm I	Analysis Model "BNN" Paradigm II
Perfect Data Set "A"	55% (82)	95% (141)	1% (1)	96% (143)
Perfect Data Set "B"	55% (281)	87% (447)	57% (292)	58% (296)
Perfect Data Set "C"	55% (363)	89% (586)	60% (399)	58% (380)
Imperfect Data Set "A"	55% (82)	95% (141)	1% (1)	96% (143)
Imperfect Data Set "B"	55% (281)	84% (427)	57% (292)	89% (454)
Imperfect Data Set "C"	55% (363)	85% (564)	60% (399)	93% (613)

Numbers in parenthesis are frequencies of accurate predictions.

Table 44. Summary of Experimental Results.

these results could not have been produced by chance. The analysis of statistical significance used the Chi-Square test. The problem statement is tested first, followed by tests for hypothesis one, and then tests for hypothesis two. The problem for this research was that the predictive capabilities of traditional statistical models may not be as robust when applied to noisy and incomplete data as they are when applied to clean, or filtered data, and combat data that focuses on skill-based and human factors tend to be noisy and incomplete.

To examine this problem statistically, populations of data that are perfect are compared with populations that are imperfect. Table 44 gives an indication that there may be a significant difference between perfect and imperfect data for the traditional statistical method used – LR or logit. For Data Set A, which consists of military engagements from 1600-1812, the table indicates that the predictions for the imperfect and perfect data type were equal. For Data Set B, which consists of engagements from 1812-1982, however, the table indicates a change in predictions for the two data types. Data Set C consists of both Data Sets A and B, and thus contains the effects of Data Set A. While the differences in the predictions for perfect and imperfect data are small, the slightly better accuracy with perfect data for Data Sets B and C, indicate that the perfect data model may provide more accurate predictions.

To test this before and after condition of the data transformation from imperfect to perfect, the Chi-Square ( $\chi^2$ ) statistic was used. Data Set A was not used in this part of the analysis since the frequencies are equivalent for perfect and imperfect data. Similarly, the logit data for Paradigm I are equivalent for the imperfect and perfect cases, so Paradigm I results were not analyzed.

Table 45 shows a comparison of data type (i.e., perfect and imperfect) against accurate and inaccurate predictions for logit, for Paradigm II, and Data Set B. Table 46 shows the calculated  $\chi^2 = 3.1604$  which is less than ( $<$ ) the critical  $\chi^2$  value of 3.841. This indicates that the differences in prediction accuracies caused by perfect and imperfect data are not statistically significant. But, since the computed value of  $\chi^2$  is different from the critical value by only 0.6806, we conclude that the lack of statistical significance is marginal at an alpha = 0.05 level of significance.

Next, we compute  $\chi^2$  for Data Set C, Paradigm II, as shown in Tables 47 and 48. The computed  $\chi^2 = 3.2678 < 3.841$ , which is again less than the critical value. The difference between the computed and critical  $\chi^2$  is 0.5732 which, like the case for Data Set B, is evidence for marginal rejection of statistical significance.

Next, we compute the  $\chi^2$  for hypothesis one, which examines the difference in the accuracy of the two model (i.e., LR and BNN) predictions of combat winners based on



	Imperfect	Perfect	$\Sigma$
Accurate	427	447	874
Inaccurate	84	64	148
$\Sigma$	511	511	1022

Table 45. Comparison of Logit Results by Data Type for Paradigm II, with Data Set B.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Imperfect Accurate	427	437	-10	100	0.2288
Imperfect Inaccurate	84	74	10	100	1.3514
Perfect Accurate	447	437	10	100	0.2288
Perfect Inaccurate	64	74	-10	100	1.3514
				$\Sigma$	3.1604
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 3.1604 < 3.841$					

Table 46.  $\chi^2$  Chart Created from Table 45. (OF = observed frequency; EF = expected frequency)

	Imperfect	Perfect	$\Sigma$
Accurate	564	586	1150
Inaccurate	96	74	170
$\Sigma$	660	660	1320

Table 47. Comparison of Logit Results by Data Type for Paradigm II, with Data Set C.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Imperfect Accurate	564	575	-11	121	0.2104
Imperfect Inaccurate	96	85	11	121	1.4235
Perfect Accurate	586	575	11	121	0.2104
Perfect Inaccurate	74	85	-11	121	1.4235
				$\Sigma$	3.2678
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 3.2678 < 3.841$					

Table 48.  $\chi^2$  Chart Created from Table 47. (OF = observed frequency; EF = expected frequency)

data type (i.e., perfect or imperfect). The previous  $\chi^2$  calculations indicate marginal lack of statistical significance for logit. A similar comparison for Data Sets B and C for neural networks is shown in Tables 49 - 52. For Data Set B the computed  $\chi^2 = 125.0648 > 3.841$ , as seen in Table 50. For Data Set C the computed  $\chi^2 = 220.6932 > 3.841$ . Both computed values are much greater than the critical value indicating that the neural network or BNN exerts much more influence on the difference between perfect and imperfect prediction accuracies than does logit or LR, which had marginal computed  $\chi^2$  values.

One conclusion is that there is statistically significant evidence that neural networks may perform better when the data type is imperfect than when it is perfect.

Finally, we test hypothesis two to examine the accuracy of predictions of combat winners based on different paradigm types. This test compares paradigm type (Paradigm I or Paradigm II) against accurate and inaccurate predictions, for both logit and neural networks.

In Tables 53 - 58, logit is tested for each of the three Data Sets A, B, and C. For Data Set A, the computed  $\chi^2 = 62.0232 > 3.841$  as seen in Table 54, which is interpreted as statistically significant at the  $\alpha = 0.05$  level of significance. For Data Set B, the computed value of  $\chi^2 = 131.5794 > 3.841$ , from Table 56, which also indicates statistical significance. For Data Set C, the computed  $\chi^2 = 187.4418 > 3.841$ . As seen from the

	Imperfect	Perfect	$\Sigma$
Accurate	454	296	750
Inaccurate	57	215	272
$\Sigma$	511	511	1022

Table 49. Comparison of Neural Network Results by Data Type for Paradigm II, with Data Set B.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Imperfect Accurate	454	375	79	6241	16.6427
Imperfect Inaccurate	57	136	-79	6241	45.8897
Perfect Accurate	296	375	-79	6241	16.6427
Perfect Inaccurate	215	136	79	6241	45.8897
				$\Sigma$	125.0648
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 125.0648 > 3.841$					

Table 50.  $\chi^2$  Chart Created from Table 49. (OF = observed frequency; EF = expected frequency)

	Imperfect	Perfect	$\Sigma$
Accurate	613	380	993
Inaccurate	47	280	327
$\Sigma$	660	660	1320

Table 51. Comparison of Neural Network Results by Data Type for Paradigm II, with Data Set C.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Imperfect Accurate	613	496.5	116.5	13572.25	27.3359
Imperfect Inaccurate	47	163.5	-116.5	13572.25	83.0107
Perfect Accurate	380	496.5	-116.5	13572.25	27.3359
Perfect Inaccurate	280	163.5	116.5	13572.25	83.0107
				$\Sigma$	220.6932
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 220.6932 > 3.841$					

Table 52.  $\chi^2$  Chart Created from Table 51. (OF = observed frequency; EF = expected frequency)

	Paradigm I	Paradigm II	$\Sigma$
Accurate	82	141	223
Inaccurate	67	8	75
$\Sigma$	149	149	298

Table 53. Comparison of Logit Results by Paradigm, for Perfect Data with Data Set A.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	82	111.5	-29.5	870.25	7.8049
Paradigm I Inaccurate	67	37.5	29.5	870.25	23.2067
Paradigm II Accurate	141	111.5	29.5	870.25	7.8049
Paradigm II Inaccurate	8	37.5	-29.5	870.25	23.2067
				$\Sigma$	62.0232
$df = 1, \alpha = 0.05, \chi^2 \text{ Critical Value} = 3.841$					
$\chi^2 = 62.0232 > 3.841$					

Table 54.  $\chi^2$  Chart Created from Table 53. (OF = observed frequency; EF = expected frequency)

	Paradigm I	Paradigm II	$\Sigma$
Accurate	281	447	728
Inaccurate	230	64	294
$\Sigma$	511	511	1022

Table 55. Comparison of Logit Results by Paradigm, for Perfect Data with Data Set B.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	281	364	-83	6889	18.9258
Paradigm I Inaccurate	230	147	83	6889	46.8639
Paradigm II Accurate	447	364	83	6889	18.9258
Paradigm II Inaccurate	64	147	-83	6889	46.8639
				$\Sigma$	131.5794
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 131.5794 > 3.841$					

Table 56.  $\chi^2$  Chart Created from Table 55. (OF = observed frequency; EF = expected frequency)

	Paradigm I	Paradigm II	$\Sigma$
Accurate	363	586	949
Inaccurate	297	74	371
$\Sigma$	660	660	1320

Table 57. Comparison of Logit Results by Paradigm, for Perfect Data with Data Set C.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	363	474.5	-111.5	12432.25	26.2007
Paradigm I Inaccurate	297	185.5	111.5	12432.25	67.0202
Paradigm II Accurate	586	474.5	111.5	12432.25	26.2007
Paradigm II Inaccurate	74	185.5	-111.5	12432.25	67.0202
				$\Sigma$	187.4418
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 187.4418 > 3.841$					

Table 58.  $\chi^2$  Chart Created from Table 57. (OF = observed frequency; EF = expected frequency)



calculated  $\chi^2$  for all three data sets, there is evidence that logit produces statistically significant differences in prediction accuracies for Paradigms I and II at the 0.05 level of significance.

To complete the test for hypothesis two, we next test neural networks for the same three data sets. These calculations are shown in Tables 59 - 64. For Data Set A, the computed  $\chi^2 = 270.9628 > 3.841$ , from Table 60, which is much greater than the critical  $\chi^2$  value. For Data Set B, the computed  $\chi^2 = 130.2666 > 3.841$ , from Table 62, again indicating statistical significance. For Data Set C, the computed  $\chi^2 = 193.9414 > 3.841$ , from Table 64, which, once again, indicates strong support for paradigm type influences on prediction accuracies.

All six of the tests for hypothesis two indicate a difference in prediction accuracies based on paradigm type.

While analysis of experimental results does not present statistical ( $\chi^2$ ) evidence in support of the problem statement, hypothesis one for BNN and hypothesis two are supported. The lack of statistical significance, at the  $\alpha = 0.05$  level, of differences between perfect and imperfect data when applied to an LR model, should not be construed as indicating that there is not a problem. The fact that there were any differences at all between perfect and imperfect data point to a need for further research with logit; and, if the logit model had been optimized, perhaps it would have produced significant differences.

	Paradigm I	Paradigm II	$\Sigma$
Accurate	1	143	144
Inaccurate	148	6	154
$\Sigma$	149	149	298

Table 59. Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set A.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	1	72	-71	5041	70.0139
Paradigm I Inaccurate	148	77	71	5041	65.4675
Paradigm II Accurate	143	72	71	5041	70.0139
Paradigm II Inaccurate	6	77	-71	5041	65.4675
				$\Sigma$	270.9628
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 270.9628 > 3.841$					

Table 60.  $\chi^2$  Chart Created from Table 59. (OF = observed frequency; EF = expected frequency)

	Paradigm I	Paradigm II	$\Sigma$
Accurate	292	454	746
Inaccurate	219	57	276
$\Sigma$	511	511	1022

Table 61. Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set B.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	292	373	-81	6561	17.5898
Paradigm I Inaccurate	219	138	81	6561	47.5435
Paradigm II Accurate	454	373	81	6561	17.5898
Paradigm II Inaccurate	57	138	-81	6561	47.5435
				$\Sigma$	130.2666
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 130.2666 > 3.841$					

Table 62.  $\chi^2$  Chart Created from Table 61. (OF = observed frequency; EF = expected frequency)

	Paradigm I	Paradigm II	$\Sigma$
Accurate	399	613	1012
Inaccurate	261	47	308
$\Sigma$	660	660	1320

Table 63. Comparison of Neural Network Results by Paradigm, for Imperfect Data with Data Set C.

	OF	EF	OF-EF	$(OF-EF)^2$	$(OF-EF)^2/EF$
Paradigm I Accurate	399	506	-107	11449	22.6265
Paradigm I Inaccurate	261	154	107	11449	74.3442
Paradigm II Accurate	613	506	107	11449	22.6265
Paradigm II Inaccurate	47	154	-107	11449	74.3442
				$\Sigma$	193.9414
df = 1, alpha = 0.05, $\chi^2$ Critical Value = 3.841					
$\chi^2 = 193.9414 > 3.841$					

Table 64.  $\chi^2$  Chart Created from Table 63. (OF = observed frequency; EF = expected frequency)

Along with analyzing the problem statement and hypotheses, the research objective included the following goals:

- (1) to identify new causal patterns in uncertain and soft data;
- (2) to help fill the statistical gap when analyzing uncertain, missing, or soft data;
- (3) to demonstrate neural network's capabilities with a complex and nonlinear problem; and,
- (4) to examine a potentially credible use of neural networks.

As for the first goal, there were new causal patterns found from this experiment. One pattern is that logit identified key variables that seem to have influence on the winner of battles. These variables are: Attacker Surprise Over Posture Awareness, Number of Artillery Tubes, Relative Combat Effectiveness, Relative Leadership Advantage, Relative Morale Advantage, Relative Intelligence Advantage, and Relative Technology Advantage. If these are key variables in a causal relationship, then their inclusion in military combat models and simulations should be a point for future research.

The second goal was demonstrated by the comparison of imperfect and perfect data for both logit and neural networks. The experiment did indicate that logit performed slightly better with perfect (i.e., clean, filtered) data than with imperfect (i.e., noisy, unfiltered data), although this difference was not significant at the 0.05 level; but, there was statistical evidence for the reverse with the use of neural networks. Thus, one step further has been taken in filling the statistical gap for the type of imperfect data examined in this study. Additional work is still needed for different databases if a purpose of the research is to develop approaches for handling noisy data by the combined use of statistical regression methods and neural networks.

The third and fourth goals were met by the success of applying neural networks to imperfect data for Paradigm II.

### Data

The data coding step was necessary for use with logit. It was not necessary for use with the neural network models. However, the data modeling required for logit produced a rich data taxonomy that can be used for future research. The taxonomy was needed to develop an a priori understanding of the causal relationships between the independent and dependent variables. Thus, the data modeling led to the decision to create artificial data values, such as means or midpoints, for missing or uncertain data. This created the

framework for the final definition of perfect and imperfect data.

### Logit

The logit model development was an exercise in computer programming. To the novice, the logit process may be difficult to learn and is not user friendly. However, the SAS<sup>™</sup> software package was powerful and rich with capabilities for varied statistical analyses. The set up time, however, was longer than expected. The data preparation took several hours, and many more modifications were required over the course of several days.

### Neural Networks

Overall, the neural network was more user friendly than the logit model. The time to learn the logit approach was approximately 50 hours, compared to one hour for the neural network. However, since the structure of the network was trial and error, and since many pre-experiments were tried before this experiment, the overall time of use of the neural network was longer than that of the logit approach. Also, one run of logit may take less than a minute, while one run of the neural network may take several hours.

## CHAPTER 6

### CONCLUSIONS

The experiments were successful in providing evidence that addresses the problem statement and the hypotheses. The objective of this study was also met. Thus, the primary conclusion is that use of both logit and neural network models, when analyzing complex data sets, seems warranted. However, for perfect data logit appears to be the model of choice. For noisy data, it appears that neural networks may provide an added capability to the logit approach. Also, when the results of the neural network are in question, the logit could be used to check the validity of the neural network.

The question about whether or not to use neural network models or other statistical methodologies is far from resolved. The above experiments only demonstrate that the use of neural networks is still emerging. In fact, it is possible that within the next decade the statistical community could adopt neural networks as just one other method of regression analysis for special case problems. It is also hoped that this research will add another data point in the further analysis of similar practical applications.



## CHAPTER 7

### FUTURE RESEARCH

This research is a direct challenge to the linking of combat winner predictions to attrition, i.e., Paradigm I. Paradigm II, on the other hand, provides an alternative on which to base such predictions that appears to provide greater accuracy. Thus, military computer models and simulations of combat could be suspect if not using strength and skill factors. This is one key area for future research.

Other future research could break down further the basic elements of the human factors variables from Paradigm II in order to determine their specific contribution to battle outcomes.

Another suggestion for future research is to use self-organizing neural networks to analyze a complex data set and account for those rare events where the side that wins does so against all the military wisdom concerning accepted tactics, doctrine and training.

## CHAPTER 8

### SUMMARY

This research was designed to encourage cross-disciplinary dialogue, with a viewpoint that is not strictly that of a neural network researcher, operations research analyst, statistician or other scientific disciplinarian.

The results of these experiments are expected to contribute to the growing science of neural networks, and especially the growing interface between statistics and neural networks, which only recently began to emerge as an important tool within the statistical community.

The examination of combat data using neural networks and logit will allow the military historian and military operations research analyst, as well as military decision makers, to develop a perspective on the importance of environmental, human, and force structure factors in the analysis of combat situations.



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## APPENDIX A

### CONVERTED DATA BASE FOR 400 YEARS OF BATTLE

Input #1. 1st Width of Front. The attacker 1st Width of Front is divided by that of the defender. The result is a numeric ratio. The rules followed to translate the raw input data are:

- a. If attacker and defender are positive, then divide attacker by defender.
- b. If the defender is -1 indicating an unknown value for the defender, then indicate this by a 0 value.
- c. If attacker and defender are both -1, indicating that both values are unknown, then leave as -1.

There are no battles when the attacker front is unknown and the defender known.

Input #2. Defensive Posture Type. The defensive posture type is coded in the historical database as a 0, 1, 2 or 9. The rules followed to translate this data to an interval scale are:

- a. 0 means at most one defensive posture type
- b. 1 means a combination of postures involving two distinct or separate defensive postures
- c. 2 means an average of two or more posture types
- d. 3 means more than one posture, but information about whether or not it is able to be averaged is not available

Input #3. Defender's Primary Defensive Posture Type. The original data was symbolic, which has been translated into an interval scale. The codes used are:

- a. 0 means hasty defense
- b. 1 means prepared defense
- c. 2 means fortified defense
- d. 3 means delaying action
- e. 4 means withdrawal
- f. -1 means unknown or uncertainty in the information

The unknown value of -1 is consistent with other data items measuring uncertainty.

Input #4. Terrain. The original data was symbolic and has not been converted. Since different terrain can have different effects on attackers and defenders during

different parts of the battle, and since many battles are over large areas, a numeric coding scheme is not appropriate. The symbolic coding system uses a 0 for uncertainty with terrain. The code is composed of a finite combination of letters and 0's. The coding scheme is:

a. First character:

- (1) G means rugged
- (2) R means rolling
- (3) F means flat
- (4) O means unknown

b. Second character:

- (1) W means heavily wooded
- (2) M means mixed
- (3) B means bare
- (4) D means desert
- (5) O means unknown

Input #5. Weather. Weather data are also symbolic. There are four characters used to describe the battlefield weather. A 0 is used for unknown information. The codes used are:

a. First character:

- (1) W means wet

- (2) D means dry
- (3) O means unknown

b. Second character:

- (1) H means heavy precipitation
- (2) L means light precipitation
- (3) O means no precipitation and overcast
- (4) S means no precipitation and sunny
- (5) O means unknown

c. Third character:

- (1) H means hot
- (2) T means temperate
- (3) C means cold
- (4) O means unknown

d. Fourth character:

- (1) E means tropical
- (2) D means desert
- (3) T means temperate
- (4) O means unknown

Input #6. Attacker's Surprise Over Defender's Awareness.

Relative surprise achieved by the attacker is coded along a range from +3 to -3 in the original data, with 9 representing unknown information. The +3 is complete

surprise, which means total awareness on the attacker's part and no awareness for the defender. The only data change considered was the unknown value of 9, which is changed to -9 to place it at a distance from the +3 to -3 range of values. However, there were no 9 values found in the original data. So the degree of uncertainty was not recorded. The coding scheme is:

- a. +3 means attacker had complete surprise
- b. +2 means attacker had substantial surprise
- c. +1 means attacker had minor surprise
- d. 0 means there was no surprise
- e. -1 means defender had minor surprise
- f. -2 means defender had substantial surprise
- g. -3 means defender had complete surprise
- h. -9 means unknown information about surprise

Using this input as an initial battle data item is open to argument. Some military operations planners argue that it is, and some that it is not, measurable. For this experiment, the assumption is that it is a measurable variable for military operations planning.

Input #7. Total Personnel Strength of Attacker and Defender. This is a numeric value, a ratio of the number of attackers divided by the number of defenders for the entire

conflict. Since all original data values are positive, the coding system does not have an uncertainty code.

Input #8. Initial Personnel Strength of Attacker and Defender. This is a numeric value, a ratio of the number of attackers to number of defenders at the start of the conflict. The ratio coding scheme is:

- a. If attacker and defender are known, then divide by defender.
- b. If attacker is known and defender unknown, use a value of 0.
- c. If attacker is unknown and defender is known, use a value of 0.
- d. If both attacker and defender values are unknown, use -1.

Input #9. Horse Cavalry of the Attacker and Defender. This is a numeric value, a ratio of the number of horse cavalry of the attacker divided by those of the defender. This is the first of the technology sensitive data items. The coding scheme used is:

- a. If attacker and defender are both known, use a ratio of the attacker divided by the defender value.

- b. If the attacker is known and the defender unknown, use 0.
- c. If the attacker is unknown and the defender known, use 0.
- d. If both attacker and defender are unknown, use -1.
- e. If there is no information about either, use -9.

Input #10. Total Tanks of the Attacker and Defender. This is a numeric value, a ratio of the number of attacker tanks divided by the defender tanks. Due to the diversity in the coding of this data item, the coding scheme is more complex than for previous data items. The coding scheme is:

- a. If the attacker and defender are known, use a ratio of the attacker divided by the defender value.
- b. If the attacker is known and the defender is unknown, use 0.
- c. If the attacker is unknown and the defender is known, use 0.
- d. If both are 0 or unknown, use -1.
- e. If the attacker is known and the defender is 0, use +9.
- f. If the attacker is 0 and the defender is known, use 0.1.
- g. If both have no value, use -9.

Input #11. Lite Tanks of the Attacker and Defender. This is a numeric value, a ratio of the lite tanks of the attacker divided by the defender. The same coding scheme used for Input #10 is used for Input #11, due to the similarity of the weapon and the original coding of the data.

Input #12. Main Battle Tanks of the Attacker and Defender. This is a numeric value, a ratio of the main battle tanks of the attacker divided by the defender. The same coding scheme used for Input #10 is used for Input #12, due to the similarity of the weapon and the original coding of the data.

Input #13. Number of Artillery Tubes of the Attacker and Defender. This is a numeric value, a ratio of the number of artillery tubes of the attacker divided by those of the defender. The same coding scheme used for Input #10 is used for Input #13, due to the similarity of the weapon and the original coding of the data.

Input #14. Close Air Support Sorties of the Attacker and Defender. This is a numeric value, a ratio of the number of air sorties of the attacker divided by those of the



defender. The same coding scheme used for Input #10 is used for Input #14, due to the similarity of the weapon and the original coding of the data.

Input #15. Relative Combat Effectiveness of Attacker and Defender. This is a scaled numeric value. The coding scheme is:

- a. +4 means attacker is very strongly favored
- b. +3 means attacker is strongly favored
- c. +2 means attacker is favored
- d. +1 means attacker is somewhat favored
- e. 0 means neither attacker nor defender is favored
- f. -1 means defender is somewhat favored
- g. -2 means defender is favored
- h. -3 means defender is strongly favored
- i. -4 means defender is very strongly favored
- j. -9 means unknown information

Input #16. Relative Leadership Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #17. Relative Training Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #18. Relative Morale Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #19. Relative Logistics Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #20. Relative Momentum Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #21. Relative Intelligence Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #22. Relative Technology Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #23. Relative Initiative Advantage of Attacker and Defender. The coding scheme is the same as used for Input #15.

Input #24. Attacker's Primary Tactical Scheme, Part I.

This is a symbolic value. The coding scheme is:

- a. FF means frontal attack
- b. EE means single envelopment
- c. DE means double envelopment
- d. FE means feint, or demonstration, or a holding attack
- e. DD means defensive plan
- f. DO means defensive and/or offensive plan
- g. LF means left flank
- h. RF means right flank
- i. LR means left rear
- j. RR means right rear
- k. PP means penetration
- l. RC means river crossing
- m. OO means unknown
- n. 0 also means unknown

Input #25. Attacker's Primary Tactical Scheme, Part II.

This is a symbolic value. The coding scheme is the same as for Input #24.

Input #26. Attacker's Primary Tactical Scheme, Part III.

This is a symbolic value. The coding scheme is the same as for Input #24.

Input #27. Defender's Primary Tactical Scheme, Part I.

This is a symbolic value. The coding scheme is the same as for Input #24.

Input #28. Defender's Primary Tactical Scheme, Part II.

This is a symbolic value. The coding scheme is the same as for Input #24.

Input #29. Defender's Primary Tactical Scheme, Part III.

This is a symbolic value. The coding scheme is the same as for Input #24.

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BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR	INPUT #8 INIT PERS STR	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SPT SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECT. ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
1	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...
2	1	0	0	FBD	DSTT	0	1.0176991	1.0176991	1.0714286	-0	-0	-0	1.3333333	-0	-1	-1	0
3	1.3214286	1	0	RMD	DSTT	0	1.9047619	1.9047619	0.6818182	-0	-0	-0	-0	-0	0	0	0
4	-1	0	1	RMD	DSTT	-1	0.53125	0.53125	0.25	-0	-0	-0	0.2	-0	0	0	0
5	-1	0	0	RMD	DSTT	0	0.85	0.85	0.7	-0	-0	-0	-0	-0	0	-1	0
6	0.8888889	0	0	RMD	DSTT	0	0.8454425	0.8454425	0.8560311	-0	-0	-0	0.3454545	-0	0	1	0
7	0.9809524	0	1	RMD	DSTT	0	1.2222222	1.2222222	-1	-0	-0	-0	0.26	-0	0	-1	0
8	0.8518519	0	1	RMD	WLTT	0	0.7666667	0.7666667	1.2307692	-0	-0	-0	-0	-0	0	0	0
9	0.9166667	0	0	RMD	DSTT	0	0.8725769	1.132737	0.675	-0	-0	-0	-0	-0	0	0	0
10	0.5	0	1	RMD	DSTT	0	0.7142857	0.7142857	0.8668667	-0	-0	-0	2.4	-0	0	1	0
11	1.4666667	0	1	RMD	DSTT	1	0.7333333	0.7333333	0.8571429	-0	-0	-0	1.6	-0	0	1	0
12	1	0	0	RMD	DSTT	0	0.8333333	0.8333333	1.25	-0	-0	-0	0	-0	1	1	0
13	1.3333333	0	0	RMD	DSTT	0	0.8846154	0.8846154	1	-0	-0	-0	1.3217391	-0	0	1	0
14	1.5	0	0	RMD	DSTT	2	1.2222222	1.2222222	0.625	-0	-0	0.6668667	0.8666667	-0	0	2	0
15	1	0	1	GMQ	DSTT	0	1.1875	1.1875	1	-0	-0	1.3214286	1.3214286	-0	0	2	0
16	1	0	0	GMQ	DSTT	3	1	1	1.1111111	-0	-0	-0	0.325	-0	0	-1	0
17	1	0	1	RMD	DSTT	3	0.9090909	0.9090909	1	-0	-0	-0	0	-0	0	0	0
18	1	0	1	RMD	DSTT	0	1.125	1.125	1	-0	-0	-0	0	-0	0	0	0
19	0.5714286	0	0	RMD	DSTT	2	0.7777778	0.7777778	0.625	-0	-0	-0	0	-0	0	1	0
20	1	0	0	RMD	DSTT	0	0.9616678	0.9616678	1.4	-0	-0	-0	1.3333333	-0	0	0	0
21	1	0	0	RMD	WLTT	0	1.5428571	1.5428571	1.3846154	-0	-0	-0	1.5825	-0	0	1	0
22	1	0	0	RMD	DSTT	0	2.2686667	2.2686667	0	-0	-0	-0	-0	-0	-1	-1	0
23	1	0	0	RMD	DSTT	0	0.7205882	0.7205882	0.625	-0	-0	-0	-0	-0	0	1	0
24	1.4	1	0	RMD	DSTT	0	2.2	2.2	4.75	-0	-0	-0	-0	-0	0	0	0
25	1	0	0	RMD	DSTT	0	0.6923077	0.6923077	0.8333333	-0	-0	-0	-0	-0	0	-1	0
26	1.6666667	0	0	RMD	WLTT	2	0.4285714	0.4285714	0.8333333	-0	-0	-1	-1	-0	1	2	0
27	0.6666667	0	0	RMD	WLTT	2	0.5	0.5	0.5833333	-0	-0	-0	-0	-0	0	1	1
28	1	1	0	RMD	DSTT	0	1.75	1.75	2.25	-0	-0	-0	-1	-0	1	1	1
29	1	1	0	OUU	DSTT	0	2	2	-1	-0	-0	-0	0	-0	0	0	0
30	0.9090909	0	0	FBD	DSTT	1	1.25	1.25	0.8571429	-0	-0	-0	0	-0	0	0	0
31	0.9288293	0	0	RMD	DSTT	2	2	2	2	-0	-0	-0	0.8	-0	-1	-1	-1
32	1.1	1	0	RMD	DSTT	2	0.7102804	0.7102804	0.7234043	-0	-0	-0	0.372	-0	1	1	1
33	-1	0	1	RMD	WLCT	3	0.625	0.625	-1	-0	-0	-0	-1	-0	1	1	0
34	1	0	0	RMD	DSTT	0	1.2666667	1.2666667	1	-0	-0	-0	9	-0	0	2	0
35	1	0	0	RMD	DSTT	2	0.7142857	0.7142857	1	-0	-0	-0	-1	-0	1	1	0
36	0.8	1	0	RMD	WLTT	0	0.6940063	0.6940063	0.680552	-0	-0	-0	0.5172414	-0	0	1	0
37	-1	0	0	RMD	DSTT	1	1.1	1.1	-1	-0	-0	-1	-1	-0	0	1	0
38	1.7	0	0	RMD	DSTT	0	0.9375	0.9375	0.8375	-0	-0	-0	0.3421053	-0	0	1	0
39	0.6666667	0	0	FMQ	WLTT	1	1.3333333	1.3333333	1.5686275	-0	-0	-0	0.25	-0	-1	-1	-1
40	1	0	0	GMQ	DSTT	0	0.8235294	0.8235294	0	-0	-0	-0	-0	-0	0	1	0
41	1	0	0	RMD	DSTT	0	0.6857143	0.6857143	-1	-0	-0	-0	-0	-0	0	-1	0
42	-1	0	0	RMD	DSTT	0	1.3157895	1.3157895	-1	-0	-0	-0	-0	-0	0	1	0

INPUT #18 RELATIVE MORALE ADVANTAGE ATK (+) TO DEF (-)	INPUT #19 RELATIVE LOGISTICS ADVANTAGE ATK (+) TO DEF (-)	INPUT #20 RELATIVE MOMENTUM ADVANTAGE ATK (+) TO DEF (-)	INPUT #21 RELATIVE INTELL ADVANTAGE ATK (+) TO DEF (-)	INPUT #22 RELATIVE TECHNOLOGY ADVANTAGE ATK (+) TO DEF (-)	INPUT #23 RELATIVE INITIATIVE ADVANTAGE ATK (+) TO DEF (-)	INPUT #24 ATTACKERS PRIMARY TACTICAL SCHEME PART 1	INPUT #25 ATTACKERS PRIMARY TACTICAL SCHEME PART 2	INPUT #26 DEFENDERS PRIMARY TACTICAL SCHEME PART 3	INPUT #27 DEFENDERS PRIMARY TACTICAL SCHEME PART 1	INPUT #28 DEFENDERS PRIMARY TACTICAL SCHEME PART 2	INPUT #29 DEFENDERS PRIMARY TACTICAL SCHEME PART 3	INPUT #30 CASUALTY RATIO ATK/DEF	OUTPUT #1 ATTACKER WIN (1) LOSS(0)
0	0	1	0	0	1	FF	00	00	DO	FF	00	..	0
0	0	1	0	0	0	FF	00	00	DO	FF	00	0 08	1
0	0	-1	0	0	0	FF	00	00	DD	00	00	0.882069	1
0	0	0	-1	0	-1	FF	00	00	DD	DE	00	3	0
1	0	1	0	0	0	FF	00	00	DD	00	00	0.2857143	1
0	0	0	0	0	0	FF	EE	LF	DD	EE	LR	2.2295082	0
0	0	0	0	0	1	FF	00	00	DD	FF	00	0.3333333	1
0	0	0	0	0	0	FF	00	00	DD	FF	00	2	0
0	0	0	0	0	1	FF	00	00	DD	FF	00	0.8	1
0	0	0	0	0	0	EE	FF	00	DD	00	00	6	0
0	0	0	0	0	1	EE	FF	00	DD	FF	00	0.3688889	1
0	0	0	0	0	1	EE	LF	00	DD	EE	FF	0.3333333	1
0	0	1	1	0	1	EE	LF	00	DD	FF	00	0.2857143	1
0	0	0	1	0	1	FF	00	00	DD	00	00	0.1428571	1
0	0	0	1	0	1	FF	00	00	DD	00	00	2	1
0	0	0	0	0	1	FF	00	00	DD	00	00	4.25	0
0	0	0	0	0	1	FF	00	00	DD	00	00	0.2	1
0	0	0	0	0	1	FF	00	00	DD	00	00	1.25	1
0	0	0	0	0	1	DE	00	00	DD	EE	FF	0.4	1
0	0	0	0	0	1	FF	00	00	DD	FF	00	1	1
0	0	0	0	0	0	FF	00	00	DD	FF	00	0.25	1
0	0	0	0	0	0	FF	00	00	DD	FF	00	3000	0
0	0	0	0	0	1	FF	00	00	DD	00	00	0.001	1
0	0	0	0	0	1	FF	00	00	DD	00	00	1	0
0	0	0	0	0	1	FF	00	00	DD	FF	00	8	0
0	0	0	1	0	1	FF	DE	00	DD	00	00	0.06	1
0	0	0	0	0	1	EE	FF	00	DD	00	00	0.0023077	1
0	0	0	0	0	1	FF	00	00	DD	FF	00	0.1111111	1
0	0	0	0	0	1	FF	00	00	DD	00	00	2	1
0	0	0	0	0	1	EE	FF	00	DD	FF	00	0.2857143	1
0	0	0	0	0	0	FF	FF	00	DD	DE	00	4	0
0	0	0	0	0	1	EE	FF	00	DD	00	00	0.2	1
0	0	0	0	0	1	FF	00	00	DD	00	00	0.0333333	1
0	0	0	0	0	1	FF	00	00	DD	FF	00	0.6	1
0	0	0	0	0	1	FF	00	00	DD	00	00	0.7142857	1
0	0	0	0	0	0	FF	00	00	DD	FF	EE	1.4	0
0	0	0	1	0	1	EE	FF	00	DD	00	00	0.3235294	1
0	0	0	0	0	1	FF	00	00	DD	FF	00	0.2	1
0	0	0	0	0	1	FF	00	00	DD	DE	00	5	0
0	0	0	0	0	2	FF	00	00	DD	DE	00	0.3157895	1
0	0	0	0	0	0	FF	00	00	DD	DE	00	15.384615	0
0	0	0	0	0	1	DE	00	00	DD	00	00	0.3157895	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYRE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL FRS STR	INPUT #8 INIT FRS STR	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 HO ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SRT SORTIS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
43	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...
44	1.333333	1	0	RM0	DSTT	0	1.5217391	1.5217391	1.6	-9	-9	-9	8.333333	-9	0	1	0
45	0.4615385	1	0	GM0	WLTT	0	1.1052632	1.1052632	1.25	-9	-9	-9	1.1666667	-9	0	0	0
46	0.6627906	1	0	FM0	DSTT	0	1.8	1.6	1.45	-9	-9	-9	0.8452381	-9	0	-1	0
47	...	...	...	...	...	...	...	...	...	-9	-9	-9	0.9677419	-9	0	1	0
48	1.5535556	0	1	FM0	DSTT	1	1.1111111	1.1111111	0.9090909	-9	-9	0.3	0.3	-9	1	1	1
49	0.375	0	1	RM0	DSTT	0	0.5	0.5	0.4	-9	-9	-9	0.04	-9	1	0	1
50	0.9014085	0	0	RM0	DSTT	0	0.26875	0.26875	1	-9	-9	-9	0.6666667	-9	0	2	0
51	0.9230769	1	0	RM0	DSTT	0	0.9285714	0.9285714	1.1764706	-9	-9	-9	0.17142857	-9	0	2	0
52	1.0666667	0	0	RM0	DSTT	0	1.0333333	1.0333333	0.9411765	-9	-9	-9	0.84	-9	0	2	0
53	0.8318182	0	1	RM0	DSTT	0	0.9411765	0.9411765	1.05	-9	-9	-9	1.6666667	-9	0	0	0
54	...	...	...	...	...	...	...	...	...	-9	-9	-9	0	-9	1	1	1
55	0.627907	0	0	RM0	WLCT	0	1.05	1.05	1.1	-9	-9	-9	0.38	-9	-1	-1	0
56	0.8189189	0	0	RM0	DSTT	1	0.8227273	0.8227273	2	-9	-9	-9	0.4878049	-9	-1	-1	0
57	1.0454545	0	0	RM0	DSTT	1	1.1836735	1.1836735	1.4285714	-9	-9	-9	1.75	-9	1	0	0
58	0.7	1	0	RM0	DSTT	0	1.3461538	1.3461538	2	-9	-9	-9	1.01	-9	0	0	0
59	0.8727273	0	0	RM0	DSTT	1	0.8333333	0.8333333	0.6666667	-9	-9	-9	1.5857769	-9	2	-1	0
60	1.09375	0	0	RM0	DSTT	1	0.7575758	0.7575758	0.9045455	-9	-9	-9	0.6122449	-9	2	1	0
61	1.4666667	0	0	RM0	DSTT	2	0.502927	0.502927	0.4807874	-9	-9	-9	0.7857143	-9	2	2	0
62	0.75	0	0	RM0	DSTT	2	0.9935897	0.9935897	1.2857143	-9	-9	0.0833333	0.1666667	-9	0	1	-2
63	0.4666667	0	0	RM0	WLCT	0	1.0809091	1.0809091	0.1	-9	-9	-9	0.75	-9	0	-1	-2
64	0.5714286	0	0	RM0	DSTT	0	0.6	0.6	0	-9	-9	-9	1.0319149	-9	0	1	0
65	0.9230769	0	0	RM0	DSTT	0	0.8405767	0.8405767	1.44	-9	-9	-9	1.2080395	-9	0	1	0
66	4.3714288	0	0	RM0	WHITE	0	1.0483871	1.0483871	1.3492063	-9	-9	-9	4.4166667	-9	-1	-1	-1
67	0.8125	0	0	RM0	DSTT	0	16.823529	16.823529	9	-9	-9	-9	0.6068968	-9	0	1	0
68	0.55	0	1	RM0	DSTT	0	0.7272727	0.7272727	2	-9	-9	1.2142857	2.4285714	-9	0	0	0
69	0.875	0	0	RM0	DSTT	-2	1.6666667	1.6666667	1.8518519	-9	-9	-9	0.7852381	-9	-1	-1	-1
70	0.5637895	0	0	RM0	WLTT	2	1.8080909	1.8080909	0.5076923	-9	-9	0.7852381	0.7852381	-9	1	1	0
71	1.4	0	0	FM0	DSTT	1	0.64	0.64	-1	-9	-9	-9	-1	-9	0	0	0
72	0.7083333	0	0	RM0	DSTT	0	0.8314088	0.8314088	1.6452523	-9	-9	-9	0.8391304	-9	1	1	1
73	1.3333333	0	1	RM0	WLTT	2	2.5808452	2.5808452	2.8	-9	-9	1.7	1.7	-9	0	0	0
74	...	1	1	RM0	DSTT	0	0.8	0.8	-1	-9	-9	-9	0.4666667	-9	0	0	0
75	...	1	0	RM0	WLTT	0	0.75	0.75	-1	-9	-9	-9	0.9677419	-9	1	1	0
76	0.84375	0	1	RM0	DSTT	0	0.8554622	0.8554622	1.3	-9	-9	-9	0	-9	0	0	0
77	0.8333333	0	0	RM0	DSTT	0	0.9375	0.9375	-9	-9	-9	-9	-1	-9	0	0	0
78	...	...	...	...	...	...	...	...	...	-9	-9	-9	0	-9	0	0	0
79	0.78125	0	0	RM0	WLTT	2	2.8148148	2.8148148	1.425	-9	-9	-9	-1	-9	0	0	0
80	0.6	0	0	RM0	DSTT	0	1.1176471	1.1176471	1.425	-9	-9	-9	1.0833333	-9	0	-1	0
81	0.7017544	0	1	RM0	WLCT	0	1	1	0.6	-9	-9	-9	0	-9	0	0	0
82	0.7142857	1	0	RM0	DSTT	0	0.9363296	0.9363296	0.6	-9	-9	-9	0	-9	0	0	2
83	...	...	...	...	...	...	...	...	...	-9	-9	-9	0.0714286	-9	0	0	-2



INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	TECHNOLOGY	INITIATIVE	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIR (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATMDEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	PART 1	PART 2	PART 3	PART 1	PART 2	PART 3		
..	..	..	..	..	..	..	..	..	..	..	..	..	..
0	0	0	0	1	1	FF	EE	LR	DD	FF	00	1.3333333	1
0	0	0	0	1	1	FF	EE	00	DD	00	00	0.6136364	1
0	0	0	0	1	1	FF	00	00	DD	00	00	1.1428571	0
0	0	0	0	1	1	FF	00	00	DD	00	00	0.6428571	1
0	0	0	0	1	1	FF	EE	LF	DD	00	00	0.2727273	1
0	0	0	0	1	1	FF	00	00	DD	00	00	0.0166667	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.3846154	0
0	0	0	0	1	1	FF	00	00	DD	00	00	0.3768061	1
0	0	0	0	1	1	EE	FF	00	DD	00	00	0.1905263	1
0	0	0	0	1	1	FF	00	00	DD	00	00	0.2868667	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	2	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.75	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.9383505	0
0	0	0	0	1	1	FF	00	00	DD	FF	00	1.3136366	0
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.625	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	2	0
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.3595173	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.5206878	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.7541478	1
0	0	0	0	3	3	FF	00	00	DD	00	00	0.0611111	1
0	0	0	0	1	1	FF	00	00	DD	DE	00	5.0420712	0
0	0	0	0	1	1	FF	00	00	DD	FF	00	1.0114863	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	1.0671842	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	7.8365079	0
0	0	0	0	0	0	FF	00	00	DD	FF	00	1.5297778	0
0	0	0	0	0	0	FF	EE	FR	DD	FF	00	1.6666667	1
0	0	0	0	0	0	FF	EE	LF	DD	FF	EE	18.521898	0
0	0	0	0	1	1	EE	LF	00	DD	FF	00	0.5267727	1
0	0	0	0	1	1	EE	LF	00	DD	FF	00	0.2195122	1
0	0	0	0	1	1	FF	00	00	DD	FF	00	0.6917297	1
0	0	0	0	1	1	FF	DE	00	DD	00	00	0.8340112	1
0	0	0	0	0	0	FF	00	00	DD	00	00	1.5555556	0
0	0	0	0	0	0	FF	00	00	DD	00	00	0.3697827	1
0	0	0	0	0	0	FF	00	00	DD	00	00	1.2322581	0
0	0	0	0	0	0	FF	00	00	DD	FF	00	2.3076923	0
0	0	0	0	0	0	DE	00	00	DD	00	00	1	1
0	0	0	0	1	1	EE	LF	00	DD	00	00	0.3513514	1
0	0	0	0	0	0	EE	LF	00	DD	FF	00	1.6666667	0
0	0	0	0	1	1	EE	FR	00	DD	00	00	1.0619864	1
0	0	0	0	0	0	FF	00	00	DD	00	00	2.2004175	1
0	0	0	0	1	1	FF	00	00	DD	00	00	27	0

BATTLE SEQUENCE NUMBER	INPUT #1 1ST FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1.2.3	INPUT #3 DEFENDERS PRIMARY POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR RATIO	INPUT #8 INIT PERS STR RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BITL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE SPT SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
84	0.8571429	0	0	FMQ	DSIT	0	1	1	-1	-0	-0	-0	0	-0	2	0	2
85	6.5	0	0	OOU	WLCI	2	1.5921053	1.5921053	1	-0	-0	-0	1.5	3	0	3	0
86	2	0	0	FMQ	DOCT	2	4	1.5625	-1	-0	-0	1.25	2.5	0	0	2	0
87	1	0	0	FMQ	DSIT	0	0.6283714	0.4714286	-0	-0	-0	-0	-0	0	0	-1	0
88	1.4285714	0	0	OOU	WLIT	1	1.2444444	1.2444444	-1	-0	-0	-0	-0	0	0	1	0
89	0.5	0	2	FMQ	DSIT	0	0.4545455	0.4545455	-0	-0	-0	-0	-0	0	0	-1	0
90	0.625	0	0	FMQ	DSHT	0	1.1818182	0.4	-1	-0	-0	-0	1.1428571	0	0	0	0
91	1	0	0	FMQ	DSIT	0	0.6883248	0.6883248	-0	-0	-0	-0	0.4444444	0	2	1	1
92	1	0	0	FMQ	DSIT	-3	1.0731707	1.0731707	2.6	-0	-0	-0	-0	-0	0	-1	0
93	1	0	0	FMQ	DSIT	0	0.4270623	0.4270623	0.775	-0	-0	-0	0.5	0	2	0	1
94	0.6666667	0	0	FMQ	DSIT	1	0.5802708	0.5802708	0.3	-0	-0	-0	0	0	0	0	0
95	1	1	0	FMQ	DSIT	1	1.1	1.1	-0	-0	-0	0.4	0.8	-2	0	-2	0
96	0.875	0	0	FMQ	DOIT	0	0.9444444	0.9444444	0	-0	-0	-0	1.0740741	0	1	0	1
97	0.78125	0	1	FMQ	DSIT	0	3.0769231	3.0769231	0	-0	-0	-0	1.8518519	-0	-1	0	-1
98	1.0833333	0	1	FMQ	DSIT	0	1.0465116	1.0465116	0.6	-0	-0	-0	0	0	-1	0	-1
99	1.4285714	0	1	FMQ	DSIT	0	3.2307692	3.2307692	2.2727273	-0	-0	-0	-0	-0	-1	0	-1
100	1	0	1	FMQ	DSIT	1	1.9130435	1.9130435	-1	-0	-0	-0	-0	-1	-1	0	-1
101	0.8	0	0	FMQ	DSIT	0	0.630137	0.630137	1.4	-0	-0	-0	-0	-1	-1	0	-1
102	0.6666667	0	0	FMQ	DSIT	2	1.7	0.61	-1	-0	-0	-0	1.3333333	0	1	1	0
103	0.6	0	0	FMQ	DSIT	1	1.2	0.84	-1	-0	-0	-0	2	-0	1	1	0
104	1	0	0	FMQ	WHIT	1	0.8888889	0.8888889	-1	-0	-0	-1	-1	-0	0	1	0
105	1.5384615	0	0	FMQ	DSIT	0	1.4666667	0	2.6	-0	-0	-0	-1	-0	0	1	0
106	1	2	0	FMQ	DSIT	1	1.3622047	1.3622047	-1	-0	-0	-0	0.8648649	0	1	1	0
107	0.75	1	0	GMQ	DOIT	0	1.3658537	0	-1	-0	-0	-0	1.75	-0	0	-1	0
108	0.8064316	1	0	FMQ	DSHT	0	1.1904762	1.1904762	-1	-0	-0	-0	0.75	-0	1	1	1
109	1.2142857	0	0	GMQ	DSIT	0	0.76	0.76	0.4166667	-0	-0	-0	-0	-1	0	-1	0
110	2.34375	0	0	RBQ	DSHT	0	7.7777778	17.5	0	-0	-0	-0	0.1111111	-0	-1	-1	-1
111	0.8	1	1	GMQ	DSIT	0	1.6	1.6	1.88	-0	-0	-0	-0	-0	0	0	0
112	1.1206667	0	1	FMQ	DSIT	0	1.4285714	1.4285714	4.5	-0	-0	-0	-1	-0	0	0	0
113	0.4375	1	1	FMQ	DOIT	1	1.5217391	1.5217391	1	-0	-0	-0	-0	-0	0	1	0
114	1	0	0	FMQ	DSIT	0	1	1	0.6666667	-0	-0	-0	-0	0	0	0	0
115	0.5882353	0	0	FMQ	DSIT	1	1.0689655	3.4444444	1.0857143	-0	-0	-0	-0	-0	0	-1	0
116	1.1607143	0	0	FMQ	WHIT	0	1.0363636	1.7272727	1	-0	-0	-0	-0	-0	0	0	0
117	1	0	0	FMQ	DSIT	-3	1.1666667	1.30816	0.7285974	-0	-0	-0	-0	-0	-1	-2	0
118	1	0	0	FMQ	DSIT	0	1.8113208	1.2103263	-1	-0	-0	-0	0.95	-0	1	2	1
119	1	0	0	FMQ	DSIT	-1	2.3518519	2.3028846	-1	-0	-0	-0	5.75	-0	-1	-2	-1
120	1	0	0	FMQ	WHIT	0	0.975	0.687324	1.1111111	-0	-0	-0	0.4565217	-0	1	0	0
121	1	0	0	FMQ	DSIT	1	1.3333333	0.2833333	-1	-0	-0	-0	0.5945946	-0	1	1	0
122	1.0666667	0	0	FMQ	DSIT	0	0.658163	0.658163	8.125	-0	-0	-0	1.2777778	-0	0	-1	0
123	1.25	0	2	FMQ	DSIT	0	1.3918919	1.3918919	0	-0	-0	-0	-0	-0	0	0	0
124	1	0	0	FMQ	DSIT	0	1.1212121	2.0555556	0.8	-0	-0	-0	4.4444444	-0	0	-1	0
125	1.5	0	0	OOU	DSIT	1	1.5	4.3043478	1.3181818	-0	-0	-0	1.8333333	-0	0	0	0
126	1.15	0	0	FMQ	DSIT	0	0.9459459	0.9459459	0.6666667	-0	-0	-0	-1	-0	1	0	1

INPUT #18 RELATIVE MORALE ADVANTAGE ATK (+) TO DEF (-)	INPUT #19 RELATIVE LOGISTICS ADVANTAGE ATK (+) TO DEF (-)	INPUT #20 RELATIVE MOMENTUM ADVANTAGE ATK (+) TO DEF (-)	INPUT #21 RELATIVE INTELLIGENCE ADVANTAGE ATK (+) TO DEF (-)	INPUT #22 RELATIVE TECHNOLOGY ADVANTAGE ATK (+) TO DEF (-)	INPUT #23 RELATIVE INITIATIVE ADVANTAGE ATK (+) TO DEF (-)	INPUT #24 ATTACKERS PRIMARY TACTICAL SCHEME PART 1	INPUT #25 ATTACKERS PRIMARY TACTICAL SCHEME PART 2	INPUT #26 ATTACKERS PRIMARY TACTICAL SCHEME PART 3	INPUT #27 DEFENDERS PRIMARY TACTICAL SCHEME PART 1	INPUT #28 DEFENDERS PRIMARY TACTICAL SCHEME PART 2	INPUT #29 DEFENDERS PRIMARY TACTICAL SCHEME PART 3	INPUT #30 CASUALTY RATIO ATK/DEF	OUTPUT #1 ATTACKER WIN (1) LOSS(0)
0	0	1	0	0	2	FF	0	0	DD	0	0	2.0866667	1
0	0	0	2	0	2	FF	0	0	DD	0	0	0.0120482	1
0	0	0	2	0	1	FF	0	0	DD	0	0	0.2046512	1
0	0	0	-1	0	0	FF	0	0	DD	FF	0	1.7584937	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	1.0782214	0
0	-1	0	0	0	1	FF	0	0	DD	FF	0	4.8153846	0
0	0	0	0	0	-1	FF	0	0	DD	0	0	0.9809503	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.3085714	1
0	0	0	0	0	0	FF	0	0	DD	DE	0	12.802778	0
0	0	0	-2	0	0	FF	0	0	DD	FF	0	1.2866667	1
0	0	0	2	0	2	FF	0	0	DD	FF	0	0.8142857	1
0	0	0	2	0	0	FF	0	0	DD	0	0	0.7894228	0
-1	0	0	0	0	0	FF	0	0	DD	0	0	0.875	0
1	0	0	0	0	1	FF	0	0	DD	0	0	1.2	1
1	0	0	0	0	0	FF	EE	0	DD	0	0	1.3333333	0
1	0	0	0	0	0	FF	DE	0	DD	0	0	1	1
1	0	1	0	0	1	FF	0	0	DD	0	0	1.5	1
1	0	0	-1	0	0	FF	0	0	DD	0	0	0.5714286	0
1	0	1	0	0	1	FF	FF	0	DD	0	0	0.4864865	1
0	0	0	0	0	1	EE	LR	0	DD	0	0	0.5	1
0	0	0	1	0	0	FF	EE	0	DD	0	0	1	1
0	0	1	0	0	0	FF	EE	0	DD	0	0	0.5	1
0	0	0	0	0	0	FF	DO	0	DD	0	0	0.6428571	1
0	0	0	0	0	0	FF	0	0	DD	0	0	2.8	0
0	0	0	0	1	1	DO	0	0	DD	0	0	0.06	1
0	0	0	0	0	1	FF	EE	0	DD	0	0	0.75	0
0	0	0	0	-1	0	FF	0	0	DD	0	0	108.33333	0
0	0	0	0	0	0	FF	0	0	DD	0	0	2.125	0
0	0	0	0	0	0	FF	0	0	DD	0	0	0.8181818	1
1	0	0	0	0	1	FF	FF	EE	DD	0	0	0.5	1
0	0	0	0	0	0	FF	EE	0	DD	0	0	0.8	1
0	0	0	1	0	-1	FF	EE	0	DD	0	0	1.5714286	0
0	0	0	0	0	0	FF	EE	0	DD	0	0	8	0
0	1	1	-1	0	-1	FF	EE	LF	DD	FF	0	3.9285714	0
0	0	0	0	0	0	FF	EE	FF	DD	FF	0	0.1333333	1
0	0	0	0	0	0	FF	EE	FF	DD	EE	FF	5	0
0	0	0	-1	0	1	FF	EE	FF	DD	0	0	0.8607143	0
0	0	0	0	0	1	FF	EE	FF	DD	FF	0	0.32	1
0	0	0	0	0	0	FF	EE	LF	DD	0	0	2.4	0
0	0	0	0	0	1	FF	0	0	DD	0	0	1.6	0
0	0	0	0	0	0	FF	0	0	DD	EE	0	2	0
0	0	0	0	0	1	FF	DE	0	DD	0	0	1.0932381	1
0	1	1	0	0	1	FF	EE	LF	DD	0	0	0.6440187	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR	INPUT #8 INIT PERS STR	INPUT #9 HORSE CAV RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
127	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
128	1	0	0	RM0	DSTT	1	1	-1	2	-9	-9	1.1541687	1.1541687	-9	0	1	0
129	1	0	1	RM0	DSTT	0	0.8440387	0.8440387	0.9497207	-9	-9	-9	1.3333333	-9	0	-1	0
130	1	2	0	GB0	DSTT	0	1.2695049	1.2695049	1.58	-9	-9	-9	1.9	-9	0	-1	0
131	1	0	1	00U	DSTT	0	1.2917559	1.2917559	2.4918786	-9	-9	-9	0.7916667	-9	0	-1	0
132	1.0666667	0	0	RM0	DSTT	2	0.7666667	0.7666667	1.0810811	-9	-9	-1	-1	-9	0	0	0
133	1	0	0	RM0	DSTT	0	1.0952381	1.0952381	1.5	-9	-9	-9	0.7692308	-9	1	1	0
134	0.7894737	1	0	RM0	DSTT	0	1.1622663	1.1622663	0.8315337	-9	-9	-9	0.8293706	-9	1	1	0
135	1	0	0	RM0	DSTT	1	0.775	2.0666667	3.3333333	-9	-9	2	2	-9	1	-1	1
136	0.8571429	1	0	RM0	WLTT	0	2.0515464	1.185567	0.5769231	-9	-9	0.8666667	0.6666667	-9	0	1	-1
137	1	1	0	RM0	DSTT	0	1.4166667	2.2571429	2	-9	-9	-9	1.6	-9	0	-1	0
138	0.6538462	0	0	RM0	DSTT	1	1.8603466	1.1267605	2	-9	-9	-9	0.930285	-9	0	-1	0
139	0.5	0	0	RM0	DSTT	0	1.5	0.75	1.7142857	-9	-9	-9	1.0144028	-9	0	2	0
140	0.4000000	2	0	RM0	WLTT	1	2.75	1.95	-1	-9	-9	0.7142857	1.4285714	-9	0	-1	1
141	0.6133846	0	0	RM0	DSTT	-2	0.56	0.4423529	-1	-9	-9	-9	0.6666667	-9	0	0	-1
142	1	0	0	RM0	DSTT	2	2.6866667	1.1111111	0	-9	-9	3.75	3.75	-9	0	0	1
143	1	0	0	RM0	WLTT	0	0.8150914	0.5976492	1.5917729	-9	-9	-9	1.0825926	-9	1	1	1
144	1	0	0	RM0	WLTT	0	0.7810739	3.342625	2.4424	-9	-9	-9	1.0588235	-9	0	-1	1
145	0.625	1	0	RM0	WLTT	-2	0.4863031	1.0038971	0.6486181	-9	-9	-9	1.3571429	-9	0	0	0
146	1	0	0	FW0	DSTT	0	1.9444444	1.9444444	-1	-9	-9	-9	-1	-9	0	1	0
147	1	0	0	RM0	DSTT	0	0.7924528	0.7924528	0	-9	-9	-9	1.5	-9	0	0	0
148	0.7142857	0	0	RM0	DSTT	0	0.6866667	0.4117647	-1	-9	-9	-9	1.7777778	-9	0	0	0
149	0.7666667	0	1	FM0	DSTT	0	1.875	1.875	-1	-9	-9	-9	0.96	-9	0	-1	0
150	1	0	0	RM0	DSTT	0	1	1	0	-9	-9	-9	0.1	-9	0	2	0
151	1.28	0	0	RM0	DSTT	0	1.2355212	1.2355212	1.4705882	-9	-9	-9	-1	-9	0	1	0
152	1	0	0	GM0	DSTT	0	0.8181818	0.8181818	-1	-9	-9	-9	0.1	-9	0	0	0
153	1	0	0	GM0	DSTT	0	1.0416667	1.0416667	0.75	-9	-9	-9	0	-9	0	-1	0
154	1	0	0	FM0	DSTT	0	1	1	1	-9	-9	-9	0	-9	0	0	0
155	1	0	0	RM0	DSTT	0	1.6107266	1.6107266	-1	-9	-9	-9	1.1	-9	-1	-1	0
156	1.5	0	0	FM0	DSTT	3	0.484375	0.484375	-1	-9	-9	-9	0	-9	0	1	0
157	0.75	0	0	FB0	DSTT	0	0.3813333	0.3813333	0	-9	-9	-9	1.6666667	-9	1	2	1
158	0.7037037	0	0	FM0	DSTT	0	0.3035714	0.3035714	-1	-9	-9	-9	2	-9	1	1	1
159	0.5384615	0	0	GB0	WLTT	0	2.9417945	2.9417945	0	-9	-9	-9	0	-9	-1	-2	0
160	0.6	0	1	GM0	DSTT	2	0.7083333	0.7083333	-1	-9	-9	-9	0.175	-9	1	2	1
161	0.9259259	0	1	GB0	DSTT	2	1.125	1.125	-1	-9	-9	-9	0	-9	0	0	1
162	1.8181818	0	1	FB0	DSTT	0	0.8082381	0.8082381	-1	-9	-9	-9	-1	-9	0	1	1
163	1.6	0	1	RM0	DSTT	0	0.2583333	0.2583333	-1	-9	-9	-9	0	-9	0	1	1
164	0.5142857	0	2	GM0	DSTT	0	0.4766667	0.4766667	-1	-9	-9	-9	0.6153846	-9	0	1	1
165	0.9090909	1	0	RB0	DSTT	0	1.7857143	1.7857143	0.2941176	-9	-9	-9	0	-9	0	0	0
166	1	0	1	RB0	WLTT	1	2.625	4.9411765	-1	-9	-9	-9	1.8928571	-9	-1	0	-1
167	1.3333333	0	0	FB0	DSTT	0	0.7804538	0.7804538	0.3513828	-9	-9	-9	0.5723684	-9	0	0	0

INPUT #18 RELATIVE MORALE ADVANTAGE ATK (+) TO DEF (-)	INPUT #19 LOGISTICS ADVANTAGE ATK (+) TO DEF (-)	INPUT #20 RELATIVE MOMENTUM ADVANTAGE ATK (+) TO DEF (-)	INPUT #21 RELATIVE INTELLIGENCE ADVANTAGE ATK (+) TO DEF (-)	INPUT #22 RELATIVE TECHNOLOGY ADVANTAGE ATK (+) TO DEF (-)	INPUT #23 RELATIVE INITIATIVE ADVANTAGE ATK (+) TO DEF (-)	INPUT #24 ATTACKERS PRIMARY TACTICAL SCHEME PART 1	INPUT #25 ATTACKERS PRIMARY TACTICAL SCHEME PART 2	INPUT #26 ATTACKERS PRIMARY TACTICAL SCHEME PART 3	INPUT #27 DEFENDERS PRIMARY TACTICAL SCHEME PART 1	INPUT #28 DEFENDERS PRIMARY TACTICAL SCHEME PART 2	INPUT #29 DEFENDERS PRIMARY TACTICAL SCHEME PART 3	INPUT #30 CASUALTY RATIO ATK/DEF	OUTPUT #1 ATTACKER WIR (1) LOSS(0)
0	0	0	1	0	1	EE	LF	0	DO	EE	LF	0.755556	1
0	0	0	0	0	0	FF	EE	LF	DO	0	0	1.089532	0
0	0	1	0	0	1	FF	0	0	DO	0	0	3.461538	0
-1	0	0	0	0	0	FF	EE	FF	DO	FF	0	1.5	0
0	0	0	1	0	1	EE	FF	0	DO	0	0	1.066667	0
0	0	0	0	0	1	FF	DE	0	DO	FF	0	0.461538	1
0	0	1	0	0	1	FF	0	0	DO	FF	0	0.734286	1
0	0	0	0	0	1	FF	0	0	DO	FF	0	0.7	1
0	0	0	1	0	0	FF	0	0	DO	FF	0	0.818181	0
0	0	0	0	0	1	FF	EE	FF	DO	0	0	1.25	1
0	0	0	0	0	0	FF	0	0	DO	DE	0	4	0
0	0	1	0	0	1	FF	0	0	DO	FF	0	1.083333	1
-1	0	1	0	0	1	FF	EE	LF	DO	0	0	0.333333	1
1	0	1	2	0	1	FF	0	0	DO	FF	0	1	1
0	-1	0	-1	0	0	FF	0	0	DO	FF	0	1.5	0
1	0	1	1	0	1	FF	0	0	DO	FF	0	0.6	1
0	0	1	0	0	1	FF	0	0	DO	0	0	0.666667	1
0	0	1	0	0	1	FF	0	0	DO	0	0	1	0
0	0	1	-1	0	1	FF	0	0	DO	FF	EE	1.111111	0
0	0	0	0	0	1	FF	0	0	DO	0	0	0.043432	1
0	0	0	0	0	0	FF	0	0	DO	FF	DE	1.802985	0
0	0	0	0	0	0	FF	EE	LF	DO	0	0	0.678469	0
0	0	0	0	0	0	FF	0	0	DO	0	0	36.619716	0
0	0	0	0	0	1	FF	0	0	DO	0	0	0.036667	1
0	0	0	0	0	1	FF	0	0	DO	0	0	0.069775	1
0	0	0	0	0	1	FF	0	0	DO	0	0	2.124	1
0	0	0	0	0	1	FF	0	0	DO	FF	0	1.735294	0
0	0	0	0	0	1	FF	EE	FF	DO	FF	0	0.3125	1
0	0	0	0	0	0	FF	0	0	DO	EE	LF	2.720348	0
0	0	0	1	0	1	FF	0	0	DO	0	0	0.024375	1
0	0	0	0	0	1	FF	0	0	DO	DE	0	0.12	1
0	0	0	0	0	1	FF	0	0	DO	0	0	0.203333	1
0	0	1	0	0	1	FF	0	0	DO	0	0	2.880865	0
0	0	0	0	0	1	FF	0	0	DO	0	0	0.10775	1
0	0	0	0	0	1	FF	0	0	DO	0	0	0.039656	1
0	0	0	1	0	1	FF	0	0	DO	0	0	0.318822	1
0	0	1	0	0	0	FF	0	0	DO	0	0	0.293333	1
0	0	0	0	0	0	FF	0	0	DO	0	0	0.478444	1
0	0	1	0	0	1	FF	0	0	DO	0	0	0.448765	1
0	0	0	0	0	0	FF	0	0	DO	FF	0	3.696934	0
-1	0	0	0	0	0	FF	0	0	DO	FF	0	0.442357	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATKDEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR ATKDEF RATIO	INPUT #8 INIT PERS STR ATKDEF RATIO	INPUT #9 HORSE CAV ATKDEF RATIO	INPUT #10 TOT TANK ATKDEF RATIO	INPUT #11 LITE TANK ATKDEF RATIO	INPUT #12 MAIN BTTL TANK ATKDEF RATIO	INPUT #13 NO. ARTY TUBE ATKDEF RATIO	INPUT #14 CLOSE AIR SPT SORTS ATKDEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
168	---	1	0	---	DSHT	0	1.1	1.1	0	---	---	---	0.7835821	---	---	---	---
169	---	0.5	0	RM0	WHTT	0	1.0232558	0.4883721	1.125	---	---	---	0.1012987	---	0	0	0
170	---	-1	0	RM0	DSTT	0	1.2	0	0	---	---	---	0.1162781	---	-1	1	0
171	---	1.125	0	RM0	DSTT	0	1.0768231	1.147541	0	---	---	---	0.1122449	---	0	-1	0
172	0.8333333	0	0	RM0	DSTT	2	0.5307125	0.5307125	-1	---	---	---	0.1066667	---	0	0	0
173	---	0	0	RM0	DSTT	0	0.6288	1.2576	0	---	---	---	1	---	0	1	0
174	---	0.75	0	RM0	WLTT	0	1	1	-1	---	---	---	0.17142857	---	0	-1	0
175	---	1	0	RM0	DSTT	0	0.7777778	0.7777778	-1	---	---	---	0	---	0	-1	0
176	---	1.5	0	RM0	DSTT	0	1.5430476	1.5430476	-1	---	---	---	0.10204082	---	0	0	0
177	---	1	0	RM0	DSTT	0	0.441	0.441	0.3866667	---	---	---	1.25	---	0	1	0
178	---	0.75	0	RM0	DSTT	2	0.6040083	0.9764094	-1	---	---	---	0.6352941	---	0	0	0
179	---	1	1	RM0	DSTT	3	15.05174	15.05174	0	---	---	24	24	---	0	1	0
180	---	1	0	RM0	DSTT	0	2.2857143	2.2857143	0	---	---	---	2.4	---	0	1	0
181	---	1	0	RM0	DSTT	0	2.1	2.1	-1	---	---	---	1.875	---	0	-1	0
182	---	1	0	RM0	DSTT	0	5	0.4	0	---	---	---	0.75	---	0	1	0
183	---	1	0	RM0	DSTT	0	1.0004546	0.6184539	-1	---	---	---	-1	---	0	0	0
184	---	1	0	RM0	DSTT	0	1.0752891	1.0752891	-1	---	---	---	-1	---	0	0	0
185	---	1	0	RM0	DSTT	0	1.6865108	0.8626953	-1	---	---	---	-1	---	0	0	0
186	---	1	0	RM0	DSTT	0	1.0408303	0.4465192	-1	---	---	---	-1	---	0	0	0
187	---	0.5	0	RM0	DSTT	0	1.0456886	1.0456886	-1	---	---	---	-1	---	0	0	0
188	---	1	0	RM0	DSTT	0	0.4766144	0.4766144	0.9725	---	---	---	-1	---	0	-1	0
189	1.6666667	0	0	RM0	DSTT	0	1.5988739	1.75415	0	---	---	---	-1	---	0	-1	0
190	---	1.5	0	GM0	DSTT	0	1.5953395	1.5953395	0	---	---	3.8571429	3.8571429	---	0	0	0
191	---	1.6	0	RM0	DSTT	0	1.9565217	2.0930233	0	---	---	---	-1	---	0	-1	0
192	1.1764706	0	1	RM0	DSTT	0	1.0403367	1.0403367	-1	---	---	---	-1	---	0	0	0
193	0.7400000	0	1	RM0	DSTT	0	2.30875	2.30875	-1	---	---	---	-1	---	-1	-1	-1
194	0.5000001	0	1	RM0	DSTT	0	1.462226	1.462226	-1	---	---	---	-1	---	0	-1	0
195	1.2142857	0	0	RM0	WLCT	2	0.8389372	0.8389372	1.40625	---	---	---	1.2	---	0	0	0
196	0.4358974	0	0	RM0	DSTT	-3	1.8557448	1.7979373	-1	---	---	---	2.3764706	---	0	-1	0
197	0.5882353	0	0	RM0	DSTT	0	1.46865	1.46865	0	---	---	---	-1	---	0	1	0
198	1.2222222	0	0	RM0	DSTT	2	1.2	1.05	0	---	---	---	-1	---	0	0	0
199	1.2439024	0	0	RM0	DSTT	0	0.9011274	1.220339	0.6153846	---	---	---	0.8333333	---	0	0	0
200	0.8686668	0	0	RM0	DSTT	2	1.1391914	1.1391914	0.8	---	---	---	0	---	0	1	0
201	0.6686667	1	1	GM0	WLTT	0	1.525	1.525	0	---	---	---	-1	---	0	1	0
202	1.3124998	0	0	RM0	DSTT	0	1.6697255	2.3870968	1.7908002	---	---	---	0.14196429	---	0	0	0
203	0.6642105	1	0	RM0	DSTT	0	1.8	1.4285714	1.7142857	---	---	---	1.37	---	0	0	0
204	---	1	0	RM0	WLTT	0	0.9708738	0.9708738	0.9	---	---	---	0.6363636	---	0	1	0
205	0.8571429	0	1	RM0	DSTT	0	1.8289322	1.8289322	0	---	---	---	-1	---	0	0	0
206	---	1	0	RM0	DSTT	0	0.9149608	0.9149608	-1	---	---	---	0	---	0	0	0
207	---	1	1	RM0	DSTT	2	0.935101	0.935101	-1	---	---	---	-1	---	0	0	0
208	0.75	0	0	RM0	DSTT	2	1.2118647	1.2118647	0	---	---	---	-1	---	0	-1	0
209	---	1	0	RM0	DSTT	0	1.5373142	2.9814615	0	---	---	---	-1	---	0	-1	0

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
ADVANTAGE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIN (1)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	Scheme	Scheme	Scheme	Scheme	Scheme	Scheme		
PART 1	PART 1	PART 1	PART 1	PART 1	PART 1	PART 2	PART 2	PART 2	PART 2	PART 2	PART 2		
0	0	0	0	0	1	0	0	0	DO	FF	0	0.7881651	1
0	0	0	0	0	1	DE	FF	0	DO	FF	0	0.2076749	1
0	0	0	0	0	0	FF	0	0	DO	FF	0	1.4464286	0
0	0	0	0	0	0	EE	LF	0	DO	0	0	1.4611504	0
0	0	0	0	0	1	FF	0	0	DO	0	0	1.1278539	0
0	0	0	0	0	1	FF	0	0	DO	DE	LF	0.9454829	1
0	0	0	0	0	0	FF	0	0	DO	0	0	2.0343511	0
0	0	0	0	0	1	FF	0	0	DO	0	0	0.7865772	0
0	0	0	0	0	0	EE	LR	0	DO	0	0	0.9392084	0
0	0	0	0	0	0	FF	0	0	DO	0	0	1.2169492	0
0	0	0	0	0	1	FF	0	0	DO	FF	0	0.8200353	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	0.0387168	1
1	0	1	0	0	1	FF	EE	FF	DO	0	0	0.1716839	1
0	0	0	0	0	0	FF	0	0	DO	FF	0	2.375	0
0	0	0	0	0	0	FF	0	0	DO	FF	0	0.7858546	1
0	0	0	0	0	1	FF	0	0	DO	0	0	1.22	0
0	0	0	0	0	1	FF	0	0	DO	0	0	4.1108033	0
0	0	0	0	0	1	FF	0	0	DO	0	0	1.2798473	0
0	0	0	0	0	1	FF	0	0	DO	0	0	0.8545252	0
0	0	0	0	0	1	FF	0	0	DO	0	0	1.8661481	0
0	0	0	0	0	1	FF	0	0	DO	0	0	1.7585949	0
0	0	0	0	0	-1	FF	0	0	DO	FF	0	1.5284036	0
0	0	0	0	0	1	FF	EE	LF	DO	0	LF	0.6752328	1
0	0	0	0	0	1	FF	DE	0	DO	0	0	0.9058994	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	1.8707619	0
0	0	0	0	0	1	FF	0	0	DO	0	EE	1.2399882	0
0	0	0	0	0	1	FF	0	0	DO	FF	0	2.7175687	0
0	0	0	0	0	0	FF	0	0	DO	0	0	2.7175687	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	0.9085769	0
0	0	0	0	0	-1	EE	LR	0	DO	EE	FF	1.3476328	0
0	0	0	0	0	1	FF	0	0	DO	FF	0	0.8338613	1
0	0	0	0	0	1	FF	0	0	DO	0	0	1.8	1
0	0	0	0	0	1	FF	DE	0	DO	0	0	1.2175366	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	1.1412492	1
0	0	0	0	0	1	FF	DE	0	DO	0	0	0.8735563	1
0	0	0	0	0	1	FF	EE	FF	DO	0	0	2.2794839	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	1.8399	0
0	0	0	0	0	1	FF	DE	0	DO	0	0	0.6943442	1
0	0	0	0	0	1	FF	0	0	DO	0	0	7.3333333	0
0	0	0	0	0	1	FF	0	0	DO	0	0	4.6402715	0
0	0	0	0	0	1	FF	0	0	DO	0	0	1.71625	0
0	0	0	0	0	1	FF	EE	0	DO	0	0	2.1493821	0
0	0	0	0	0	1	FF	EE	LF	DO	0	0	1.7150673	0
0	0	0	-1	1	1	FF	0	0	DO	0	0		

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL FERS STR ATK/DEF RATIO	INPUT #8 INIT FERS STR ATK/DEF RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SPTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
210	1	0	0	RM0	WHIT	0	1.3720836	0	-1	-9	-9	-9	0	-9	-9	0	0
211	0.75	1	0	RM0	DSTT	1	2.2049348	2.2049348	1.9474197	-9	-9	-9	0	-9	0	0	0
212	0.75	0	0	RM0	DSTT	3	0.597165	0.597165	0.487325	-9	-9	-9	0	-9	0	0	0
213	1.1111111	0	1	RM0	DSTT	0	0.9827045	0.9827045	0.78125	-9	-9	-9	0	-9	0	-1	0
214	0.7	0	1	RM0	DSTT	0	2.1447408	2.1447408	10.780556	-9	-9	-9	0	-9	0	1	0
215	0.7777778	0	0	RM0	DSTT	2	0.45	1.5008338	1.111111	-9	-9	-9	-1	-9	0	0	0
216	1	1	0	RM0	WHIT	0	2.589618	3.7142857	2.072807	-9	-9	-9	-1	-9	0	0	0
217	1	0	1	RM0	DSTT	0	3	3	0	-9	-9	-9	0	-9	0	0	0
218	0.2	0	2	RM0	DSTT	0	1.9285714	1.9285714	-1	-9	-9	-9	0	-9	0	0	1
219	1	0	0	RM0	WLTT	0	1.4285714	1.4285714	-1	-9	-9	-9	0	-9	0	0	0
220	2	0	0	GM0	WLTT	2	8.5	8.5	3.4444444	-9	-9	8	8	-9	0	0	0
221	1.25	0	0	GM0	WLTT	0	2	2	0.9333333	-9	-9	-9	2.2900763	-9	0	0	0
222	2.4	2	0	GM0	WLTT	0	1.5	1.1940299	1.2857143	-9	-9	-9	1.2	-9	0	0	0
223	1.2	0	0	RM0	DSTT	0	0.8053097	0.2566372	0.7857143	-9	-9	-9	0	-9	0	1	0
224	1	0	0	RM0	DSTT	0	1.6548673	1.6548673	1.6153846	-9	-9	-9	0	-9	0	1	0
225	1	0	0	RM0	DSTT	0	1.6666667	1.6666667	2	-9	-9	-9	0	-9	0	2	0
226	1	0	0	RM0	WLCT	0	3	3	0	-9	-9	-9	1.5	-9	0	0	-1
227	1	0	0	RM0	WHCT	0	0.7413793	0.7413793	0.925	-9	-9	-9	1.0625	-9	2	0	2
228	1	0	1	RM0	WHCT	0	0.8181818	0.8181818	-1	-9	-9	-9	0	-9	2	0	2
229	0.5	0	1	RM0	WHCT	0	2.75	2.75	2	-9	-9	-9	0.4010889	-9	-2	-2	-2
230	2.6666667	0	0	RB0	DSTT	2	1.1111111	1.1111111	0.1	-9	-9	0.1	0.1	-9	-1	0	0
231	1.3333333	0	0	RB0	DSTT	0	3.7615197	3.7615197	0.1	-9	-9	-9	0.1	-9	-1	0	0
232	0.7142857	2	0	GB0	DSTT	0	3.4285714	3.4285714	-9	-9	-9	-9	0	-9	0	1	0
233	1	0	1	FB0	DSTT	2	0.87005	0.87005	0	-9	-9	-9	0.8133333	-9	1	1	1
234	0.7272727	0	0	FB0	DSTT	0	2.1317829	2.1317829	-1	-9	-9	-9	0	-9	-1	-1	-1
235	0.5	0	0	RM0	DSTT	2	5.9256333	5.9256333	-9	-9	-9	0.65625	0.65625	-9	0	1	0
236	0.8333333	0	1	FM0	DSTT	-1	2.2857143	2.2857143	-9	-9	-9	0.65625	0.65625	-9	0	1	0
237	0.5625	0	1	FB0	WHIT	-2	1.6666667	1.6666667	-1	-9	-9	-9	1.7777778	-9	0	-1	1
238	0.95	0	1	FB0	DSTT	0	2.4363636	2.4363636	1.672	-9	-9	-9	0	-9	0	-1	1
239	0.4285714	0	1	RB0	DSTT	1	4.8	4.8	-1	-9	-9	-9	4	-9	0	0	1
240	1	0	1	FM0	DSTT	0	3.75	3.75	-1	-9	-9	-9	5.3333333	-9	0	1	1
241	2	0	1	GM0	DSTT	0	9.4629397	9.4629397	-1	-9	-9	-9	9.5	-9	0	0	0
242	0.5714286	0	1	GM0	DSTT	0	3.1111111	3.1111111	0.9	-9	-9	-9	2.75	-9	0	2	0
243	1.2307692	2	0	RM0	DSTT	0	0.9473684	0	0.6866667	-9	-9	-9	1.1489362	-9	0	2	0
244	1	1	1	GM0	DSTT	0	0.9	-1	0.3333333	-9	-9	-9	1.0784502	-9	0	1	0
245	1	1	0	RM0	DSTT	0	1.482759	1.482759	2.5714286	-9	-9	-9	0	-9	0	1	0
246	1	0	1	FM0	WLCT	0	1.45	1.45	-1	-9	-9	-9	0	-9	0	-1	0
247	0.8533333	1	1	FM0	DSTT	0	1.0129032	-1	0.6	-9	-9	-9	0.7463221	-9	0	1	0
248	1	0	0	GM0	WHIT	0	0.9363636	0.5618182	-9	-9	-9	-9	0	-9	1	1	0
249	0.8	1	0	RM0	WHIT	0	1.2727273	0.9090909	-9	-9	-9	-9	-1	-9	0	0	0
250	2.2	2	1	GM0	WHIT	0	2.5	1.25	-9	-9	-9	-9	0	-9	1	1	0
251	1.85	1	0	GM0	WHIT	0	1.3333333	1.3333333	-9	-9	-9	-9	0	-9	1	1	0



INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	TECHNOLOGY	INITIATIVE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ATK/DEF	LOSS(0)
ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)		
0	0	0	0	0	0	0	0	0	0	0	0	2.7516986	1
1	0	0	0	0	0	0	0	0	0	0	0	1.2707756	1
-1	0	0	0	0	0	0	0	0	0	0	0	0.5136805	0
0	0	0	0	0	0	0	0	0	0	0	0	2.8678762	0
1	0	0	0	0	0	0	0	0	0	0	0	0.5721495	1
-1	0	0	0	0	0	0	0	0	0	0	0	1.5632321	0
1	0	0	0	0	0	0	0	0	0	0	0	1.545	0
1	0	0	0	0	0	0	0	0	0	0	0	0.1056687	1
1	0	0	0	0	0	0	0	0	0	0	0	0.1	1
1	1	1	1	1	1	1	1	1	1	1	1	0.1685714	1
0	0	0	0	0	0	0	0	0	0	0	0	0.7618048	1
0	0	0	0	0	0	0	0	0	0	0	0	0.5270936	1
0	0	0	0	0	0	0	0	0	0	0	0	1.580452	1
0	0	0	0	0	0	0	0	0	0	0	0	1.1428571	1
0	0	0	0	0	0	0	0	0	0	0	0	1.578125	1
0	0	0	0	0	0	0	0	0	0	0	0	0.2368421	1
0	0	0	0	0	0	0	0	0	0	0	0	1	1
0	0	0	0	0	0	0	0	0	0	0	0	0.225	1
0	0	0	0	0	0	0	0	0	0	0	0	0.1538462	1
0	0	0	0	0	0	0	0	0	0	0	0	4	1
0	-2	0	0	0	0	0	0	0	0	0	0	2.0761246	1
0	0	0	0	0	0	0	0	0	0	0	0	15	1
0	0	0	0	0	0	0	0	0	0	0	0	0.0211268	1
0	0	0	0	0	0	0	0	0	0	0	0	0.1876	1
0	0	0	0	0	0	0	0	0	0	0	0	63.692946	0
0	0	0	0	0	0	0	0	0	0	0	0	1.7565613	1
1	0	0	0	0	0	0	0	0	0	0	0	3.12	1
0	0	0	0	0	0	0	0	0	0	0	0	4.0169492	0
0	0	0	0	0	0	0	0	0	0	0	0	22.52	0
0	0	0	0	0	0	0	0	0	0	0	0	5.1761194	0
1	1	1	1	1	1	1	1	1	1	1	1	3.8263714	0
0	0	0	0	0	0	0	0	0	0	0	0	1.8494118	1
0	0	0	0	0	0	0	0	0	0	0	0	0.444	1
0	0	0	0	0	0	0	0	0	0	0	0	0.3157895	1
0	0	0	0	0	0	0	0	0	0	0	0	1.0600661	1
0	0	0	0	0	0	0	0	0	0	0	0	2.7058824	0
0	0	0	0	0	0	0	0	0	0	0	0	1.3829787	0
0	0	0	0	0	0	0	0	0	0	0	0	0.4248705	1
1	0	0	0	0	0	0	0	0	0	0	0	0.5	1
0	0	0	0	0	0	0	0	0	0	0	0	0.6666667	1
1	0	0	0	0	0	0	0	0	0	0	0	0.5	1
0	0	0	0	0	0	0	0	0	0	0	0	0.25	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR RATIO	INPUT #8 PERS STR ATK/DEF RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
252	...	...	2	GM0	WHIT	2	2.0286667	2.0286667	...	...	...	1.776	...	...	...	...	...
253	...	0	0	F80	DSTT	3	0.8	0.8	...	...	...	0.2093311	0.2093311	...	1	1	0
254	...	1	0	FM0	DSTT	0	0.7373272	...	...	...	...	...	0.385289	...	1	1	0
255	...	2	0	FM0	WLCT	2	...	0.52	...	0.7142857	...	...	...	...	0	0	-1
256	...	1	0	FM0	DOTT	1	0.9637534	...	...	...	0.1	...	...	...	1	2	0
257	...	1	0	GB0	DSHT	0	1.3289037	...	...	...	...	...	...	...	-1	-1	0
258	...	1	0	GB0	DSTT	0	2.5	...	...	...	...	...	...	...	0	0	0
259	...	0	0	RB0	DSTT	0	1.0586318	...	...	...	...	...	...	...	0	0	0
260	0.8333333	0	1	FB0	DSHT	2	1.9	1.9	...	4.15	...	...	...	...	0	0	0
261	...	0	0	FM0	WHCT	2	0.3004607	0.334816	...	...	0.1	...	...	...	1	1	1
262	...	1	0	FM0	DSTT	0	1.3246377	...	...	...	...	...	...	...	0	0	0
263	...	1	0	FM0	DSTT	0	0.875	...	...	...	...	...	...	...	0	0	0
264	...	1	0	FM0	WOTT	0	0.9	...	...	...	...	...	...	...	0	0	0
265	...	1	0	FM0	DSTT	0	1.7322835	...	...	...	...	...	...	...	0	0	0
266	...	1	0	FM0	DSTT	0	3.7142857	...	...	...	...	...	...	...	0	0	0
267	...	1	0	FM0	DSTT	0	6.25	...	...	...	...	...	...	...	0	0	0
268	...	1	0	FM0	DSTT	0	1.3	...	...	...	...	...	...	...	0	0	0
269	...	1	0	FM0	DSTT	0	1.2681159	...	...	...	...	...	...	...	0	0	0
270	...	1	0	FM0	DSTT	-1	2.2222222	2.2222222	...	...	...	...	...	...	0	-1	0
271	...	1	0	FM0	DSTT	0	1.2611465	...	...	...	...	...	...	...	0	0	0
272	1.3308333	1	0	FM0	DSTT	0	2.7682927	...	...	...	...	...	...	...	0	1	0
273	...	1	0	FM0	DSTT	0	6.9230769	...	...	...	...	...	...	...	0	0	0
274	...	1	0	FM0	DSTT	0	0.7163121	...	...	...	...	...	...	...	0	-1	0
275	...	1	0	FM0	DSTT	0	0.8647039	...	...	...	...	...	...	...	0	0	0
276	...	1	0	FM0	DSTT	0	0.7888889	...	...	...	...	...	...	...	0	0	0
277	...	1	0	FM0	WLTT	0	1.1827586	...	...	...	...	...	...	...	0	0	0
278	...	1	0	FM0	DSTT	-1	1.25	...	...	...	...	...	...	...	-1	-1	-1
279	...	1	0	FM0	DSTT	0	0.8	0.8	...	...	...	...	...	...	1	0	1
280	...	1	0	FM0	DSTT	2	1.16875	...	...	...	...	...	...	...	1	2	1
281	...	1	0	FM0	DSTT	0	1.0571429	1.0571429	...	...	...	...	...	...	1	1	1
282	...	1	0	FM0	DSTT	0	1.3481538	...	...	...	...	...	...	...	0	0	0
283	...	1	0	FM0	DSTT	0	1.1538462	...	...	...	...	...	...	...	0	0	0
284	...	1	0	FM0	DSTT	0	0.5	...	...	...	...	...	...	...	0	0	0
285	...	1	0	FM0	DSTT	0	0.8615365	...	...	...	...	...	...	...	0	0	0
286	...	1	0	FM0	WLCT	0	0.85	...	...	...	...	...	...	...	1	1	1
287	...	1	0	FM0	DSTT	0	1	...	...	...	...	...	...	...	0	-1	0
288	...	1	0	GM0	WHIT	2	0.6566667	...	...	...	...	...	...	...	0	1	0
289	...	1	0	FM0	DOTT	0	1.9148322	1.9148322	...	...	...	...	...	...	0	0	0
290	...	1	0	FM0	DSTT	1	2.175	...	...	...	...	...	...	...	0	0	0
291	...	1	0	FM0	DSTT	2	0.7894737	...	...	...	...	...	...	...	0	0	0
292	...	1	0	FM0	WLTT	0	3.0121667	...	...	...	...	...	...	...	0	0	0
293	...	1	0	FM0	DSTT	0	3.97816	...	...	...	...	...	...	...	0	-1	0

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
MORALE	LOGISTICS	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	TACTICAL	RATIO	WIN (1)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	DEF (-)	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	LOSS(0)
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)
1	0	1	1	0	1	FF	FF	FF	DD	DD	DD	0.62	1
0	0	0	0	0	0	EE	EE	FF	DD	DD	DD	0.3333333	1
0	0	1	0	0	1	EE	EE	FF	DD	DD	DD	0.4	1
0	-1	0	0	0	0	FF	FF	FF	DD	DD	DD	0.96987	0
0	0	0	0	0	1	EE	EE	FF	DD	DD	DD	0.5085714	1
0	0	0	0	0	0	DE	DE	FF	DD	DD	DD	0.7560876	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	3.6363636	0
0	0	0	0	0	1	FF	FF	FF	DD	DD	DD	1.112	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.8695652	1
0	1	0	1	0	1	FF	FF	FF	DD	DD	DD	0.1362245	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.9872263	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.5050505	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.3518888	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	2.62725	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	3.7912088	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.15	1
0	0	1	0	0	0	FF	FF	FF	DD	DD	DD	1.5	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.4423077	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	2.24	0
0	0	0	0	0	-1	FF	FF	FF	DD	DD	DD	1.028641	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	2.3684211	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.7142857	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.862089	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.862089	0
0	0	0	0	0	-1	FF	FF	FF	DD	DD	DD	1	0
0	0	1	0	0	0	FF	FF	FF	DD	DD	DD	1.6666667	0
0	0	0	0	0	-1	FF	FF	FF	DD	DD	DD	1.75	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1	0
0	1	0	1	0	1	FF	FF	FF	DD	DD	DD	0.1101	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.32	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.4444444	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	2.1714286	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	2.105122	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.8315789	1
0	-1	0	0	0	-1	FF	FF	FF	DD	DD	DD	1.8688889	0
0	1	0	0	0	1	FF	FF	FF	DD	DD	DD	0.4691304	1
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.8577007	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	1.0743333	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	0.5	0
0	-1	0	0	0	0	FF	FF	FF	DD	DD	DD	3.3296	0
0	0	0	0	0	0	FF	FF	FF	DD	DD	DD	3.111615	0

BATTLE SEQUENCE NUMBER	INPUT #1 WIDTH FRONT RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR	INPUT #8 INIT PERS STR	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SPT SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
294	...	1	0	...	WHCT	2	2.1666667	0.9863014	...	...	...	...	...	...	...	...	...
295	...	1	0	...	DSTT	2	0.9863014	0.9863014	...	...	...	...	...	...	...	...	...
296	...	1	0	...	DSTT	0	2	...	...	...	...	...	...	...	...	...	...
297	...	1	0	...	DSTT	0	1.5564202	...	...	...	...	...	...	...	...	...	...
298	...	1	0	...	DSTT	0	2.2875159	...	...	...	...	...	...	...	...	...	...
299	...	1	0	...	DSTT	0	2.2867647	...	...	...	...	...	...	...	...	...	...
300	...	1	0	...	DSTT	0	3.2	...	...	...	...	...	...	...	...	...	...
301	...	1	0	...	DSTT	1	1.5522785	13.888889	...	...	...	...	...	...	...	...	...
302	...	1	0	...	DSTT	1	0.9734513	0.9734513	...	...	...	...	...	...	...	...	...
303	0.73825	1	0	...	DSTT	0	0.6743137	...	...	...	...	...	...	...	...	...	...
304	...	1	0	...	WHCT	0	2	...	...	...	...	...	...	...	...	...	...
305	...	1	0	...	DSTT	0	3.0526316	3.0526316	...	...	...	...	...	...	...	...	...
306	...	1	0	...	DSTT	0	4.0357143	4.0357143	...	...	...	...	...	...	...	...	...
307	...	1	0	...	DSTT	2	3	...	...	...	...	...	...	...	...	...	...
308	...	1	0	...	DSTT	3	2.1111111	2.1111111	...	...	...	...	...	...	...	...	...
309	...	1	0	...	WHCT	3	1.6885246	...	...	...	...	...	...	...	...	...	...
310	...	1	0	...	DSTT	0	1.9444444	...	...	...	...	...	...	...	...	...	...
311	...	1	0	...	DSTT	2	1.2	1.2	...	...	...	...	...	...	...	...	...
312	...	1	0	...	WHCT	0	1.875	...	...	...	...	...	...	...	...	...	...
313	...	1	0	...	DSTT	0	1.8050847	1.8050847	...	...	...	...	...	...	...	...	...
314	...	1	0	...	DSTT	0	1.1627907	1.1627907	...	...	...	...	...	...	...	...	...
315	...	1	0	...	DSTT	1	1.8333333	1.8333333	...	...	...	...	...	...	...	...	...
316	...	1	0	...	DSTT	1	2.3	2.3	...	...	...	...	...	...	...	...	...
317	...	1	0	...	WHCT	0	2.0633333	...	...	...	...	...	...	...	...	...	...
318	...	1	0	...	DSTT	1	1.8	1.8	...	...	...	...	...	...	...	...	...
319	...	1	0	...	DSTT	0	1.9	1.9	...	...	...	...	...	...	...	...	...
320	...	1	0	...	DSTT	2	1.2	1.2	...	...	...	...	...	...	...	...	...
321	...	1	0	...	DSTT	1	1.4444444	1.4444444	...	...	...	...	...	...	...	...	...
322	...	1	0	...	DSTT	0	1.6969697	1.6969697	...	...	...	...	...	...	...	...	...
323	...	1	0	...	DSTT	0	2.0555556	2.0555556	...	...	...	...	...	...	...	...	...
324	...	1	0	...	DSTT	1	1.0487805	...	...	...	...	...	...	...	...	...	...
325	0.18	0	1	...	DSTT	0	4.3808524	...	...	...	...	...	...	...	...	...	...
326	0.625	0	1	...	DSTT	0	0.9615385	0.9615385	...	...	...	...	...	...	...	...	...
327	...	1	0	...	DSTT	0	1.25	1.25	...	...	...	...	...	...	...	...	...
328	0.6666667	1	0	...	DSTT	2	2.1176471	...	...	...	...	...	...	...	...	...	...
329	...	1	0	...	DSTT	0	5.483871	5.483871	...	...	...	...	...	...	...	...	...
330	...	1	0	...	WHCT	2	2	...	...	...	...	...	...	...	...	...	...
331	...	1	2	...	WHCT	0	1.1666667	1.1666667	...	...	...	...	...	...	...	...	...
332	...	1	0	...	WHCT	1	1.25	...	...	...	...	...	...	...	...	...	...
333	...	1	0	...	DSTT	2	4.7261538	4.7261538	...	...	...	...	...	...	...	...	...
334	...	1	0	...	DSTT	2	3.3333333	3.3333333	...	...	...	...	...	...	...	...	...
335	...	1	0	...	DSTT	2	11.971034	11.971034	...	...	...	...	...	...	...	...	...

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE MORALE	RELATIVE LOGISTICS	RELATIVE MOMENTUM	RELATIVE INTELLIGENCE	RELATIVE TECHNOLOGY	RELATIVE INITIATIVE	ATTACKERS PRIMARY	ATTACKERS TACTICAL	ATTACKERS SCHEME	DEFENDERS PRIMARY	DEFENDERS TACTICAL	DEFENDERS SCHEME	CASUALTY RATIO	ATTACKER WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ATK/DEF	LOSS(0)
ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)	ATK (+)		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)		
1	1	0	1	1	1	DE	0	0	DD	0	0	0.6428571	1
2	0	1	0	0	1	FF	0	0	DD	0	0	0.2342826	1
0	0	0	0	0	1	FF	RC	0	DD	0	0	1.5010042	0
0	0	0	0	0	0	FF	RC	0	DD	0	0	0.8078415	0
0	0	0	0	0	0	FF	RC	0	DD	0	0	2.1289854	0
0	0	0	0	0	0	FF	RC	0	DD	0	0	1.2175887	0
0	0	0	0	0	0	FF	0	0	DD	FF	0	1.3846154	0
0	0	0	0	0	-1	FF	0	0	DD	FF	0	0.2320755	1
0	-1	0	0	0	0	EE	LF	FF	DD	FF	0	0.7422431	0
0	0	0	0	0	0	EE	0	0	DD	FF	0	1.34	0
0	0	0	0	1	0	FF	0	0	DD	FF	0	7.18125	0
0	0	1	0	0	0	FF	0	0	DD	FF	0	18.224199	0
0	0	1	0	0	0	FF	0	0	DD	FF	0	2.25	0
0	0	1	0	0	1	FF	0	0	DD	FF	0	1.1666667	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.32	1
0	1	0	0	0	0	FF	DE	0	DD	0	0	5	0
0	0	0	0	0	0	FF	0	0	DD	0	0	1.8038462	1
0	1	0	0	0	0	FF	0	0	DD	0	0	1.9143577	0
0	0	0	0	0	0	FF	0	0	DD	0	0	0.5510169	1
0	0	0	0	0	0	FF	0	0	DD	0	0	2.4827586	1
0	1	0	0	0	0	FF	0	0	DD	0	0	1.2248205	1
0	1	0	0	0	1	FF	0	0	DD	FF	0	1.11172	0
0	0	0	0	0	0	FF	0	0	DD	0	0	2.85	0
0	0	0	0	1	0	FF	0	0	DD	0	0	0.5230769	1
0	0	0	0	0	1	FF	0	0	DD	0	0	1.4769347	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.6	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.9655172	1
0	0	0	0	0	1	FF	DE	0	DD	0	0	2.0739762	1
0	0	0	0	0	0	FF	0	0	DD	0	0	1.9529412	1
1	0	0	0	0	0	FF	0	0	DD	0	0	0.0855738	1
0	0	1	0	0	0	FF	0	0	DD	0	0	0.6395349	1
0	0	0	0	0	1	FF	0	0	DD	0	0	1.6326531	0
0	0	1	0	0	0	FF	0	0	DD	0	0	3.2	0
0	0	0	0	0	0	FF	0	0	DD	0	0	0.9138983	1
0	0	0	0	0	1	FF	EE	FF	DD	0	0	0.8333333	1
1	0	1	0	0	0	FF	0	0	DD	0	0	0.5833333	1
0	-1	0	0	0	0	FF	0	0	DD	0	0	0.85	0
0	-1	1	0	0	0	FF	0	0	DD	FF	0	1.147541	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.9861111	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.921875	0
0	0	0	-1	0	0	FF	0	0	DD	FF	0	0.7772021	1
1	0	0	0	0	0	FF	0	0	DD	0	0		

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR ATK/DEF RATIO	INPUT #8 INIT PERS STR ATK/DEF RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
336	1	2	0	...	....	0	1.4662834	1.4662834	-0	-0	-0	-0	1.5	-0	-1	-1	-1
337	1	0	1	FWO	DSTT	0	1.1851098	-1	-0	-0	-0	-0	1.3333333	-1	0	0	-1
338	1	0	1	FWO	DSTT	0	1.5521855	1.559322	-0	-0	-0	-0	1.8	0	0	-1	-1
339	1	0	1	FWO	DSTT	0	2.0214407	2.0214407	-0	-0	-0	-0	1.2837143	-1	-1	-1	-1
340	1	0	1	FWO	DSTT	0	0.912263	0.912263	-0	-0	-0	-0	1.8	-1	-1	-1	-1
341	1	0	1	FWO	WLTT	0	1.8592881	1.8592881	-0	-0	-0	-0	1.7142857	-1	0	-1	-1
342	1	0	1	FWO	DSTT	0	0.8948795	0.8948795	-0	-0	-0	-0	0.9	-1	0	-1	-1
343	1	0	1	FWO	DOTT	1	1.4033755	1.4033755	-0	-0	-0	-0	2	-1	0	0	1
344	1	0	2	FWO	DOTT	0	1.1883754	1.1883754	-0	-0	-0	-0	0.6	-1	0	-1	-1
345	1	0	2	FWO	DOTT	0	0.8023559	0.8023559	-0	-0	-0	-0	0.1	-1	0	0	-1
346	1	0	2	FWO	DSTT	0	2.8803364	-1	-0	-0	-0	-0	2.4	-1	0	-1	-1
347	1	0	2	FWO	DSTT	0	1.2369183	0	-0	-1	-1	-1	0.9583333	-1	0	0	-1
348	0.7	0	2	FWO	DSTT	0	0.8712852	0.8712852	-0	-1	-1	-1	0.75	-1	0	0	-1
349	1	0	2	FWO	DSTT	0	0.8707746	0.8707746	-0	-1	-1	-1	1.2777778	-1	0	0	-1
350	1	0	2	FWO	DSTT	0	0.9166667	-1	-0	0.1	-1	-1	1	-1	0	0	0
351	1	0	2	FWO	DSTT	0	0.8888888	-1	-0	0	-1	-1	1	-1	0	0	0
352	1	0	2	FWO	DOTT	1	1.6666667	0	-0	0	0	0	1.75	-1	0	0	0
353	1	0	2	FWO	DOTT	2	1.6608032	1.6608032	-0	0	-0	0	1.0740741	-1	0	0	0
354	1	0	2	FWO	DOTT	2	1.8922268	1.8922268	-0	0	-0	-0	0.6041667	-1	0	0	0
355	1	0	2	FWO	DOTT	2	2.875	2.875	-0	0	-0	-0	0	-1	0	0	0
356	1	0	2	FWO	DOTT	2	7.9292035	7.9292035	-0	0	-0	-0	9	-1	0	0	0
357	1	0	2	FWO	DOTT	2	4.2747934	4.2747934	-0	0	-0	-0	1.8333333	-1	0	0	0
358	1	0	2	FWO	DOTT	1	2.01375	2.01375	-0	-0	-0	-0	0.5833333	-1	0	0	-1
359	1	1	2	FWO	DSTT	0	1.8125	-1	-0	0	-1	-1	1.8918919	-1	0	0	0
360	1	0	2	FWO	WLTT	0	11.428571	11.428571	-0	-1	-1	-1	3.2727273	-1	0	0	0
361	1	0	2	FWO	WLTT	0	9.368787	9.368787	-0	-1	-1	-1	6	-1	0	0	0
362	1	0	2	FWO	WLTT	2	1.3235294	-1	-0	0	0	0	1.3333333	-1	0	0	0
363	1	0	2	FWO	DSTT	0	1.5	-1	-0	-1	-1	-1	-1	-1	0	0	0
364	1	1	2	FWO	WLTT	0	4	-1	-0	0	0	-0	3.01	0	0	-1	-1
365	1	2	2	FWO	WLTT	1	6.3196172	6.3196172	-0	-0	-0	-0	7.6	-1	0	0	-1
366	1	0	2	FWO	DOTT	1	1.5789474	1.5789474	-0	0	0	0	0	0	0	0	-1
367	1	0	2	FWO	DSTT	0	2	-1	-0	0	0	-0	0.950495	-1	0	0	-1
368	1	0	2	FWO	DSTT	0	12.393548	12.393548	-0	0	0	-0	0.24	-1	0	0	-1
369	1	0	2	FWO	DSTT	2	6.5740741	6.5740741	-0	0	0	-0	2.125	-1	0	0	-1
370	1	0	2	FWO	DSTT	2	3.0567688	3.0567688	-0	0	0	-0	4.8	-1	0	0	-1
371	1	0	2	FWO	DSTT	2	13.776119	13.776119	-0	0	0	-0	3.4285714	-1	0	0	-1
372	1	0	2	FWO	DSTT	0	1.8	1.8	-0	0	0	-1	0.8135593	-1	0	0	-1
373	1	0	2	FWO	DOTT	0	1.6566667	1.6566667	-0	-1	-1	-1	-1	-1	0	0	-1
374	1	0	2	FWO	DOTT	0	1.644376	1.644376	-0	0	0	-0	1.0285714	-1	0	0	-1
375	1	0	2	FWO	DOTT	0	2.8578189	2.8578189	-0	0	0	-0	2	-1	0	0	-1
376	1	0	2	FWO	DOTT	0	2.7854639	2.7854639	-0	0	0	-0	1.8	-1	0	0	-1
377	1	0	2	FWO	DOTT	0	2.1109393	0	-0	0	0	-0	1.0909091	-1	0	0	-1

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	PART 1	PART 2	PART 3	PART 1	PART 2	PART 3		
1	0	0	0	0	0	FF	0	0	DO	FF	0	1.4800411	0
1	0	0	0	0	1	FF	0	0	DO	FF	0	0.8131635	1
1	0	0	0	0	0	FF	0	0	DO	0	0	6.6651852	0
1	0	0	0	0	0	FF	0	0	DO	0	0	1.844066	0
1	0	0	0	0	-1	FF	EE	FF	DO	FF	0	3.608046	0
1	0	0	0	0	1	FF	0	0	DO	FF	0	0.5157116	1
1	0	0	0	0	1	FF	0	0	DO	EE	LR	0.5699659	1
-1	0	0	0	0	1	FF	0	0	DO	0	0	1.2897188	0
1	0	0	0	0	0	FF	0	0	DO	0	0	10.666667	0
1	0	0	0	0	1	FF	0	0	DO	0	0	7	0
1	0	0	0	0	1	FF	0	0	DO	FF	0	0.624714	1
1	0	0	0	0	1	FF	EE	FF	DO	FF	0	0.3128492	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.165493	1
1	0	0	0	0	1	FF	EE	FF	DO	FF	0	0.4407115	1
0	0	1	0	0	1	FF	0	0	DO	FF	0	2.2556815	0
0	0	1	0	0	1	DE	0	0	DO	0	0	2.5	0
1	0	0	0	0	1	FF	0	0	DO	0	0	1.1	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.2120885	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.3604183	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.3	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.8908077	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.5559008	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.26	1
1	0	0	0	0	1	FF	0	0	DO	0	0	1.1470588	1
2	0	1	0	0	1	FF	0	0	DO	0	0	1.8103448	1
2	0	1	0	0	1	FF	0	0	DO	0	0	1.2681159	1
2	0	1	1	1	1	FF	0	0	DO	0	0	0.3333333	1
2	0	1	0	1	1	FF	0	0	DO	0	0	0.4375	1
1	0	0	0	0	1	EE	LF	0	DO	0	0	0.35	1
1	0	0	0	0	1	FF	0	0	DO	0	0	0.1710331	1
1	0	0	0	0	1	FF	0	0	DO	0	0	1.0317048	1
1	0	0	0	0	1	FF	0	0	DO	EE	FF	1.175	1
1	0	0	0	0	1	FF	0	0	DO	0	0	2.9759036	1
1	0	0	0	0	1	EE	LF	0	DO	0	0	1.666667	1
1	0	0	0	0	1	FF	0	0	DO	0	0	1.2780083	1
1	0	0	0	0	1	FF	0	0	DO	0	0	1.3777778	1
1	0	0	0	0	1	FF	0	0	DO	0	0	3.178	0
2	0	0	0	0	1	FF	0	0	DO	FF	0	1.0317048	1
2	0	0	0	0	1	FF	0	0	DO	FF	0	1.8333333	0
2	0	0	0	0	1	FF	0	0	DO	0	0	3.2982456	0
2	0	0	0	0	1	FF	0	0	DO	0	0	5.3737705	1
2	0	0	0	0	1	FF	0	0	DO	0	0	0.988	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1.2.3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERF STR RATIO	INPUT #8 INIT PERF STR RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SORT ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
378	1	0	2	RM0	DOTT	0	1.5058471	1.5058471	-0	-0	-0	-0	0.8888889	-1	0	0	-1
379	1	0	2	RM0	DOTT	0	1.8335043	1.8335043	-0	-0	-0	-0	1.4545455	-1	0	0	-1
380	1	0	2	RM0	DOTT	0	1.508949	1.508949	-0	-0	-0	-0	1.0322581	-1	0	0	-1
381	1	2	1	RM0	DOTT	0	1.5783659	1.5783659	-0	-1	-1	-1	-1	-1	0	0	-1
382	1	2	1	RM0	WLTT	0	4.0878378	4.0878378	-0	-0	-0	-0	-0	-0	0	0	-1
383	1	2	1	RM0	WLTT	0	1.2018127	1.2018127	-0	-0	-0	-0	-0	-1	0	0	-1
384	1	0	2	RM0	WLTT	0	1.0714286	-1	-0	-1	-0	-0	1.0648871	-1	0	0	-1
385	1	0	2	RM0	WLTT	2	2.8036336	2.8036336	-0	-0	-0	-0	2.56	20	1	1	1
386	1	1	1	FD0	DOTT	0	1.0333333	1.0333333	-0	-0	-1	-1	0.96875	0	0	0	0
387	1	0	2	FD0	DOTT	2	2.0853214	2.0853214	-0	1.1444444	-1	-1	0.96875	0	0	0	0
388	1	0	2	FD0	DOTT	2	2.0853214	2.0853214	-0	1.7487352	2.3333333	1.5337838	1.5337838	3.7134615	0	0	0
389	1	0	2	FD0	DOTT	0	2.1111024	2.1111024	-0	1.7487352	2.3333333	1.5337838	1.5337838	-1	0	0	0
390	1	0	2	FD0	DOTT	0	2.1752577	2.1752577	-0	1.5851064	-0	-0	0	-1	0	0	0
391	0.375	0	2	RD0	DOTT	-2	2.4734043	2.4734043	-0	0.52	0.1	-1	0	-1	0	0	1
392	1	0	0	RD0	DOTT	2	0.4677778	0.4677778	-0	1.3733333	-0	-0	0	-0	0	0	1
393	1	0	2	GM0	DOTT	0	4.8196	4.8196	-0	16.8	-0	-0	2.9411765	0	0	0	1
394	1	2	0	RM0	DOTT	1	3.0392841	3.0392841	-0	0	-0	0.1	2.4642857	1.1391304	-1	0	-1
395	1	2	0	RM0	DOTT	1	3.0392841	3.0392841	-0	0	-0	0.1	2.4642857	1.1391304	-1	0	-1
396	1	2	0	RM0	DOTT	1	1.4835518	1.4835518	-0	1.3588744	-0	-0	0.9111111	2.5714286	-1	0	-1
397	1	0	0	RM0	DOTT	0	1.3116652	1.3116652	-0	2.9666667	-0	-0	0.739726	0.2077922	1	0	1
398	1	0	0	RM0	DOTT	0	1.1612604	1.1612604	-0	3.6	-0	-0	1.1232877	2.6	1	0	1
399	1	0	0	RM0	DOTT	0	1.1609014	1.1609014	-0	0.8245293	0.1	-0	0.9464286	0.1411765	1	0	0
400	1	0	3	RM0	DOTT	0	2.1057898	2.1057898	-0	1.6724138	-0	-0	1.9	3.0322581	-1	0	-1
401	1	0	3	RM0	DOTT	0	2.3240824	2.3240824	-0	1.7968102	-0	-0	1.325	15.6	-1	0	-1
402	1	0	1	RM0	DOTT	0	0.7032572	0.7032572	-0	1.125	0.1	-0	1.0789474	0.9393939	1	0	1
403	1	0	1	RM0	DOTT	0	1.8042865	1.8042865	-0	4.0512821	-0	-0	1.5111111	-0	0	0	0
404	1	0	3	FM0	DOTT	0	2.8293388	2.8293388	-0	2.5233095	-0	-0	2.0392137	0.2982983	0	0	0
405	1	0	1	FM0	DOTT	0	2.107125	2.107125	-0	3.3181818	-0	-0	2.7118644	0	0	0	0
406	1	0	1	FM0	DOTT	0	2.1778171	2.1778171	-0	1.3076923	-0	-0	4.4222222	0	0	0	0
407	1	0	3	GM0	DOTT	0	3.3045843	3.3045843	-0	2.4090909	-0	-0	2.0697674	0.1	0	0	0
408	1	0	1	RM0	DOTT	1	2.5484138	2.5484138	-0	4.8181818	-0	-0	1.9152542	3.3	0	0	0
409	1	0	3	RM0	WLTT	0	3.3062888	3.3062888	-0	1.8272727	-0	-0	1.8803922	0.4655172	0	0	0
410	1	0	1	FM0	WLTT	0	1.7940528	1.7940528	-0	3.95	-0	-0	1.5111111	-0	0	0	0
411	1	0	1	FM0	WLTT	0	2.2655063	2.2655063	-0	3.3181818	-0	-0	2.2857143	0	-1	0	-1
412	1	0	1	RM0	WLTT	0	2.1530512	2.1530512	-0	1.3076923	-0	-0	3.7333333	8.6686667	-1	0	-1
413	1	0	1	RM0	WLTT	0	1.7309594	1.7309594	-0	4.0512821	-0	-0	1.5111111	-0	-1	0	-1
414	1	0	1	RM0	DOTT	0	2.6688815	2.6688815	-0	3.5333333	-0	-0	2.2436024	1.7291667	-1	0	-1
415	1	0	2	GM0	WLTT	0	2.8608148	2.8608148	-0	1.842105	-0	-0	3.902439	6.4285714	-1	0	-1
416	1	0	2	GM0	DOTT	0	2.5281754	2.5281754	-0	1.962983	-0	-0	2.2	4.9583333	-1	0	-1
417	1	0	2	GM0	WLTT	0	2.6506244	2.6506244	-0	1.962983	-0	-0	2.2	0.1232877	-1	0	-1
418	1	2	0	GM0	WLTT	0	1.5273077	1.5273077	-0	0	-0	-0	0.3680714	0.7916667	1	0	1
419	1	0	2	GM0	WLTT	0	2.0586754	2.0586754	-0	2.5233095	-0	-0	2	2.2748621	-1	0	-1



INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	TECHNOLOGY	INITIATIVE	ATTACKERS	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)		
2	0	0	0	0	1	FF	EE	0	DD	0	0	1.7398844	1
2	0	0	0	0	1	FF	EE	FF	DD	0	0	1.047619	1
2	0	0	0	0	1	FF	DE	0	DD	FF	0	0.436	1
2	0	0	0	0	1	FF	0	0	DD	0	0	1.0317046	1
2	0	0	0	0	1	FF	0	0	DD	0	0	0.8333333	1
2	0	0	0	0	1	FF	0	0	DD	0	0	0.8043956	1
1	0	0	-1	0	0	FF	0	0	DD	FF	0	2.1714286	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.4825714	1
0	-1	0	0	0	1	EE	LR	0	DD	EE	FF	1.88	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.8477649	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	1.661705	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.8698667	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.5686667	1
0	0	0	-1	0	-1	FF	0	0	DD	DE	0	1.2857143	0
0	0	0	0	0	0	FF	0	0	DD	0	0	2.2167486	0
1	0	0	0	0	1	FF	0	0	DD	0	0	1.8512397	1
0	0	0	0	0	1	FF	0	0	DD	EE	FF	11.34	1
0	0	0	0	0	1	FF	0	0	DD	EE	FF	12.75	1
0	0	0	0	0	1	FF	0	0	DD	0	0	4.1833333	0
0	0	0	0	0	0	FF	0	0	DD	0	0	0.6784625	0
0	0	0	0	0	0	FF	0	0	DD	0	0	0.7731936	0
1	0	0	0	0	0	FF	0	0	DD	0	0	2.214511	0
0	0	0	0	0	1	FF	0	0	DD	0	0	2.7272727	1
0	0	0	0	0	1	FF	0	0	DD	0	0	3.2166667	1
0	0	0	0	0	0	FF	0	0	DD	0	0	1.5686275	0
0	0	0	0	0	1	RC	0	0	DD	FF	0	4.625	1
0	0	0	0	0	1	RC	0	0	DD	0	0	2.8923077	1
0	0	0	0	0	1	RC	0	0	DD	0	0	4.4680851	0
0	0	0	0	0	1	RC	0	0	DD	FF	0	12.5	1
0	0	0	0	0	1	FF	DE	0	DD	0	0	1.0230769	1
0	0	0	0	0	1	RC	0	0	DD	0	0	3.5131579	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.631068	0
0	0	0	0	0	1	FF	0	0	DD	0	0	2.7777778	1
0	0	0	0	0	1	RC	0	0	DD	0	0	3.030303	1
0	-1	0	0	0	0	FF	0	0	DD	0	0	1.5842029	1
0	0	0	0	0	0	RC	0	0	DD	0	0	1.7045465	0
0	0	0	0	0	0	FF	0	0	DD	FF	0	2.486486	1
0	0	0	0	0	0	FF	0	0	DD	0	0	7.2727273	0
0	0	0	0	0	0	FF	0	0	DD	0	0	2.5422535	0
0	-1	0	0	0	0	FF	0	0	DD	0	0	6.2	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.1096774	1
0	-1	0	0	0	0	FF	EE	LF	DD	FF	0	1.3883051	0

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1.2.3	INPUT #3 DEFENDERS PRIMARY DEFENSE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SUPPORT OVER DEFENDERS AWARENESS	INPUT #7 TOTAL FBS STR RATIO	INPUT #8 INIT FBS STR RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO ARTY TUBE RATIO	INPUT #14 CLOSE AIR SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
420	1	0	2	GM0	WLTT	0	2.3411956	2.3411956	-9	4.25	-9	-9	-9	3.5135135	0	-1	-1
421	1	0	2	GM0	WLTT	0	6.3090024	6.3090024	-9	0.1	-9	0.1	4.1176471	0	-1	0	-1
422	1	0	2	GM0	WLTT	0	1.6882603	1.6882603	-9	0.1	-9	0.1	4.4705882	0	-1	0	-1
423	1	0	0	FM0	WHIT	1	2.8666667	2.8666667	-9	1.3434783	-9	-9	3.6666667	0.1	-1	0	-1
424	1	0	0	FM0	DSC1	0	0.8520806	0.8520806	-9	1.2937748	-9	-9	0.5371901	1.5151515	-1	0	-1
425	1	0	1	FM0	DSC1	0	1.1767121	1.1767121	-9	0.7717381	-9	-9	1.9674787	0.5333333	-1	0	-1
426	1	0	1	FM0	DST1	0	2.6468375	2.6468375	-9	3.0571429	-9	-9	1.8196721	1.2045455	1	0	1
427	1	0	1	FM0	DSC1	0	5.8671086	5.8671086	-9	0.7697842	-9	-9	2.695122	2.5714286	1	0	1
428	1	0	1	FM0	DSC1	0	1.4836	1.4836	-9	9	-9	-9	0.7631579	1.2857143	0	0	0
429	1	0	1	FM0	DSC1	0	1.5520587	1.5520587	-9	1.13	-9	-9	0.9867257	-9	0	0	0
430	1	2	2	FM0	WLTT	0	1.8934577	1.8934577	-9	2.5	-9	-9	1.5196078	9	1	0	1
431	1	1	2	FM0	DST1	2	2.0479118	2.0479118	-9	1.8962264	0.1	-9	1.7228261	0.2637795	0	0	0
432	1	1	2	FM0	DSC1	2	2.2003893	2.2003893	-9	0.4067787	-9	-9	0.9027027	0.7756621	1	0	1
433	1	0	2	FM0	WLTT	0	0.782773	0.782773	-9	0.4245283	0.1	-9	0.8770053	0.9550362	-1	0	0
434	1	0	2	GB0	DST1	1	2.0218378	2.0218378	-9	7.3235284	-9	-9	1.300813	9	0	0	0
435	1	0	2	GB0	DST1	1	2.2073455	2.2073455	-9	5.0932381	-9	-9	2.1052632	9	0	0	0
436	1	0	2	GB0	DST1	0	2.1944	2.1944	-9	5.9047619	-9	-9	2.109589	9	0	0	0
437	1	0	3	GB0	DST1	0	2.2260682	2.2260682	-9	6.225	-9	-9	1.296875	9	0	0	0
438	1	0	3	GB0	DST1	0	3.040514	3.040514	-9	7.5	-9	-9	2.7413793	-9	0	0	0
439	1	0	0	RM0	DST1	0	2.8696225	2.8696225	-9	5.6521739	-9	-9	3.3	9	0	0	0
440	1	0	3	GM0	DST1	0	2.6923193	2.6923193	-9	4	-9	-9	3.15	0.25	1	0	0
441	1	0	0	GM0	DST1	0	2.7100556	2.7100556	-9	5.0384815	-9	-9	3.7	9	0	0	0
442	1	0	2	FM0	WLTT	0	1.3799825	1.3799825	-9	9	-9	-9	1.0869565	9	0	0	0
443	1	0	2	FM0	WLTT	0	1.5263158	1.5263158	-9	1.8947368	-9	-9	1.0416687	9	0	0	0
444	1	0	2	FM0	WLTT	2	1.7459227	1.7459227	-9	4.7640449	-9	-9	1.4205807	9	0	0	0
445	1	0	2	FM0	WLTT	2	1.6742956	1.6742956	-9	2.1632853	-9	-9	2.3647059	9	0	0	0
446	1	0	4	FM0	DST1	0	2.5765418	2.5765418	-9	2.1153846	-9	-9	1.5681818	9	0	0	0
447	1	0	2	FM0	DST1	-1	1.8778616	1.8778616	-9	7.1076923	-9	-9	1.4375	-9	-1	0	0
448	1	0	2	FM0	DST1	0	1.7980742	1.7980742	-9	5.3684211	-9	-9	0.9150943	-9	-1	0	0
449	1	0	2	FM0	DST1	0	1.3124316	1.3124316	-9	1.4366197	-9	-9	0.7848718	-9	-1	0	0
450	1	0	2	FM0	DST1	0	2.0312031	2.0312031	-9	9	-9	-9	1.625	-9	0	0	0
451	1	0	2	FM0	DST1	0	1.880324	1.880324	-9	2.81	-9	-9	1.2478632	3.1818182	0	0	0
452	1	0	2	FM0	DST1	0	2.832331	2.832331	-9	0	-9	0.1	1.5406836	33.727273	-1	0	-1
453	1	0	1	FM0	DST1	0	1.7400092	1.7400092	-9	3.5333333	-9	-9	1.0267857	66	0	0	0
454	1	0	2	RB0	DST1	0	1.2258634	1.2258634	-9	4.4571429	-9	-9	0.5900069	19	-1	0	-1
455	1	1	0	FM0	DST1	0	2.6314805	2.6314805	-9	4.0645181	-9	-9	1.3272727	9	0	0	0
456	1	0	2	FM0	DST1	0	3.5017043	3.5017043	-9	9	-9	-9	1.6	9	-1	0	-1
457	1	0	2	FM0	DST1	0	4.2489188	4.2489188	-9	9	-9	-9	5	9	0	0	0
458	1	0	2	FM0	DST1	0	2.4304	2.4304	-9	4.6521739	-9	-9	1.4285714	11	0	0	0
459	1	0	2	FM0	DST1	1	1.3254435	1.3254435	-9	2.592803	-9	-9	2.4657534	0	0	0	0
460	1	0	2	FM0	DST1	0	4.1042345	4.1042345	-9	10.483871	-9	-9	2.400566	9	0	0	0
461	1	0	0	FM0	DST1	2	0.8213874	1.8624543	-9	0.3526412	0.1	-9	1.1354167	0.1	0	0	0

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	TACTICAL	PRIMARY	PRIMARY	TACTICAL	PRIMARY	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	PART 1	PART 2	PART 3	PART 1	PART 2	PART 3		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)								
0	0	0	0	0	0	FF	0	0	DD	0	0	12.5	0
0	0	0	0	0	0	FF	0	0	DD	FF	0	3.9007092	1
0	0	0	0	0	0	FF	0	0	DD	0	0	4	1
0	0	0	0	0	1	FF	0	0	DD	0	0	8.0078923	1
0	0	0	0	0	1	FF	0	0	DD	0	0	5.8032258	0
0	0	0	0	0	1	FF	0	0	DD	0	0	3.3574661	1
0	0	0	0	0	1	DE	0	0	DD	0	0	0.9089855	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.9241192	0
0	0	0	0	0	1	RC	0	0	DD	0	0	1.5607477	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.8681672	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.4902913	0
0	0	0	0	0	1	FF	0	0	DD	DE	0	2.1984283	0
0	0	1	0	0	1	RC	0	0	DD	FF	0	0.8570585	1
0	0	0	0	0	0	FF	0	0	DD	0	0	0.8573682	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.5130435	1
0	0	0	0	0	1	FF	0	0	DD	0	0	2.7418667	1
0	0	0	0	0	1	FF	0	0	DD	0	0	1.2148321	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.4698863	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.5617198	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.6114458	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.6763158	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.7552632	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.5	0
0	0	0	0	0	1	RC	0	0	DD	FF	0	1.8130841	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.5239852	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.9424861	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.7138584	1
0	0	1	-1	0	1	FF	0	0	DD	0	0	0.5813011	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.8913793	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.4397893	0
0	0	0	0	0	1	RC	FF	0	DD	0	0	0.6550802	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.9456128	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	1.1819484	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.2792869	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.3574661	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	1.25	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.6729412	1
0	0	0	0	0	1	FF	0	0	DD	0	0	1	1
0	1	0	0	0	1	FF	0	0	DD	FF	0	1.1817021	1
0	1	0	0	0	1	FF	0	0	DD	0	0	0.8022	0
0	1	0	-1	0	1	FF	0	0	DD	0	0	0.302	1
0	-1	0	0	0	1	FF	0	0	DD	FF	0	1.7957351	0

BATTLE SEQUENCE NUMBER	INPUT #1 1ST FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURFICE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR RATIO	INPUT #8 INIT PERS STR RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SPT ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
462	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...	...
463	1	0	0	RM0	DSTT	0	1.8793984	1.8793984	-0.192133333	-0.211333333	0	-0.192133333	-0.192133333	-0.192133333	-0.192133333	-0.192133333	-0.192133333
464	1	0	1	RM0	WLTT	0	2.872	2.872	-0.19875	-0.19875	19.75	-0.19875	-0.19875	-0.19875	-0.19875	-0.19875	-0.19875
465	1	0	1	RM0	WLTT	0	2.7079333	2.7079333	-0.12421053	-0.12421053	0	-0.12421053	-0.12421053	-0.12421053	-0.12421053	-0.12421053	-0.12421053
466	1	0	3	RM0	WLTT	0	1.4366916	1.4366916	-0.365625	-0.365625	0	-0.365625	-0.365625	-0.365625	-0.365625	-0.365625	-0.365625
467	1	0	2	RM0	WLTT	0	1.5359778	1.5359778	-0.10327869	-0.10327869	0.1	-0.10327869	-0.10327869	-0.10327869	-0.10327869	-0.10327869	-0.10327869
468	1	0	0	RM0	WLTT	0	1.5625	1.5625	-0.492381	-0.492381	0	-0.492381	-0.492381	-0.492381	-0.492381	-0.492381	-0.492381
469	1	0	2	RM0	WLTT	0	1.6444071	2.3372372	-0.13787878	-0.13787878	0	-0.13787878	-0.13787878	-0.13787878	-0.13787878	-0.13787878	-0.13787878
470	1	0	2	RM0	WLTT	0	1.012	1.012	-0.10760563	-0.10760563	0	-0.10760563	-0.10760563	-0.10760563	-0.10760563	-0.10760563	-0.10760563
471	1	0	2	RM0	WHCT	1	4.2217653	4.2217653	-0.163	-0.163	0	-0.163	-0.163	-0.163	-0.163	-0.163	-0.163
472	1	0	2	RM0	WHCT	0	3.9569155	3.9569155	-0.12625	-0.12625	0	-0.12625	-0.12625	-0.12625	-0.12625	-0.12625	-0.12625
473	1	1	1	RM0	WLCT	0	3.4258784	3.4258784	-0.83174803	-0.83174803	0	-0.83174803	-0.83174803	-0.83174803	-0.83174803	-0.83174803	-0.83174803
474	1	1	1	RM0	WLCT	0	3.2553378	3.2553378	-0.71875	-0.71875	0	-0.71875	-0.71875	-0.71875	-0.71875	-0.71875	-0.71875
475	1	1	1	RM0	DOCT	0	2.7464315	2.7464315	-0.97272727	-0.97272727	0	-0.97272727	-0.97272727	-0.97272727	-0.97272727	-0.97272727	-0.97272727
476	1	0	0	RM0	DOCT	0	1.4787551	1.4787551	-0.35333333	-0.35333333	0	-0.35333333	-0.35333333	-0.35333333	-0.35333333	-0.35333333	-0.35333333
477	1	0	1	RM0	DOCT	0	2.2676097	2.2676097	-0.58611111	-0.58611111	0	-0.58611111	-0.58611111	-0.58611111	-0.58611111	-0.58611111	-0.58611111
478	1	1	1	RM0	WLCT	0	2.4179948	2.4179948	-0.49089767	-0.49089767	0	-0.49089767	-0.49089767	-0.49089767	-0.49089767	-0.49089767	-0.49089767
479	1	1	1	RM0	WLCT	0	2.8329904	2.8329904	-0.832	-0.832	0	-0.832	-0.832	-0.832	-0.832	-0.832	-0.832
480	1	0	1	RM0	DOCT	0	3.2715089	3.2715089	-0.10304348	-0.10304348	0	-0.10304348	-0.10304348	-0.10304348	-0.10304348	-0.10304348	-0.10304348
481	1	0	3	RM0	DOCT	0	2.8563322	2.8563322	-0.14857143	-0.14857143	0	-0.14857143	-0.14857143	-0.14857143	-0.14857143	-0.14857143	-0.14857143
482	1	0	2	RM0	WLCT	0	3.0182395	3.0182395	-0.11722222	-0.11722222	0	-0.11722222	-0.11722222	-0.11722222	-0.11722222	-0.11722222	-0.11722222
483	1	0	0	GM0	WHCT	2	1.582117	1.582117	-0.01	-0.01	0.1	-0.01	-0.01	-0.01	-0.01	-0.01	-0.01
484	1	1	0	RM0	WLCT	0	4.3508702	4.3508702	-0.16513158	-0.16513158	0.1	-0.16513158	-0.16513158	-0.16513158	-0.16513158	-0.16513158	-0.16513158
485	1	1	0	RM0	WLCT	0	7.5640338	7.5640338	-0.23618421	-0.23618421	0.1	-0.23618421	-0.23618421	-0.23618421	-0.23618421	-0.23618421	-0.23618421
486	1	0	1	RM0	DSTT	2	0.8	0.8	-0.3	-0.3	2.9032298	-0.3	-0.3	-0.3	-0.3	-0.3	-0.3
487	1	2	0	RM0	WHHE	1	0.5833333	0.5833333	-0.0976873	-0.0976873	0.5119048	-0.0976873	-0.0976873	-0.0976873	-0.0976873	-0.0976873	-0.0976873
488	1	0	1	RM0	DSTT	3	0.88	0.88	-0.18947368	-0.18947368	-1	-0.18947368	-0.18947368	-0.18947368	-0.18947368	-0.18947368	-0.18947368
489	1	1	1	RM0	DSTT	0	0.8017493	0.8017493	-0.07847059	-0.07847059	-1	-0.07847059	-0.07847059	-0.07847059	-0.07847059	-0.07847059	-0.07847059
490	1	1	0	RM0	DSTT	2	1.2048864	1.2048864	-0.20891473	-0.20891473	-1	-0.20891473	-0.20891473	-0.20891473	-0.20891473	-0.20891473	-0.20891473
491	1	1	0	FW0	DSTT	1	4.5018695	4.5018695	-0.158	-0.158	0	-0.158	-0.158	-0.158	-0.158	-0.158	-0.158
492	1	0	2	RM0	WLCT	0	4	4	-0.58181818	-0.58181818	-1	-0.58181818	-0.58181818	-0.58181818	-0.58181818	-0.58181818	-0.58181818
493	1	0	2	RM0	DSTT	0	1.3777778	1.3777778	-0.58181818	-0.58181818	-1	-0.58181818	-0.58181818	-0.58181818	-0.58181818	-0.58181818	-0.58181818
494	1	0	1	RM0	WLTT	0	1.8666667	1.8666667	-0.5	-0.5	-1	-0.5	-0.5	-0.5	-0.5	-0.5	-0.5
495	1	1	1	RM0	DSTT	0	0.4026846	0.4026846	-0.82222222	-0.82222222	-1	-0.82222222	-0.82222222	-0.82222222	-0.82222222	-0.82222222	-0.82222222
496	1	1	1	RM0	DOCT	0	0.4341085	0.4341085	-0.06812903	-0.06812903	-1	-0.06812903	-0.06812903	-0.06812903	-0.06812903	-0.06812903	-0.06812903
497	1	0	0	RM0	DSTT	0	0.9477521	0.9477521	-0.12871287	-0.12871287	-1	-0.12871287	-0.12871287	-0.12871287	-0.12871287	-0.12871287	-0.12871287
498	1	1	1	RM0	DSTT	0	3.5021429	3.5021429	-0.38216667	-0.38216667	-1	-0.38216667	-0.38216667	-0.38216667	-0.38216667	-0.38216667	-0.38216667
499	1	0	2	RM0	DSTT	0	4.6666667	4.6666667	-0.582	-0.582	0	-0.582	-0.582	-0.582	-0.582	-0.582	-0.582
500	1	0	2	RM0	DSTT	0	2.4986857	2.4986857	-0.25833333	-0.25833333	-1	-0.25833333	-0.25833333	-0.25833333	-0.25833333	-0.25833333	-0.25833333
501	1	1	1	RM0	WHCT	0	3.0171598	3.0171598	-0.19694323	-0.19694323	-1	-0.19694323	-0.19694323	-0.19694323	-0.19694323	-0.19694323	-0.19694323
502	1	0	2	RM0	WLCT	0	3.0498177	3.0498177	-0.9	-0.9	0	-0.9	-0.9	-0.9	-0.9	-0.9	-0.9
503	1	0	2	RM0	DSTT	0	5.5223104	5.5223104	-0.98	-0.98	-1	-0.98	-0.98	-0.98	-0.98	-0.98	-0.98

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	TACTICAL	TACTICAL	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	PART 1	PART 2	PART 3	PART 1	PART 2	PART 3		
1	1	1	0	0	1	DE	0	0	DD	0	0	0.1951641	0
1	1	1	0	0	1	RC	0	0	DD	0	0	0.2734807	1
1	1	1	0	0	1	RC	0	0	DD	FF	0	0.2562781	1
0	0	0	0	0	0	RC	0	0	DD	FF	0	0.9686235	0
0	0	0	0	0	0	0	0	0	0	0	0	1.7095238	0
0	0	0	0	0	-1	FF	0	0	DD	FF	0	0.5462185	0
0	0	0	0	0	0	RC	FF	0	DD	FF	0	0.4084624	1
0	-1	0	0	0	0	RC	FF	0	DD	DE	FF	1.3276687	0
2	1	1	0	0	1	RC	FF	0	DD	0	0	0.8739754	1
0	1	1	0	0	0	FF	0	0	DD	FF	0	1.6143498	1
0	1	0	0	0	1	FF	0	0	DD	0	0	5.108599	1
0	1	1	0	0	1	FF	0	0	DD	0	0	1.2093809	1
0	0	1	0	0	1	FF	0	0	DD	0	0	1.3120587	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.6634986	1
0	0	1	0	0	0	RC	FF	0	DD	0	0	0.2588286	1
0	0	0	0	0	0	FF	0	0	DD	0	0	0.2403433	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.1783714	1
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.594328	0
0	0	0	0	0	1	FF	EE	0	DD	FF	0	1.8139535	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.4708877	1
0	0	1	0	0	1	FF	0	0	DD	0	0	1.2809917	0
0	0	0	0	0	1	RC	FF	0	DD	0	0	2	1
0	0	0	0	0	1	FF	0	0	DD	0	0	2.4873764	0
0	0	0	0	0	1	FF	EE	0	DD	0	0	2.6084292	0
1	0	1	0	0	1	RC	0	0	DD	FF	0	0.16	1
1	0	1	0	0	1	FF	0	0	DD	0	0	0.5	1
2	2	1	2	2	2	FF	RC	0	DD	DE	0	0.043	1
0	2	1	2	2	2	FF	EE	0	DD	FF	0	0.2839757	0
2	2	0	2	0	1	FF	DE	0	DD	0	0	1.8205428	1
0	0	0	0	0	0	FF	EE	0	DD	0	0	3.2640037	1
2	1	0	0	0	2	FF	0	0	DD	FF	0	6.746988	1
0	0	0	-1	0	1	FF	0	0	DD	0	0	0.2401408	1
0	0	0	-1	0	1	FF	0	0	DD	FF	0	0.6489796	1
0	-1	0	-1	0	1	FF	0	0	DD	FF	0	0.1358389	1
-1	-1	0	-1	0	0	FF	0	0	DD	FF	0	0.090265	0
1	1	0	1	0	0	FF	0	0	DD	FF	0	1.1176471	1
2	2	1	2	0	2	FF	DE	0	DD	0	0	2.0797468	1
1	1	1	1	0	1	FF	0	0	DD	0	0	4.8548857	1
-1	1	1	1	0	0	FF	RC	0	DD	0	0	2.1643836	1
1	1	1	1	0	0	DE	0	0	DD	FF	0	0.9338235	1
2	2	1	2	0	1	FF	0	0	DD	0	0	1.2708333	1
2	2	1	2	0	2	FF	DE	0	DD	0	0	0.7319588	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATKDEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL FPS STR	INPUT #8 INIT FPS STR	INPUT #9 HORSE CAV ATKDEF RATIO	INPUT #10 TOT TANK ATKDEF RATIO	INPUT #11 LITE TANK ATKDEF RATIO	INPUT #12 MAIN BTTL TANK ATKDEF RATIO	INPUT #13 NO. ARTY TUBE ATKDEF RATIO	INPUT #14 CLOSE AIR SPT SORTS ATKDEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
504	1	0	0	FWM	DSIT	0	1.8841176	1.8841176	-9	13.066867	-1	-1	2.6219512	-1	-	-	-
505	1	0	1	FMO	DSIT	1	1.3333333	0	-9	2.1988889	-1	-1	2.346875	0	0	0	0
506	1	1	1	FMO	DSIT	0	11.818182	11.818182	-9	9	9	-1	16.590909	0	0	-1	0
507	1	0	1	FMO	DSIT	0	2.9844961	2.9844961	-9	0.3339806	0	-1	6.9708738	0	0	0	0
508	1	0	1	FMO	DSIT	0	2.4801981	2.4801981	-9	0	0.1	0	2.6282051	-1	0	0	0
509	1	0	1	FMO	DSIT	0	2.7421875	2.7421875	-9	1.4186667	0	-1	1.974359	0	0	0	0
510	1	0	1	FMO	DSIT	1	1.5625	1.5625	-9	3.57	-1	-1	1.9678571	-1	2	2	2
511	1	0	1	FMO	DSIT	0	3.9285714	3.9285714	-9	3.525	-1	-1	5.8963607	-1	2	2	2
512	1	0	2	RMO	WLCT	0	1.5641026	1.5641026	-9	2.8071429	-1	-1	2.7073171	-1	2	0	2
513	1	0	2	RMO	WLCT	0	3.483871	3.483871	-9	6.0833333	-1	-1	5.3846154	-1	0	0	0
514	1	0	2	RMO	WLCT	0	3.1084103	3.1084103	-9	5.0375	-1	-1	4.925714	-1	0	0	0
515	1	0	2	GMO	DSIT	0	3.657682	3.514807	-9	15.6	-1	-1	8.8615385	5.3333333	2	2	2
516	1	0	2	RMO	WLTT	1	1.86	1.86	-9	7.3333333	0	0	3.0582182	6.6666667	0	0	0
517	1	0	2	RMO	DSIT	0	1.8610422	1.0339123	-9	3.2857143	0.1	0	5.245283	0	0	0	0
518	1	0	2	RMO	DSIT	0	1.8532787	1.8532787	-9	3.6	0.1	-9	8.038083	30	0	0	0
519	1	0	2	GBO	DSIT	0	2	2	-9	9	0	-9	11	4	0	0	0
520	1	0	2	RBO	DSIT	0	11.918063	11.918063	-9	3.6	0.1	-9	6.7	9	1	0	0
521	1	0	3	FMO	DSIT	0	16.348571	16.348571	-9	9	9	9	9	9	1	0	1
522	1	0	2	GMO	DSIT	0	6.3441379	6.3441379	-9	9	9	9	5.40825	9	0	0	0
523	1	0	2	GMO	WHIT	0	3.8281547	3.8281547	-9	9	9	9	6.90825	9	0	0	0
524	1	0	2	GMO	DSIT	0	6.2657602	6.2657602	-9	9	9	9	5.8137895	9	0	0	0
525	1	0	2	GMO	WLTT	0	2.9188	2.9188	-9	9	9	9	5.075	9	0	0	0
526	1	0	2	GMO	DSIT	0	3.524444	3.524444	-9	9	9	9	5.65	9	0	0	0
527	1	0	2	GMO	DSIT	0	3.8923457	3.8923457	-9	9	9	9	8.225	9	0	0	0
528	1	0	2	GMO	DSIT	0	0.4462541	0.4462541	-9	0.1	0.1	0.1	0.3030303	0	0	0	0
529	1	0	2	GMO	DSIT	0	2.9394942	2.9394942	-9	9	9	9	6.8666667	9	0	0	0
530	1	0	1	GMO	WHIT	3	4.8061714	4.8061714	-9	-9	-9	-9	25	9	0	0	0
531	1	0	0	RMO	WLTT	2	0.2533336	0.2533336	-9	-9	-9	-9	0.0508554	0.1	0	0	0
532	1	1	2	GMO	WHIT	0	5.28	5.28	-9	-9	-9	-9	7.125	-9	0	0	0
533	1	1	2	GMO	WHIT	0	5.8480769	5.8480769	-9	9	9	9	50	9	1	0	0
534	1	0	2	GMO	DSIT	0	4.5974286	4.5974286	-9	9	9	9	10.75	9	1	0	0
535	1	0	2	GMO	DSIT	0	6.4008	6.4008	-9	9	9	9	15	9	1	0	0
536	1	0	2	GMO	DSIT	0	2.0848	2.0848	-9	9	9	9	8.8333333	-9	1	0	0
537	1	0	2	GMO	DSIT	0	7.904	7.904	-9	9	9	9	23.5	9	1	0	0
538	1	0	3	RMO	DSIT	0	9.541	9.541	-9	9	9	9	9	9	1	0	1
539	1	0	2	RMO	DSIT	0	6.3406807	6.3406807	-9	9	9	9	5.4375	9	0	0	0
540	1	0	2	RMO	WHIT	0	7.0823333	7.0823333	-9	-9	-9	-9	7.6875	9	0	0	0
541	1	0	2	RMO	DSIT	0	5.721	5.721	-9	9	9	9	6.7058824	9	0	0	0
542	1	0	2	RMO	WHIT	0	4.8397436	4.8397436	-9	9	9	9	5.5555556	9	0	0	0
543	1	0	2	RMO	DSIT	0	3.7308857	3.7308857	-9	9	9	9	4.6176471	9	0	0	0
544	1	0	2	RMO	DSIT	0	4.4088711	4.4088711	-9	9	9	9	8.1764706	9	0	0	0
545	1	0	2	RMO	WLTT	0	4.8505786	4.8505786	-9	9	9	9	5.3823529	9	0	0	0

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	PART 1	PART 2	PART 3	PART 3	PART 1	PART 2	PART 3		
1	0	1	0	0	FF	DE	DE	FF	DO	DO	0	0.1307289	1
2	2	1	2	0	FF	EE	FF	FF	DO	FF	0	0.1888889	1
1	0	1	0	0	FF	0	0	0	DO	FF	0	1.3511111	1
1	0	1	0	0	FF	0	0	0	DO	FF	0	3.5714286	1
1	0	1	0	0	FF	0	0	0	DO	FF	0	3.59375	1
1	0	1	0	0	FF	0	0	0	DO	FF	0	3.8728115	0
2	2	1	2	2	DE	0	0	0	DO	FF	0	0.1958522	1
2	2	1	2	2	FF	DE	0	0	DO	FF	0	0.3181818	1
2	2	1	0	2	FF	DE	0	0	DO	FF	0	0.8888889	1
1	0	1	0	0	FF	0	0	0	DO	FF	0	4.7241379	0
1	0	1	0	0	FF	0	0	0	DO	FF	0	3.6856522	1
2	2	1	0	2	FF	0	0	0	DO	0	0	3.16	1
1	0	0	1	1	FF	0	0	0	DO	0	0	0.2777778	1
0	1	1	0	0	FF	0	0	0	DO	FF	0	0.6827957	1
0	1	1	0	0	FF	0	0	0	DO	FF	0	0.4383606	1
0	1	1	0	0	FF	0	0	0	DO	0	0	0.4142873	1
0	1	1	0	0	FF	0	0	0	DO	0	0	1.4668274	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.2515924	1
0	0	0	0	0	FF	0	0	0	DO	0	0	0.1349057	1
0	0	0	0	0	FF	EE	FF	FF	DO	0	0	0.3646322	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.455148	1
0	0	0	-1	0	DE	0	0	0	DO	0	0	0.2031722	0
0	0	0	0	0	EE	0	0	0	DO	0	0	0.2233872	0
0	0	0	0	0	DE	0	0	0	DO	0	0	0.1748682	0
0	0	-1	0	0	DE	0	0	0	DO	0	0	10.926254	0
0	0	0	0	0	FF	EE	0	0	DO	0	0	0.0778689	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.3550485	1
0	0	0	0	-1	FF	EE	FF	FF	DO	0	0	5.2653602	0
1	0	0	0	0	FF	0	0	0	DO	0	0	0.2857143	0
1	0	0	0	0	FF	0	0	0	DO	0	0	0.0708828	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.1578378	0
1	0	0	0	0	FF	0	0	0	DO	0	0	0.1687075	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.0190917	1
1	0	0	0	0	FF	0	0	0	DO	0	0	0.1608321	1
0	0	0	0	0	FF	0	0	0	DO	0	0	0.1773819	1
0	0	0	0	0	FF	0	0	0	DO	0	0	0.2246864	1
0	0	0	0	0	FF	DE	0	0	DO	FF	0	0.4371061	0
0	0	1	0	1	FF	DE	0	0	DO	0	0	0.3073427	1
0	-1	0	0	1	FF	0	0	0	DO	FF	0	0.1257216	1
0	0	0	0	1	FF	0	0	0	DO	FF	0	0.124319	0
0	0	0	0	1	FF	0	0	0	DO	FF	0	0.1363216	0
1	0	0	0	1	EE	FF	0	0	DO	0	0	0.1035738	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL FERS STR RATIO	INPUT #8 INIT FERS STR RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO ARTY TUBE RATIO	INPUT #14 CLOSE AIR SORT ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
546	1	2	1	FM0	DSHT	0	4.69425	4.69425	-0	0	0	0	8.4285714	0	1	0	1
547	1	2	1	FM0	DSHT	0	4.3905882	4.3905882	-0	0	0	0	15.636364	-0	1	0	1
548	1	2	1	GM0	DSHT	0	5.8606154	5.8606154	-0	0	0	0	41.2	0	1	0	1
549	1	0	1	GM0	DSHT	2	1.7694805	1.7694805	-0	2.5	-0	-0	1.8	0	1	1	1
550	1	0	2	GM0	DSHT	2	2.0354412	0	-0	2.275	0	-0	2	2.75	1	1	1
551	0.2222222	0	0	GM0	DSHT	1	1.2920293	-1	-0	1.1686667	-0	-0	2	0	1	1	1
552	0.2222222	2	0	GM0	DSHT	1	0.9816514	0.9816514	-0	1.5	-0	-0	1	0	1	1	1
553	3	1	0	GM0	DSHT	1	1.2384259	0	-0	2.1428571	-0	-0	2	0	1	0	1
554	1	2	1	FM0	DSHT	2	1.0010256	1.0010256	-0	1.2182741	8.0769231	-0	1.2352841	0.743098	1	1	1
555	1	2	0	FD0	DSHT	1	1.039801	0	-0	1	3	-0	1	3.8	1	1	1
556	1	2	2	FD0	DSHT	2	1.0449884	1.0449884	-0	1.0526316	3	0.5714286	0.5714286	-0	1	1	1
557	1	2	1	FM0	DSHT	0	0.5421176	0.5421176	-0	1.1538462	0.1	-0	1.3333333	0	1	1	1
558	1	1	1	FD0	DSHT	0	3.6	3.6	-0	3.0666667	0	-0	1	0	1	1	1
559	1	1	1	FM0	DSHT	1	0.6962751	0.6962751	-0	0.7462887	1	-0	0.6315769	3.8	1	1	1
560	1	1	1	FD0	DSHT	0	2.9	-1	-0	3.65	0.1	-0	2	0	1	1	1
561	1	0	0	FD0	DSHT	0	3.0344628	0	-0	2.4888889	0	-0	2.375	0.1	-1	-1	-1
562	1	0	3	FD0	DSHT	0	0.7555556	-1	-0	1.2790698	5.6666667	-0	1.5	0	1	1	1
563	1	0	0	FD0	DSHT	2	1.0178862	1.0178862	-0	1.0526316	0.1	-0	1	0	1	1	1
564	1	0	0	FD0	DSHT	0	0.9722222	0	-0	0.8571429	0.1	-0	-0	-0	-1	-1	-1
565	1	0	2	GM0	DSHT	0	0.658701	0.658701	-0	0.1333333	-0	-0	0.3428571	0	1	1	1
566	1	0	2	GM0	DSHT	1	1.2298851	1.2298851	-0	1.8	-0	-0	0.3157895	-0	1	1	1
567	1	0	2	GM0	DSHT	0	0.8834112	0.8834112	-0	1.2	0	-0	0.2928829	0	1	1	1
568	1	0	1	FM0	DSHT	0	0.7384958	0.7384958	-0	2.1333333	0	-0	0.7362637	0	1	0	0
569	1	1	1	RD0	DSHT	3	6.195256	0	-0	1	8.3333333	30.975	30.975	1.4857143	-1	-1	0
570	1	1	1	RD0	DSHT	3	7.5662232	-1	-0	1.3653846	15	34.678571	34.678571	1.4857143	-1	-1	0
571	1	2	0	RD0	DSHT	1	4.585	-1	-0	2.4166667	0	-0	15.875	1.4925373	-2	-2	0
572	1.4210526	2	0	RD0	DSHT	1	4.1120328	-1	-0	2.0945946	1.3846154	-0	23.125	1.4925373	-2	-2	0
573	1	0	0	RD0	DSHT	0	0.3833037	0.3833037	-0	1.0271318	1.6666667	-0	0.068376	0.68	2	2	0
574	1	2	0	RD0	DSHT	0	1.8700481	1.8700481	-0	1.4033613	1	-0	4.0625	0.6111111	-1	-1	-1
575	1	2	0	RD0	DSHT	0	2.0265734	2.0265734	-0	2.0373563	1.25	-0	4.85825	0.6111111	-1	-1	-1
576	1	2	0	RD0	DSHT	2	0.7358734	-1	-0	0.8843188	1	-0	0.2981366	-0	1	1	1
577	1	2	0	RD0	DSHT	0	0.7844734	0	-0	1.0596659	0	-0	0.2074928	1.6280488	1	1	1
578	1	2	0	RD0	DSHT	0	1.0781078	1.0781078	-0	0.7018080	0.8695652	-0	0.605042	1.9125	1	1	1
579	1	2	0	RD0	DSHT	0	0.7124895	-1	-0	0.9430894	1.1764706	-0	0.5255474	1.6666667	1	0	1
580	1	2	0	RD0	DSHT	0	0.4546347	-1	-0	0.7004405	0.5	-0	0.2253321	1.6	1	1	1
581	1	0	0	RD0	DSHT	0	0.6328125	0.6328125	-0	0.7146067	0.8571429	-0	0.45	2.05	1	1	1
582	1	0	0	RD0	DSHT	0	0.5183872	0.5183872	-0	0.484865	0.5555556	-0	0.3453237	2.7017544	1	2	1
583	1	2	0	RD0	DSHT	0	0.6504652	0.6504652	-0	0.8687250	1.1111111	-0	0.4316347	2.7017544	1	1	1
584	1	0	4	RD0	DSHT	0	0.745554	0.745554	-0	0.8241206	1.3333333	-0	0.4337349	2.162162	1	1	1
585	1	0	1	GB0	DSHT	2	4.898072	-1	-0	1.5	0.5	-0	9.5833333	0.4578439	-1	-1	-1
586	1	2	2	GB0	DSHT	2	3.959652	-1	-0	1.8846154	0.5714286	-0	8.1875	0.5235602	-1	-1	-1
587	1	2	2	GB0	DSHT	2	3.6380799	3.6380799	-0	1.96	0.5714286	-0	5.375	0.525	-1	-1	-1



INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE MORALE	RELATIVE LOGISTICS	RELATIVE MOMENTUM	RELATIVE INTELLIGENCE	RELATIVE TECHNOLOGY	RELATIVE INITIATIVE	ATTACKERS PRIMARY	ATTACKERS TACTICAL	ATTACKERS SCHEME	DEFENDERS PRIMARY	DEFENDERS TACTICAL	DEFENDERS SCHEME	CASUALTY RATIO	ATTACKER WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ATK/DEF	LOSS(0)
ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)	ATK (+) TO DEF (-)		
1	-1	0	0	1	1	FF	0	0	DD	0	0	0.1403509	1
1	0	1	0	1	1	FF	0	0	DD	0	0	0.0874751	0
1	1	1	0	1	1	FF	0	0	DD	0	0	0.18	1
0	0	0	0	0	0	FF	DE	0	DD	DE	0	1.125	1
0	0	0	0	0	1	DE	0	0	DD	FF	0	1.1668687	1
0	0	0	0	0	0	FF	0	0	DD	0	0	1.0714286	1
0	0	0	0	0	1	FF	EE	RR	DD	0	0	1	1
1	0	1	0	0	1	FF	EE	RR	DD	0	0	1.0714286	1
0	0	0	0	0	1	DE	0	0	DD	EE	UR	0.2592393	1
0	0	1	0	0	1	FF	EE	RR	DD	FF	0	0.0686867	1
0	0	0	1	0	1	EE	UR	0	DD	0	0	0.3333333	1
1	0	1	0	0	1	FF	0	0	DD	0	0	0.8	1
1	0	1	0	0	1	FF	0	0	DD	0	0	0.1555556	0
1	0	0	0	0	1	FF	0	0	DD	0	0	0.0878594	1
1	0	0	0	0	1	FF	EE	0	DD	0	0	0.1090909	1
1	0	1	0	0	1	FF	0	0	DD	0	RR	6.1111111	0
-1	0	0	0	0	-1	FF	0	0	DD	0	0	0.1363636	1
1	0	1	0	0	1	EE	UR	0	DD	0	0	0.096	1
0	0	0	0	0	0	FF	0	0	DD	DE	0	7.5	0
1	0	0	0	0	1	FF	0	0	DD	0	0	0.3528412	1
1	0	0	0	0	1	FF	0	0	DD	0	0	0.5	1
1	0	0	0	0	1	FF	EE	FF	DD	0	0	0.46	1
0	0	0	-1	0	1	FF	DE	0	DD	FF	0	0.404266	0
0	0	0	1	0	0	RC	FF	0	DD	FF	0	1.4545455	1
0	0	0	1	0	0	RC	FF	0	DD	FF	0	1.5555556	1
2	0	1	0	0	0	FF	0	0	DD	FF	0	1.7777778	1
2	0	1	0	0	0	FF	0	0	DD	FF	0	1.875	1
-2	0	-1	0	0	0	FF	0	0	DD	EE	LF	1	0
0	0	0	0	0	0	FF	0	0	DD	0	0	4.4738842	0
0	0	0	0	0	0	FF	0	0	DD	0	0	5.1923077	0
0	0	0	0	0	1	EE	RR	0	DD	FF	0	0.2	1
0	0	0	0	0	0	FF	DE	0	DD	FF	0	0.3958333	1
0	0	1	0	0	1	FF	0	0	DD	FF	0	0.375	1
0	0	0	0	0	0	FF	DE	0	DD	FF	0	0.3333333	0
0	0	1	0	0	1	FF	DE	0	DD	FF	0	0.1818182	1
0	0	1	0	0	1	FF	DE	0	DD	0	0	0.1363636	1
1	0	1	0	0	1	FF	0	0	DD	0	0	0.1363636	1
1	0	1	0	0	1	FF	0	0	DD	0	0	0.3080808	0
1	0	1	0	0	1	EE	RR	0	DD	0	0	0.1875	1
0	0	0	0	0	0	FF	EE	LF	DD	0	0	1.75	0
0	0	0	0	0	0	FF	0	0	DD	0	0	2.8	0
0	0	0	0	0	0	FF	EE	FF	DD	FF	0	1.4	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATKDEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0,1,2,3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR	INPUT #8 INIT PERS STR	INPUT #9 HORSE CAV ATKDEF RATIO	INPUT #10 TOT TANK ATKDEF RATIO	INPUT #11 LITE TANK ATKDEF RATIO	INPUT #12 MAIN BTTL TANK ATKDEF RATIO	INPUT #13 NO ARTY TUBE ATKDEF RATIO	INPUT #14 CLOSE AIR SPT SORTIS ATKDEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
588	0.625	0	0	GBD	DSHT	2	3.4895238	-1	-9	1.7830189	0.7	-9	3.5833333	0.530303	-1	-1	-1
589	1	0	0	GBD	DSHT	2	1.7995999	0	-9	2.8909091	1.8	-9	1.8722222	0.530303	-1	-1	-1
590	0.6	0	0	GBD	DSHT	0	0.7506632	-1	-9	0.9841897	2.7272727	-9	0.397351	2.2522523	1	1	1
591	0.6	0	0	GBD	DSHT	0	0.8671934	-1	-9	1.2882353	2.5	-9	0.6382979	2.2432432	1	1	1
592	1	2	2	GBD	DSHT	0	5.8665431	-1	-9	4.7894737	2	-9	0.4583333	0.3537047	-1	-1	-1
593	1	0	2	GBD	DSHT	0	1.7005685	-1	-9	1.8	-9	-9	0.5	2.2	0	0	0
594	1	0	2	RMD	DSHT	0	0.8298989	-1	-9	0.8206687	1.6666667	-9	0.5454545	2.75	1	1	1
595	0.6	0	1	GBD	DSHT	0	0.6837208	-1	-9	0.8217054	1.5	-9	0.4615385	2.75	1	1	1
596	0.6	0	0	GBD	DSHT	-2	0.8741259	0.8741259	-9	1	0.6	-9	0.1833333	1.4285714	-2	-2	-2
597	1	0	0	GBD	DSHT	2	0.9166667	0.9166667	-9	0.7881041	1.3333333	0.5714286	0.5714286	1.5	2	2	2
598	1	0	1	GBD	DSHT	0	1.0454545	1.0454545	-9	1.2686679	0.45	-9	1.1	1	-1	-1	-1
599	1	0	1	GBD	DSHT	0	2.2204959	2.2204959	-9	2.0982983	0.7333333	-9	1.5333333	1.5333333	-9	-1	-1
600	1	0	2	GBD	DSHT	0	1.2	1.2	-9	-9	-9	-9	0.4444444	1	1	1	1
601	1	0	2	GBD	DSHT	0	2.4	2.4	-9	-9	-9	-9	0.8888889	2	1	1	1
602	1	0	0	FBD	DSHT	2	1.200075	1.200075	-9	1.9565217	0.1	-9	0.7446809	0.1	1	1	1
603	1	0	0	FBD	DSHT	0	0.3267303	0.3267303	-9	0.4688889	-9	-9	0.7428571	0.1	-1	-1	-1
604	1	0	0	GBD	WDCD	0	1.3200075	1.3200075	-9	4.1538462	-9	1.5333333	1.5333333	0.1	1	1	1
605	1	0	2	FBD	WDCD	0	3.8363636	3.8363636	-9	3.5714286	-9	-9	2.5	-9	0	-1	-1
606	1	0	2	FBD	WDCD	0	3.4545455	3.4545455	-9	3.3714286	-9	-9	2.5	-9	0	-1	-1
607	1	0	2	FBD	WDCD	0	4.2777778	4.2777778	-9	1.0714286	-9	-9	2.9047619	-9	0	-1	-1
608	1	0	2	FBD	WDCD	0	4.1877778	4.1877778	-9	1.0714286	-9	-9	2.9047619	-9	0	-1	-1
609	1	3	1	FBD	WDCD	2	3.2444444	3.2444444	-9	1.0810811	-9	-9	1.4285714	0.3745318	0	0	0
610	1	3	1	FBD	WDCD	2	3.1160368	3.1160368	-9	2.4	-9	-9	1.4285714	0.4242424	0	0	0
611	1	3	1	FBD	WDCD	2	2.1621622	2.1621622	-9	2.8571429	-9	-9	1.4285714	0.3745318	0	0	0
612	1	0	0	RMD	WDCD	2	2.2027027	2.2027027	-9	3.75	-9	-9	0.5294118	0.22	0	0	0
613	1	0	0	RMD	WDCD	2	1.8478261	1.8478261	-9	3.75	-9	-9	0.7058824	0.22	0	0	0
614	1	3	1	RMD	WDCD	0	1.2338308	1.2338308	-9	0.7333333	-9	-9	1.8694211	9	0	0	0
615	1	3	1	GBD	WDCD	0	1.2608696	1.2608696	-9	-9	-9	-9	1.3947368	9	0	0	0
616	1	3	1	RMD	WDCD	0	1.3378378	1.3378378	-9	0.1	-9	0.1	1.3947368	9	0	0	0
617	1	3	1	RMD	WDCD	0	5.9285714	5.9285714	-9	0	-9	-9	10.333333	-9	0	0	1
618	1	0	0	GBD	WDCD	0	2.4318349	2.4318349	-9	2.2	-9	-9	3	-9	0	-1	-1
619	1	0	0	RBD	WDCD	0	1.3787879	1.3787879	-9	3.6666667	-9	-9	1.9038462	-9	0	0	0
620	1	3	1	GBD	WDCD	3	1.0512821	1.0512821	-9	0	-9	-9	3.7777778	-9	0	0	1
621	1	3	1	GBD	WDCD	3	2.5813393	2.5813393	-9	0	-9	-9	1.1186441	-9	0	0	1
622	1	0	0	RMD	WDCD	3	8.9756098	8.9756098	-9	1.4705882	0.1	-9	3.4782809	-9	0	0	0
623	1	3	1	GBD	WDCD	3	3.0843373	3.0843373	-9	0	-9	-9	3.1578947	-9	0	0	1
624	1	3	0	GBD	WDCD	3	8.2022472	8.2022472	-9	2.9041086	0.1	5.4166667	10.833333	-9	0	0	0
625	0	3	0	GBD	WDCD	3	2.7874564	2.7874564	-9	19.5	-9	2.1016940	4.2033868	-9	0	0	0
626	0	3	0	GBD	WDCD	3	0.7236842	-1	-9	0.1	-9	-1	1	-9	-9	-9	-9
627	0	3	3	0	WDCD	0	1.616505	-1	-9	0	-9	-1	0.9722222	-1	-9	-9	-9
628	0	3	3	0	WDCD	0	1.8222222	-1	-9	0	-9	-1	2.5	-1	-9	-9	-9
629	0	3	3	0	WDCD	0	2.2816901	-1	-9	0	-9	-1	3.1304348	-1	-9	-9	-9

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
ADVANTAGE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIN (1)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
--	--	--	--	--	--	--	--	--	--	--	--	--	--
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0189753	1
-0	-0	-0	-0	-0	-0	RC	0	0	0	0	0	0.0408497	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0661538	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0355648	1
-0	-0	-0	-0	-0	-0	0	0	0	0	0	0	12.191489	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	9.7333333	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0759494	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	1	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.1	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.9259259	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.3093238	0
-0	-0	-0	-0	-0	-0	0	0	0	0	0	0	0.1	1
-0	-0	-0	-0	-0	-0	0	0	0	0	0	0	0.1	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.6729412	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.2607229	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	1	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.8333333	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.5833333	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.6664667	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.106	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0433333	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0667055	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.0609959	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	-1	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.75	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0.6	0
-0	-0	-0	-0	-0	-0	FC	0	0	0	0	0	0	1
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0	0
-0	-0	-0	-0	-0	-0	BE	0	0	0	0	0	-1	0
-0	-0	-0	-0	-0	-0	FF	0	0	0	0	0	0	0

INPUT #18	INPUT #19	INPUT #20	INPUT #21	INPUT #22	INPUT #23	INPUT #24	INPUT #25	INPUT #26	INPUT #27	INPUT #28	INPUT #29	INPUT #30	OUTPUT #1
RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	RELATIVE	ATTACKERS	ATTACKERS	ATTACKERS	DEFENDERS	DEFENDERS	DEFENDERS	CASUALTY	ATTACKER
MORALE	LOGISTICS	MOMENTUM	INTELLIGENCE	TECHNOLOGY	INITIATIVE	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	PRIMARY	RATIO	WIN (1)
ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	ADVANTAGE	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ATK/DEF	LOSS(0)
ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	ATK (+) TO	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME		
DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	DEF (-)	PART 1	PART 2	PART 3	PART 1	PART 2	PART 3		
0	0	0	0	0	0	FF	0	0	DD	FF	0	3.333333	0
0	0	1	0	0	1	FF	0	0	DD	FF	0	2	0
0	0	1	0	0	1	FF	EE	LF	DD	FF	0	0.4	1
0	0	1	0	0	1	FF	0	0	DD	FF	0	0.4	1
0	0	0	0	0	1	FF	0	0	DD	0	0	3	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.5	0
0	0	0	0	0	1	FF	0	0	DD	FF	0	0.4375	1
0	0	0	0	0	1	FF	0	0	DD	0	0	0.311111	1
0	0	0	0	0	-1	FF	0	0	DD	0	0	9	0
0	0	0	1	0	0	EE	FF	0	DD	0	0	0.5	1
0	0	0	0	0	0	FF	0	0	DD	0	0	4.5	0
0	0	0	0	0	0	FF	0	0	DD	0	0	3.4375	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.75	0
0	0	0	0	0	1	FF	EE	FF	DD	0	0	0.4	1
0	0	1	-1	0	1	DE	0	0	DD	FF	0	0.021739	1
0	0	-1	-1	0	-1	FF	0	0	DD	DE	0	7.34	0
1	0	1	1	0	1	FF	0	0	DD	0	0	0.370506	1
0	1	0	-1	0	-1	FF	RC	0	DD	DE	0	31.364615	0
0	0	0	-1	0	-1	FF	RC	0	DD	DE	0	51.230769	0
0	0	0	-1	0	-1	FF	RC	0	DD	EE	0	12.461538	0
0	0	0	-1	0	-1	FF	RC	0	DD	EE	0	44.230769	0
0	0	1	0	0	1	FF	0	0	DD	0	0	2.554286	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.817333	1
0	0	1	0	0	1	FF	0	0	DD	0	0	2.206030	2
0	0	0	0	0	1	FF	0	0	DD	0	0	1.75	0
0	0	0	0	0	1	FF	0	0	DD	0	0	0.825	0
0	0	0	0	0	0	FF	0	0	DD	DE	0	0.752941	2
0	0	0	0	0	0	FF	0	0	DD	FF	0	1.63	0
0	0	0	0	0	0	FF	0	0	DD	FF	0	1.75	0
0	0	0	-1	0	1	FF	0	0	DD	0	0	1.48	1
0	0	1	0	0	1	FF	0	0	DD	0	0	0.25	1
0	0	1	0	0	1	FF	0	0	DD	0	0	1.25	0
0	0	1	2	0	1	FF	0	0	DD	0	0	0.054054	1
0	0	1	2	0	1	FF	0	0	DD	0	0	0.666667	1
0	0	1	2	0	1	FF	0	0	DD	FF	0	0.393708	1
0	0	1	2	0	1	EE	LR	0	DD	0	0	0.058577	1
0	0	1	2	0	1	FF	RC	0	DD	0	0	0.272727	1
0	0	1	2	0	1	FF	0	0	DD	0	0	1.1	1
-9	-9	-9	-9	-9	-9	FF	0	0	0	0	0	0.255814	0
-9	-9	-9	-9	-9	-9	0	0	0	0	0	0	0.404253	1
-9	-9	-9	-9	-9	-9	0	0	0	0	0	0	0.140243	9
-9	-9	-9	-9	-9	-9	0	0	0	0	0	0	0.074074	1

BATTLE SEQUENCE NUMBER	INPUT #1 1ST WIDTH FRONT ATK/DEF RATIO	INPUT #2 DEFENSIVE POSTURE TYPE 0.1.2.3	INPUT #3 DEFENDERS PRIMARY DEFENSIVE POSTURE	INPUT #4 TERRAIN	INPUT #5 WEATHER	INPUT #6 ATTACKERS SURPRISE OVER DEFENDERS AWARENESS	INPUT #7 TOTAL PERS STR ATK/DEF RATIO	INPUT #8 INIT PERS STR ATK/DEF RATIO	INPUT #9 HORSE CAV ATK/DEF RATIO	INPUT #10 TOT TANK ATK/DEF RATIO	INPUT #11 LITE TANK ATK/DEF RATIO	INPUT #12 MAIN BTTL TANK ATK/DEF RATIO	INPUT #13 NO. ARTY TUBE ATK/DEF RATIO	INPUT #14 CLOSE AIR SFT SORTS ATK/DEF	INPUT #15 RELATIVE COMBAT EFFECTIVENESS ATK (+) TO DEF (-)	INPUT #16 RELATIVE LEADERSHIP ADVANTAGE ATK (+) TO DEF (-)	INPUT #17 RELATIVE TRAINING ADVANTAGE ATK (+) TO DEF (-)
630	0	3	0	0	DOTT	0	0.9602649	-1	-9	9	-1	-1	0.1111111	0	-9	-9	-9
631	0	3	1	0	DOTT	0	0.9444444	-1	-9	9	-1	-1	0.2163775	-9	-9	-9	-9
632	0	3	0	0	WLTT	0	2.08	-1	-9	9	-1	-1	0.25	0	-9	-9	-9
633	0	3	0	0	WLTT	0	0.7948718	-1	-9	9	-1	-1	0.690291	9	-9	-9	-9
634	0	3	3	0	WLTT	0	1.1412639	-1	-9	0.1	-1	-1	3.3333333	-1	-9	-9	-9
635	0	3	0	0	WLTT	0	2.6811594	-1	-9	0.1	-1	-1	2.2588235	1	-9	-9	-9
636	0	3	1	G00	WLTT	0	0.3859155	-1	-9	9	-1	-1	-1	0	-9	-9	-9
637	0	3	3	F80	WLTT	0	2.5024772	-1	-9	2.5625	-1	-1	-1	0	-9	-9	-9
638	0	3	1	F00	D0HD	0	1.6	-1	-9	9	-1	-1	0.125	0	-9	-9	-9
639	0	3	0	F00	D0HD	0	1.1111111	-1	-9	2.4	-1	-1	0.375	-1	-9	-9	-9
640	0	3	1	F80	D0HD	0	1	-1	-9	1	-1	-1	1.3333333	0	-9	-9	-9
641	-1	3	1	G00	D0HD	0	1.2555066	-1	-9	1.0514286	-1	-1	0.6666667	9	-9	-9	-9
642	0	3	1	G00	D0HD	0	1.0466889	-1	-9	0.8120219	-1	-1	0.6666667	0	-9	-9	-9
643	-1	3	1	G00	D0HD	0	0.8549223	-1	-9	0.809901	-1	-1	-1	0	-9	-9	-9
644	0	3	2	F00	DOTT	0	3.5017043	-1	-9	9	-1	-1	1.6	0	-9	-9	-9
645	0	3	1	R00	D0HD	0	1.38	-1	-9	2.140884	-1	-1	-1	0	-9	-9	-9
646	0	3	1	F00	DOTD	0	0.8333333	-1	-9	0.1	-1	-1	0.25	9	-9	-9	-9
647	-1	3	1	R00	D0HD	0	0.8333333	-1	-9	0.825	-1	-1	0.3333333	0	-9	-9	-9
648	0	3	1	F80	DOTD	0	1.5	-1	-9	0.8333333	-1	-1	1.5	9	-9	-9	-9
649	0	3	1	F80	DOTD	0	1.3333333	-1	-9	0.7462687	-1	-1	1.3333333	0	-9	-9	-9
650	0	3	2	F80	D0HD	0	0.9781667	-1	-9	1.8947368	-1	-1	0.84375	9	-9	-9	-9
651	-1	3	2	F80	D0HD	0	0.8084848	-1	-9	0.5882353	-1	-1	0.2083333	9	-9	-9	-9
652	0	3	2	F80	D0HD	0	0.9950249	-1	-9	1	-1	-1	0.2461538	1	-9	-9	-9
653	0	3	1	F00	D0HD	0	0.825	-1	-9	3.125	-1	-1	0.2727273	1	-9	-9	-9
654	0	3	1	F00	DOTD	0	1.7647059	-1	-9	-9	-1	-1	1.2820513	-1	-9	-9	-9
655	0	3	1	G00	DOTD	0	0.8333333	-1	-9	1.875	-1	-1	0.5	-1	-9	-9	-9
656	0	3	1	R00	D0HD	0	1.8	-1	-9	1.425	-1	-1	1.75	0	-9	-9	-9
657	0	3	-1	R00	WLTT	3	0	-1	-9	1.1261667	-1	-1	-1	-1	-9	-9	-9
658	0	3	-1	R00	WLTT	1	1.3999835	-1	-9	0.9150664	-1	-1	-1	-1	-9	-9	-9
659	0	3	0	R00	DOTT	0	0.6567222	-1	-9	0.4036697	-1	-1	0	0	-9	-9	-9
660	0	3	1	R00	WLTT	0	1	-1	-9	1.4	-1	-1	0	0	-9	-9	-9

## APPENDIX B

### LOGIT PROCEDURES

The attached listings are from SAS<sup>™</sup> and consist of the procedural language used to set up and run the logit routine, and include the logit coding of the data, frequency distributions of the data, and several charts used for preliminary data analysis.

```
filename in "/didabal/b/oilie/data/exctotal.csv";
libname out "/didabal/b/oilie/data";
```

```
OPTION LS=150 PS=58 replace ;
```

```
DATA BATTLE2;
  SET OUT.BATTLE;
```

```
* IF LAB54='FF' THEN DLAB54=1;
*   ELSE DLAB54=0;
```

```
* ADD OTHER STATEMENTS HERE ;
```

```
IF LAB12='DSTT' THEN DLAB12=4;
  ELSE IF LAB12='DSHT' THEN DLAB12=3;
    ELSE IF LAB12='WLTT' THEN DLAB12=2;
      ELSE DLAB12=1;
```

```
IF LAB11='RMO' THEN DLAB11=3;
  ELSE IF LAB11='GMO' THEN DLAB11=2;
    ELSE DLAB11=1;
```

```
IF LAB54='FF' THEN DLAB54=2;
  ELSE DLAB54=1;
```

```
IF LAB55='0' THEN DLAB55=3;
  ELSE IF LAB55='00' THEN DLAB55=3;
    ELSE IF LAB55='EE' THEN DLAB55=2;
      ELSE DLAB55=1;
```

```
IF LAB56='0' THEN DLAB56=2;
  ELSE IF LAB56='00' THEN DLAB56=2;
    ELSE DLAB56=1;
```

```
IF LAB57='DD' THEN DLAB57=2;
  ELSE IF LAB57='DD' THEN DLAB57=2;
    ELSE DLAB57=1;
```

```
IF LAB58='FF' THEN DLAB58=2;
  ELSE IF LAB58='0' THEN DLAB58=3;
    ELSE IF LAB58='00' THEN DLAB58=3;
      ELSE DLAB58=1;
```

```
IF LAB59='0' THEN DLAB59=2;
  ELSE IF LAB59='00' THEN DLAB59=2;
```

```

ELSE DLAB59=1;

IF LAB61=-9 THEN LAB61=0;

IF LAB5=-1 THEN LAB5=0.9397405;
IF LAB10=-1 THEN LAB10=0.8939394;
IF LAB14=-1 THEN LAB14=2.1176215;
IF LAB16=-1 THEN LAB16=1.7773871;
IF LAB26=-1 THEN LABA26=0.2991107;
IF LAB28=-1 THEN LAB28=2.0964664;
IF LAB30=-1 THEN LAB30=1.7678282;
IF LAB32=-1 THEN LAB32=1.4788367;
IF LAB34=-1 THEN LAB34=2.1457696;
IF LAB36=-1 THEN LAB36=1.6123929;

/*ADD STATEMENTS TO CHANGE THE INPUT TO BE PERFECT, I.E.,
NOT -9;

ARRAY RECODE (*) lab5 lab9 lab10 LAB13 LAB14 LAB16 LAB26
                LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45
                LAB46 LAB47 LAB48 LAB49 LAB50 LAB51;

Do I =1 to DIM (RECODE)
    IF RECODE (I)=-9 THEN RECODE (I)=.;
END; */

IF LAB5=-9 THEN LAB5=0.9397405;
IF LAB9=-9 THEN LAB9=0.4469697;
IF LAB10=-9 THEN LAB10=0.8939394;
IF LAB13=-9 THEN LAB13=0.4106061;
IF LAB14=-9 THEN LAB14=2.1176215;
IF LAB16=-9 THEN LAB16=1.7773871;
IF LAB26=-9 THEN LAB26=0.2991107;
IF LAB28=-9 THEN LAB28=2.0964664;
IF LAB30=-9 THEN LAB30=1.7678282;
IF LAB32=-9 THEN LAB32=1.4788367;
IF LAB34=-9 THEN LAB34=2.1457696;
IF LAB36=-9 THEN LAB36=1.6123929;
IF LAB44=-9 THEN LAB44=0.1121212;
IF LAB45=-9 THEN LAB45=0.14090901;
IF LAB46=-9 THEN LAB46=0.0242424;
IF LAB47=-9 THEN LAB47=0.2303030;
IF LAB48=-9 THEN LAB48=0.0606061;
IF LAB49=-9 THEN LAB49=0.2166667;
IF LAB50=-9 THEN LAB50=0.0803030;
IF LAB51=-9 THEN LAB51=0.0393939;

```



```

RUN;

/* PROC MEANS;
VAR lab5 lab9 lab10 dlab11 DLAB12 LAB13 LAB14 LAB16 LAB26
    LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45 LAB46 LAB47
    LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55 DLAB56 DLAB57
    DLAB58 DLAB59;

RUN;  */

PROC PLOT;
    PLOT SEQNUM*LAB5;
    PLOT SEQNUM*LAB14;
    PLOT SEQNUM*LAB44;
    PLOT SEQNUM*LAB45;
    PLOT SEQNUM*LAB46;
    PLOT SEQNUM*LAB47;
    PLOT SEQNUM*LAB48;
    PLOT SEQNUM*LAB49;
    PLOT SEQNUM*LAB50;
    PLOT SEQNUM*LAB51;
    PLOT SEQNUM*LAB52;
    PLOT SEQNUM*LAB16;
    PLOT SEQNUM*LAB34;
    PLOT SEQNUM*LAB61;

ENDSAS;

/*
PROC FREQ;
TABLES lab5 lab9 lab10 dlab11 DLAB12 LAB13 LAB14 LAB16 LAB26
    LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45 LAB46 LAB47
    LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55 DLAB56 DLAB57
    DLAB58 DLAB59;
8/

*PROC FREQ;
*   TABLES DLAB11 DLAB12 DLAB54-DLAB59;
*   RUN;

/*PROC FREQ data=battle2;
    TABLES lab61 lab5 lab9 lab10 lab 11 DLAB12 LAB13 LAB14
        LAB16 LAB26 LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45
        LAB46 LAB47 LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55
        DLAB56 DLAB57 DLAB58 DLAB59;

```

```

WHERE SEQNUM<=149;
TITLE " PRE1812 BATTLES";
RUN; */

/*PROC MEANS DATA=BATTLE2;
TITLE " MEANS ON VARIABLE";
RUN; */

*PROC FREQ DATA=BATTLE2;
* TABLES LAB11 LAB12 LAB54-lab59;
* TITLE "FREQUENCIES";
* RUN;

proc logistic data=battle2;
  model lab 61=lab5 lab9 lab10 dlab 11 DLAB12 LAB13 LAB14
    LAB16 LAB26 LAB34 LAB44 LAB45 LAB46 LAB47 LAB48 LAB49
    LAB50 LAB51 DLAB54 DLAB55 DLAB56 DLAB57 DLAB58
    DLAB59/CONVERG=0.025 MAXITER=500
    CTABLE;
  WHERE SEQNUM<=149;

  OUTPUT UT=PRE1812 PRED=PRED;
  TITLE " PERFECT PRE 1812 BATTLES";
  RUN;

proc logistic data=battle2;
  model lab61=lab5 lab 9 lab10 dlab 11 DLAB12 LAB13 LAB14
    LAB16 LAB26 LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45
    LAB46 LAB47 LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55
    DLAB56 LAB57 DLAB58 DLAB59/CTABLE;
  WHERE SEQNUM>149;
  OUTPUT OUT=PST1812 PRED=PRED;
  TITLE "PERFECT POST 1812 BATTLES";
  RUN;

proc logistic data=battle2;
  model lab61=lab5 lab9 lab10 dlab11 DLAB12 LAB13 LAB14
    LAB16 LAB26 LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LAB45
    LAB46 LAB47 LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55
    DLAB56 DLAB57 DLAB58 DLAB59/CTABLE;
  OUTPUT OUT=TOTAL PRED=PRED;
  TITLE 'PERFECT TOTAL DATASET';
  RUN;

ENDSAS;

```

```
proc logistic data=battle2;  
  model lab61=lab5 lab9 lab10 dlab11 DLAB12 LAB13 LAB14  
    LAB16 LAB26 LAB28 LAB30 LAB32 LAB34 LAB36 LAB44 LABA45  
    LAB46 LAB47 LAB48 LAB49 LAB50 LAB51 DLAB54 DLAB55  
    DLAB56 DLAB57 DLAB58 DLAB59 ;  
  WHERE SEQNUM>149;  
  RUN;  
  
ENDSAS;
```

Mon Oct 2 13:42:58 1995 2

exctotal. 2

13:42 Monday, October 2, 1995 2

These are the variable titles

# CONTENTS PROCEDURE

Data Set Name: OOT.BATTLE  
 Member Type: DATA  
 Engine: V809  
 Created: 13:42 Monday, October 2, 1995  
 Last Modified: 13:42 Monday, October 2, 1995  
 Protection:  
 Data Set Type:  
 Label:  
 Observations: 660  
 Variables: 30  
 Indicators: 0  
 Observation Length: 240  
 Deleted Observations: 0  
 Compressed: NO  
 Sorted: NO

## -----Engine/Host Dependent Information-----

Data Set Page Size: 24576  
 Number of Data Set Pages: 7  
 File Format: 607  
 First Data Page: 1  
 Max Obs per Page: 102  
 Obs in First Data Page: 85  
 File Name: /didabal/b/ollie/data/battle.and01  
 Inode Number: 499731  
 Access Permission: rw-r--r--  
 Owner Name: dyde  
 File size (bytes): 180224

## -----Alphabetic List of Variables and Attributes-----

#	Variable	Type	Len	Pos	Label
9	LAB5	Nun	8	64	1ST WIDTH
10	LAB9	Nun	8	72	DEFENSIVE POSTURE
11	LAB10	Nun	8	80	DEFENSIVE PRI DEFENSE
1	LAB11	Char	8	0	TERRAIN
2	LAB12	Char	8	8	WEATHER
12	LAB13	Nun	8	88	ATTACKER SURPRISE
13	LAB14	Nun	8	96	TOTAL FIRM STR
14	LAB16	Nun	8	104	INIT FIRM STR
15	LAB17	Nun	8	112	DEFENSE CAV
16	LAB18	Nun	8	120	DEFENSE TANK
17	LAB19	Nun	8	128	LIVE TANK
18	LAB20	Nun	8	136	MAIN TANK
19	LAB21	Nun	8	144	ARTY TUBES
20	LAB22	Nun	8	152	CLOSE AIR
21	LAB23	Nun	8	160	REL COMBAT RIF
22	LAB24	Nun	8	168	REL LEADERSHIP
23	LAB25	Nun	8	176	REL MORALE
24	LAB26	Nun	8	184	REL LOGISTICS
25	LAB27	Nun	8	192	REL MOMENTUM
26	LAB28	Nun	8	200	REL TECHNOLOGY
27	LAB29	Nun	8	208	REL INITIATIVE
28	LAB30	Nun	8	216	ATTACKER TACTICS #1
29	LAB31	Nun	8	224	ATTACKER TACTICS #2
3	LAB32	Char	8	16	ATTACKER TACTICS #3
4	LAB33	Char	8	24	DEFENDER TACTICS #1
5	LAB34	Char	8	32	DEFENDER TACTICS #2
6	LAB35	Char	8	40	DEFENDER TACTICS #3
7	LAB36	Char	8	48	DEFENDER TACTICS #4
8	LAB37	Char	8	56	DEFENDER TACTICS #5

```
exctotal.' : Mon Oct 2 13:42:58 1995 4 13:42 Monday, October 2, 1995 3
These are the variable titles
CONTENTS PROCEDURE
# Variable Type Len Pos Label
-----
30 LAB61 Num 8 232 TARGET OUTPUT WIN(1) LOSS (0)
```

O		A		B		C		D		E		F		G		H		I		J		K		L		M		N		O		P		Q		R		S		T		U		V		W		X		Y		Z		AA		AB		AC		AD		AE		AF		AG		AH		AI		AJ		AK		AL		AM		AN		AO		AP		AQ		AR		AS		AT		AU		AV		AW		AX		AY		AZ		BA		BB		BC		BD		BE		BF		BG		BH		BI		BJ		BK		BL		BM		BN		BO		BP		BQ		BR		BS		BT		BU		BV		BW		BX		BY		BZ		CA		CB		CC		CD		CE		CF		CG		CH		CI		CJ		CK		CL		CM		CN		CO		CP		CQ		CR		CS		CT		CU		CV		CW		CX		CY		CZ		DA		DB		DC		DD		DE		DF		DG		DH		DI		DJ		DK		DL		DM		DN		DO		DP		DQ		DR		DS		DT		DU		DV		DW		DX		DY		DZ		EA		EB		EC		ED		EE		EF		EG		EH		EI		EJ		EK		EL		EM		EN		EO		EP		EQ		ER		ES		ET		EU		EV		EW		EX		EY		EZ		FA		FB		FC		FD		FE		FF		FG		FH		FI		FJ		FK		FL		FM		FN		FO		FP		FQ		FR		FS		FT		FU		FV		FW		FX		FY		FZ		GA		GB		GC		GD		GE		GF		GG		GH		GI		GJ		GK		GL		GM		GN		GO		GP		GQ		GR		GS		GT		GU		GV		GW		GX		GY		GZ		HA		HB		HC		HD		HE		HF		HG		HH		HI		HJ		HK		HL		HM		HN		HO		HP		HQ		HR		HS		HT		HU		HV		HW		HX		HY		HZ		IA		IB		IC		ID		IE		IF		IG		IH		IJ		IK		IL		IM		IN		IO		IP		IQ		IR		IS		IT		IU		IV		IW		IX		IY		IZ		JA		JB		JC		JD		JE		JF		JG		JH		JI		JJ		JK		JL		JM		JN		JO		JP		JQ		JR		JS		JT		JU		JV		JW		JX		JY		JZ		KA		KB		KC		KD		KE		KF		KG		KH		KI		KJ		KK		KL		KM		KN		KO		KP		KQ		KR		KS		KT		KU		KV		KW		KX		KY		KZ		LA		LB		LC		LD		LE		LF		LG		LH		LI		LJ		LK		LM		LN		LO		LP		LQ		LR		LS		LT		LU		LV		LW		LX		LY		LZ		MA		MB		MC		MD		ME		MF		MG		MH		MI		MJ		MK		ML		MN		MO		MP		MQ		MR		MS		MT		MU		MV		MW		MX		MY		MZ		NA		NB		NC		ND		NE		NF		NG		NH		NI		NJ		NK		NL		NM		NN		NO		NP		NQ		NR		NS		NT		NU		NV		NW		NX		NY		NZ		OA		OB		OC		OD		OE		OF		OG		OH		OI		OJ		OK		OL		OM		ON		OO	
1	1.00000	0	0	0	0	1.0177	1.0177	1.0174	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000	-9.0000																																																																																																																																																																																																																																																																																																																																																																																																																																







[illegible]

exctotal.1 - Mon Oct 2 13:42:58 1995 13										13:42 Monday, October 2, 1995 8									
tbl is the data																			
O	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L
B	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
S	5	9	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
209	1.00000	0	2	0	1.5373	2.9815	0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
210	1.00000	0	0	0	1.3721	0.0000	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
211	0.75000	1	0	1	2.2649	2.4049	1.9874	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
212	0.75000	0	0	3	0.5972	0.5972	0.4873	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
213	1.11111	0	1	0	0.7827	0.7827	0.7827	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
214	0.70000	0	1	0	0.1427	0.1427	1.1111	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
215	0.70000	0	2	0	0.4500	1.5000	1.1111	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
216	1.00000	1	0	0	2.2590	1.7133	2.0728	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
217	1.00000	1	0	0	3.0000	3.0000	0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
218	0.20000	0	2	0	1.9286	1.9286	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
219	1.00000	0	0	0	1.4286	1.4286	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
220	2.00000	0	0	2	8.5000	8.5000	3.4444	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
221	1.25000	0	0	2	2.0000	2.0000	0.9333	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
222	2.40000	2	0	0	1.5000	1.1940	1.2857	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
223	1.20000	0	0	0	0.8053	0.2566	0.7857	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
224	1.00000	0	0	0	1.6549	1.6549	1.6134	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
225	1.00000	0	0	0	1.6667	1.6667	2.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
226	1.00000	0	0	0	3.0000	3.0000	0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
227	1.00000	0	0	0	0.7414	0.7414	0.9250	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
228	1.00000	0	1	0	0.8182	0.8182	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
229	0.50000	0	1	0	2.7500	2.7500	2.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
230	2.66667	0	0	2	11.1111	11.1111	0.1000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
231	1.33333	0	0	0	3.7615	3.7615	0.1000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
232	0.71429	2	0	0	3.4286	3.4286	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
233	1.00000	0	1	2	0.8701	0.8701	0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
234	0.72727	0	0	0	2.1318	2.1318	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
235	0.50000	0	0	2	5.9256	5.9256	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
236	0.83333	0	1	-1	2.2857	2.2857	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
237	0.56250	0	1	-2	1.6667	1.6667	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
238	0.95000	0	1	0	2.4384	2.4384	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
239	0.42483	0	1	1	4.8000	4.8000	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
240	1.00000	0	1	0	3.7500	3.7500	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
241	0.00000	0	1	0	3.4286	3.4286	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
242	1.33333	2	0	0	0.9174	0.9174	0.6667	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
243	1.33333	2	0	0	0.9174	0.9174	0.6667	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
244	1.00000	1	1	0	0.9000	-1.0000	-0.3333	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
245	1.00000	1	0	0	1.4483	-1.0000	2.5714	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
246	1.00000	1	0	0	1.4500	-1.0000	2.5714	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
247	0.83333	1	1	0	1.0129	-1.0000	0.6000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
248	1.00000	1	0	0	0.9164	-0.0000	0.5618	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
249	0.80000	1	0	0	1.2727	0.5909	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
250	2.20000	2	1	0	2.5000	1.3333	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
251	1.85000	1	1	0	1.3333	1.3333	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
252	2.50000	0	2	2	2.0267	2.0267	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
253	1.00000	0	2	0	0.8000	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
254	1.00000	2	0	0	0.7373	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
255	1.00000	0	1	2	0.5200	0.5200	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
256	1.00000	2	0	1	0.9658	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
257	1.00000	2	0	1	0.9658	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
258	1.00000	0	1	0	1.3289	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
259	0.40000	0	1	0	2.5000	-1.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000
260	0.83333	0	1	2	1.9000	1.9000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000	-0.0000





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Mon Oct 2 13:42:58 1995

19

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13:42 Monday, October 2, 1995 11

O	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L
B	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
365	1.00000	2	2	1	6.3196	6.3196	-9.0000	-9.0000	-9.0000	-9.0000	7.4000	-1.0000	0	0	-1	1	0	0	0	0	1
366	1.00000	0	2	1	1.5789	-1.5789	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
367	1.00000	0	2	0	2.0000	-2.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
368	1.00000	0	2	0	12.3936	-12.3936	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
369	1.00000	0	2	2	9.5241	-9.5241	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
370	1.00000	0	2	2	9.5241	-9.5241	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
371	1.00000	0	2	2	13.7761	-13.7761	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
372	1.00000	0	2	0	1.8000	-1.8000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
373	1.00000	0	2	0	1.8000	-1.8000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
374	1.00000	0	2	0	1.6444	-1.6444	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
375	1.00000	0	2	0	2.8578	-2.8578	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
376	1.00000	0	2	0	2.7655	-2.7655	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
377	1.00000	0	2	0	2.1109	-2.1109	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
378	1.00000	0	2	0	1.5058	-1.5058	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
379	1.00000	0	2	0	1.6335	-1.6335	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
380	1.00000	2	1	0	1.1510	-1.1510	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
381	1.00000	2	1	0	1.5784	-1.5784	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
382	1.00000	2	1	0	4.0878	-4.0878	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
383	1.00000	2	1	0	1.2018	-1.2018	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
384	1.00000	0	2	2	2.8038	-2.8038	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
385	1.00000	0	2	2	2.8038	-2.8038	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
386	1.00000	1	1	0	1.0333	-1.0333	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
387	1.00000	0	2	2	2.0953	-2.0953	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
388	1.00000	0	2	2	2.0953	-2.0953	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
389	1.00000	0	2	0	2.1111	-2.1111	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
390	1.00000	0	2	0	2.1753	-2.1753	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	0	1
391	0.37500	0	0	-2	2.4734	-2.4734	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
392	1.00000	0	0	2	0.4678	-0.4678	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
393	1.00000	0	2	0	4.8196	-4.8196	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
394	1.00000	2	0	1	3.0393	-3.0393	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
395	1.00000	2	0	1	1.0393	-1.0393	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
396	1.00000	2	0	1	1.8116	-1.8116	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
397	1.00000	0	0	0	1.5117	-1.5117	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
398	1.00000	0	0	0	1.1613	-1.1613	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
399	1.00000	0	0	0	1.1609	-1.1609	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
400	1.00000	0	0	0	2.1058	-2.1058	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
401	1.00000	0	0	0	2.3241	-2.3241	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
402	1.00000	0	1	0	0.7033	-0.7033	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
403	1.00000	0	1	0	1.8043	-1.8043	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
404	1.00000	0	1	0	2.8298	-2.8298	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
405	1.00000	0	1	0	2.1071	-2.1071	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
406	1.00000	0	1	0	2.1776	-2.1776	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
407	1.00000	0	1	0	3.3046	-3.3046	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
408	1.00000	0	1	1	2.5484	-2.5484	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
409	1.00000	0	1	0	3.3063	-3.3063	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
410	1.00000	0	1	0	1.7941	-1.7941	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
411	1.00000	0	1	0	2.2655	-2.2655	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
412	1.00000	0	1	0	2.1531	-2.1531	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
413	1.00000	0	1	0	1.7310	-1.7310	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
414	1.00000	0	1	0	2.6689	-2.6689	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
415	1.00000	0	2	0	2.8908	-2.8908	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0
416	1.00000	0	2	0	2.5282	-2.5282	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0	0	-1	1	0	0	0	-1	0











ARCTIC 3.1.1 - Mon Oct 2 13:42:58 1995 29										13:42 Monday, October 2, 1995 16									
This is the date																			
O	A	B	C	D	E	F	G	H	I	L	A	B	C	D	E	F	G	H	I
8	5	9	0	3	4	1	1	1	6	2	7	8	9	0	1	2	3	4	5
625	1.00000	3	0	3	2.7875	-1.0000	-9.0000	19.5000	-9.0000	19.5000	-9.0000	19.5000	-9.0000	19.5000	-9.0000	19.5000	-9.0000	19.5000	-9.0000
626	0.00000	3	0	0	0.7237	-1.0000	-9.0000	0.1000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
627	0.00000	3	3	0	1.6117	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
628	0.00000	3	3	0	1.8232	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
629	0.00000	3	3	0	2.2817	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
630	0.00000	3	0	0	0.9603	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
631	0.00000	3	1	0	0.9444	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
632	0.00000	3	0	0	2.0800	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
633	0.00000	3	0	0	0.7949	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
634	0.00000	3	0	0	1.1413	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
635	0.00000	3	0	0	2.6812	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
636	0.00000	3	1	0	0.3859	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
637	0.00000	3	1	0	2.3625	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
638	0.00000	3	1	0	1.8101	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
639	0.00000	3	1	0	1.1911	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
640	0.00000	3	1	0	1.0000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
641	-1.00000	3	1	0	1.2555	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
642	-1.00000	3	1	0	1.0447	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
643	-1.00000	3	1	0	0.8549	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
644	0.00000	3	2	0	3.5017	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
645	0.00000	3	1	0	1.3800	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
646	0.00000	3	1	0	0.8333	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
647	-1.00000	3	1	0	0.8333	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
648	0.00000	3	1	0	1.5000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
649	0.00000	3	1	0	1.3333	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
650	0.00000	3	2	0	0.9792	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
651	-1.00000	3	2	0	0.8095	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
652	0.00000	3	2	0	0.9950	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
653	0.00000	3	1	0	0.6250	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
654	0.00000	3	1	0	1.7647	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
655	0.00000	3	1	0	0.8333	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
656	0.00000	3	1	0	1.8000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
657	0.00000	3	-1	3	0.0000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
658	0.00000	3	-1	1	1.4000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
659	0.00000	3	1	0	0.6567	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000
660	0.00000	3	1	0	1.0000	-1.0000	-9.0000	9.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000	-1.0000

temp2.1at

Tue Oct 3 15:48:07 1995

1

The SAS System

15:48 Tuesday, October 3, 1995 1

1st WIDTR

LAB5	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	30	4.6	30	4.6
0.18	1	0.2	31	4.8
0.2	1	0.2	32	5.0
0.22222	2	0.3	34	5.3
0.2375	2	0.3	36	5.6
0.280952	1	0.2	37	5.7
0.42629	1	0.2	38	5.9
0.435897	1	0.2	39	6.0
0.4375	1	0.2	40	6.2
0.461538	1	0.2	41	6.3
0.466667	1	0.2	42	6.5
0.5	0	0.0	42	6.5
0.514286	1	0.2	43	6.7
0.538462	1	0.2	44	6.9
0.55	1	0.2	45	7.1
0.5625	1	0.2	46	7.3
0.565789	1	0.2	47	7.5
0.571429	3	0.5	50	7.5
0.588235	2	0.3	52	7.8
0.590909	1	0.2	53	8.0
0.6	6	0.9	59	8.9
0.615385	1	0.2	60	9.1
0.625	4	0.6	64	9.7
0.627907	1	0.2	65	9.9
0.633846	1	0.2	66	10.1
0.637951	1	0.2	67	10.3
0.666667	6	0.9	73	11.2
0.675	1	0.2	74	11.4
0.68211	1	0.2	75	11.6
0.7	3	0.5	78	12.1
0.701754	1	0.2	79	12.3
0.703704	1	0.2	80	12.5
0.708333	1	0.2	81	12.7
0.714286	3	0.5	84	13.2
0.727273	1	0.2	85	13.4
0.75	9	1.4	94	14.8
0.75625	1	0.2	95	15.0
0.766667	1	0.2	96	15.2
0.777778	1	0.2	97	15.4
0.78125	2	0.3	99	15.7
0.785874	1	0.2	100	15.9
0.8	4	0.6	104	16.5
0.806452	1	0.2	105	16.7
0.8125	1	0.2	106	16.9
0.833333	4	0.6	110	17.5
0.84375	1	0.2	111	17.7
0.851852	1	0.2	112	17.9
0.853333	1	0.2	113	18.1
0.857143	3	0.5	116	18.6
0.872727	1	0.2	117	18.8
0.875	1	0.2	118	19.0

temp2.1st

Tue Oct 3 15:48:07 1995

2

The SAS System

15:48 Tuesday, October 3, 1995

18T WIDTH

LAB5	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0.88889	2	0.3	128	19.8
0.90108	1	0.2	129	20.0
0.90901	2	0.3	131	20.3
0.91667	1	0.2	132	20.4
0.918919	1	0.2	133	20.6
0.921077	2	0.3	135	20.9
0.925926	1	0.2	136	21.1
0.926829	1	0.2	137	21.2
0.931818	1	0.2	138	21.4
0.95	444	68.7	139	21.5
1.045455	1	0.2	583	90.2
1.066667	3	0.5	584	90.4
1.083333	1	0.2	587	90.9
1.09375	1	0.2	588	91.0
1.11111	1	0.2	589	91.2
1.11611	1	0.2	590	91.3
1.13089	1	0.2	591	91.5
1.135	1	0.2	592	91.6
1.15	1	0.2	593	91.8
1.160714	1	0.2	594	92.0
1.176471	1	0.2	595	92.1
1.2	1	0.2	596	92.3
1.212	2	0.3	597	92.4
1.216286	2	0.3	599	92.7
1.23722	1	0.2	600	92.9
1.24789	1	0.2	601	93.0
1.24982	1	0.2	602	93.2
1.25	2	0.3	604	93.5
1.28	1	0.2	605	93.7
1.3125	1	0.2	606	93.8
1.321629	1	0.2	607	94.0
1.330935	1	0.2	608	94.1
1.333333	5	0.8	613	94.9
1.4	2	0.3	615	95.2
1.421053	1	0.2	616	95.4
1.428571	2	0.3	618	95.7
1.466667	2	0.3	620	96.0
1.5	5	0.8	625	96.7
1.538462	1	0.2	626	96.9
1.555556	1	0.2	627	97.1
1.6	3	0.5	630	97.5
1.666667	2	0.3	632	97.8
1.7	1	0.2	633	98.0
1.818182	1	0.2	636	98.1
1.85	1	0.2	635	98.3
2	3	0.5	638	98.8
2.2	1	0.2	639	98.9
2.34375	1	0.2	640	99.1
2.4	1	0.2	641	99.2
2.5	1	0.2	642	99.4
2.666667	1	0.2	643	99.5

temp2.lst Tue Oct 3 15:48:07 1995 3 15:48 Tuesday, October 3, 1995 3

The SAS System

1ST WIDTH

LAB5	Frequency	Percent	Cumulative Frequency	Cumulative Percent
3	1	0.2	644	99.7
4.571429	1	0.2	645	99.8
6.5	1	0.2	646	100.0

Frequency Missing = 14

DEFENSIVE POSTURE

LAB9	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	501	75.9	501	75.9
1	70	10.6	571	86.5
2	42	6.4	613	92.9
3	47	7.1	660	100.0

DEFENSIVE PRI DEFENSE

LAB10	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	293	44.5	293	44.5
1	164	24.9	457	69.5
2	179	27.2	636	96.7
3	20	3.0	656	99.7
4	2	0.3	658	100.0

Frequency Missing = 2

DLAB11	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	227	31.4	227	31.4
2	80	11.1	307	42.5
3	353	53.5	660	100.0

tamp2.lst                      Tue Oct 3 15:48:07 1995                      4                      15:48 Tuesday, October 3, 1995                      4

the SAS System					
DLAB12	Frequency	Percent	Cumulative Frequency	Cumulative Percent	
1	169	25.6	169	25.6	
2	68	10.3	237	35.9	
3	77	11.7	314	47.6	
4	316	52.4	660	100.0	

ATTACKER SUNRISE					
LAB13	Frequency	Percent	Cumulative Frequency	Cumulative Percent	
-3	3	0.5	3	0.5	
-2	6	0.9	9	1.4	
-1	15	2.3	15	2.3	
0	474	71.8	489	74.1	
1	64	9.7	553	83.8	
2	87	13.2	640	97.0	
3	20	3.0	660	100.0	

temp2.1st

Tue Oct 3 15:40:07 1995

5

The SAS System  
TOTAL PEMS STR

15:48 Tuesday, October 3, 1995

5

LABID	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	1	0.2	1	0.2
0.253514	1	0.2	2	0.3
0.258333	1	0.2	3	0.5
0.26875	1	0.2	4	0.6
0.300461	1	0.2	5	0.8
0.303571	1	0.2	6	0.9
0.32673	1	0.2	7	1.1
0.381333	1	0.2	8	1.3
0.383304	1	0.2	9	1.4
0.385915	1	0.2	10	1.5
0.402685	1	0.2	11	1.7
0.437062	1	0.2	12	1.8
0.438571	1	0.2	13	2.0
0.438109	1	0.2	14	2.1
0.441	1	0.2	15	2.3
0.460724	1	0.2	16	2.4
0.4645	1	0.2	17	2.6
0.454545	1	0.2	18	2.7
0.45635	1	0.2	19	2.9
0.46375	1	0.2	20	3.0
0.46778	1	0.2	21	3.2
0.476614	1	0.2	22	3.3
0.478647	1	0.2	23	3.5
0.493303	1	0.2	24	3.6
0.5	3	0.5	27	4.1
0.507692	1	0.2	28	4.2
0.518387	1	0.2	29	4.4
0.52	1	0.2	30	4.5
0.530713	1	0.2	31	4.7
0.53125	1	0.2	32	4.8
0.543118	1	0.2	33	5.0
0.550293	1	0.2	34	5.2
0.56	1	0.2	35	5.3
0.580271	1	0.2	36	5.5
0.583333	1	0.2	37	5.6
0.597165	1	0.2	38	5.8
0.6	3	0.5	39	5.9
0.604008	1	0.2	40	6.1
0.611111	1	0.2	41	6.2
0.625	2	0.3	43	6.5
0.628571	1	0.2	44	6.7
0.6288	1	0.2	45	6.8
0.630137	1	0.2	46	7.0
0.632813	1	0.2	47	7.1
0.64	1	0.2	48	7.3
0.65	1	0.2	49	7.4
0.650485	1	0.2	50	7.6
0.656722	1	0.2	51	7.7
0.658701	1	0.2	52	7.9
0.66706	1	0.2	53	8.0
0.665816	1	0.2	54	8.2

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camp2.lst      Tue Oct 3 15:48:07 1995      6
The SAS System
TOTAL PERG STA
15:48 Tuesday, October 3, 1995      6

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temp2.1st

Tue Oct 3 15:48:07 1995

8

The SAS System

15:48 Tuesday, October 3, 1995

TOTAL PERM STR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0.986301	1	0.2	175	26.5
0.99359	1	0.2	176	26.7
0.995025	1	0.2	177	26.8
1	13	2.0	190	28.8
1.000455	1	0.2	191	28.9
1.001026	1	0.2	192	29.1
1.012	1	0.2	193	29.2
1.012903	1	0.2	194	29.4
1.017699	1	0.2	195	29.5
1.017886	1	0.2	196	29.7
1.023256	1	0.2	197	29.8
1.033333	2	0.3	199	30.2
1.036364	1	0.2	200	30.3
1.039801	1	0.2	201	30.5
1.040337	1	0.2	202	30.6
1.04083	1	0.2	203	30.8
1.041667	1	0.2	204	30.9
1.044986	1	0.2	205	31.1
1.045455	1	0.2	206	31.2
1.04569	1	0.2	207	31.4
1.046512	1	0.2	208	31.5
1.046699	1	0.2	209	31.7
1.048387	1	0.2	210	31.8
1.04878	1	0.2	211	32.0
1.05	1	0.2	212	32.1
1.051282	1	0.2	213	32.3
1.057163	1	0.2	214	32.4
1.058632	1	0.2	215	32.6
1.068966	1	0.2	216	32.7
1.071629	1	0.2	217	32.9
1.073171	1	0.2	218	33.0
1.075299	1	0.2	219	33.2
1.076923	1	0.2	220	33.3
1.078108	1	0.2	221	33.5
1.080909	1	0.2	222	33.6
1.082236	1	0.2	223	33.8
1.095238	1	0.2	226	34.2
1.1	3	0.5	229	34.4
1.105263	1	0.2	230	34.7
1.11111	2	0.3	232	34.8
1.117647	1	0.2	233	35.0
1.121212	1	0.2	234	35.3
1.125	2	0.3	236	35.5
1.139191	1	0.2	237	35.6
1.143264	1	0.2	238	35.8
1.150995	1	0.2	239	35.9
1.153846	1	0.2	240	36.1
1.159212	1	0.2	241	36.2
1.160901	1	0.2	242	36.4
1.16126	1	0.2	243	36.5
1.162266	1	0.2	244	36.7
1.162791	1	0.2	245	36.7

camp2.lst	Tue Oct 3 15:48:07 1995	9	The SAS System	15:48 Tuesday, October 3, 1995	9
TOTAL PERM STR					
Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent	
1.166667	2	0.1	244	37.0	
1.16875	1	0.2	245	37.3	
1.176712	1	0.2	246	37.4	
1.181818	1	0.2	247	37.4	
1.182759	1	0.2	248	37.4	
1.193673	1	0.2	249	37.7	
1.19511	1	0.2	250	37.9	
1.1975	1	0.2	251	38.0	
1.198375	1	0.2	252	38.2	
1.198476	1	0.2	253	38.3	
1.198476	1	0.2	254	38.3	
1.2	6	0.9	259	39.2	
1.200075	1	0.2	260	39.4	
1.201813	1	0.2	261	39.5	
1.204886	1	0.2	262	39.7	
1.211865	1	0.2	263	39.8	
1.222272	2	0.3	265	40.2	
1.225863	1	0.2	266	40.3	
1.229885	1	0.2	267	40.5	
1.233831	1	0.2	268	40.6	
1.235321	1	0.2	269	40.8	
1.236918	1	0.2	270	40.9	
1.238426	1	0.2	271	41.1	
1.244444	1	0.2	272	41.2	
1.25	6	0.6	278	41.8	
1.25507	1	0.2	279	42.0	
1.26087	1	0.2	280	42.1	
1.264444	1	0.2	281	42.3	
1.26667	1	0.2	282	42.4	
1.268116	1	0.2	283	42.6	
1.269505	1	0.2	284	42.7	
1.27227	1	0.2	285	42.9	
1.281256	1	0.2	286	43.0	
1.28289	1	0.2	287	43.2	
1.3	1	0.2	288	43.3	
1.311665	1	0.2	289	43.5	
1.312432	1	0.2	290	43.6	
1.315789	1	0.2	291	43.8	
1.320008	1	0.2	292	43.9	
1.323329	1	0.2	293	44.1	
1.324638	1	0.2	294	44.2	
1.325443	1	0.2	295	44.4	
1.328904	1	0.2	296	44.5	
1.333333	5	0.8	300	45.3	
1.337838	1	0.2	301	45.5	
1.346154	2	0.3	302	45.8	
1.362205	1	0.2	303	45.9	
1.365854	1	0.2	304	46.1	
1.372084	1	0.2	305	46.2	
1.375	1	0.2	306	46.4	
1.377778	1	0.2	307	46.5	
1.378888	1	0.2	308	46.7	

temp2.1st

Tue Oct 3 15:48:07 1995

10

The SAS System

15:48 Tuesday, October 3, 1995 10

TOTAL PERM STR

LAB14	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.379982	1	0.2	309	46.8
1.38	1	0.2	310	47.0
1.391892	1	0.2	311	47.1
1.399984	1	0.2	312	47.3
1.403576	1	0.2	313	47.4
1.416667	1	0.2	314	47.6
1.428571	2	0.3	316	47.9
1.438932	1	0.2	317	48.0
1.444644	1	0.2	318	48.2
1.448276	1	0.2	319	48.3
1.45	1	0.2	320	48.5
1.462226	1	0.2	321	48.6
1.466283	1	0.2	322	48.8
1.466667	1	0.2	323	48.9
1.46845	1	0.2	324	49.1
1.478735	1	0.2	325	49.2
1.483532	1	0.2	326	49.4
1.4836	1	0.2	327	49.5
1.486415	5	0.8	332	50.3
1.505867	1	0.2	333	50.5
1.521739	2	0.3	335	50.8
1.525	1	0.2	336	50.9
1.526316	1	0.2	337	51.1
1.527108	1	0.2	338	51.2
1.535978	1	0.2	339	51.4
1.537314	1	0.2	340	51.5
1.542857	1	0.2	341	51.7
1.543048	1	0.2	342	51.8
1.552059	1	0.2	343	52.0
1.552186	1	0.2	344	52.1
1.55642	1	0.2	345	52.3
1.559874	1	0.2	346	52.4
1.5625	2	0.3	348	52.7
1.564103	1	0.2	349	52.9
1.578346	1	0.2	350	53.0
1.578947	1	0.2	351	53.2
1.582278	1	0.2	352	53.3
1.58736	1	0.2	353	53.5
1.592105	1	0.2	354	53.6
1.595339	1	0.2	355	53.8
1.6	3	0.5	358	54.2
1.610727	1	0.2	359	54.4
1.61165	1	0.2	360	54.5
1.633504	1	0.2	361	54.7
1.64376	1	0.2	362	54.8
1.644407	1	0.2	363	55.0
1.654867	1	0.2	364	55.2
1.660803	1	0.2	365	55.3
1.666511	1	0.2	366	55.5
1.666667	5	0.8	371	56.2
1.669726	1	0.2	372	56.4

temp2.lst

Tue Oct 3 15:48:07 1995

11

The SAS System

15:48 Tuesday, October 3, 1995 11

TOTAL PERM STA

LAB14	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.674296	1	0.2	373	56.5
1.677852	1	0.2	374	56.7
1.680246	1	0.2	375	56.8
1.682525	1	0.2	376	57.0
1.68497	1	0.2	377	57.1
1.6874	1	0.2	378	57.3
1.700569	1	0.2	379	57.4
1.702959	1	0.2	380	57.6
1.705283	1	0.2	381	57.7
1.707609	1	0.2	382	57.9
1.710009	1	0.2	383	58.0
1.712523	1	0.2	384	58.2
1.714706	1	0.2	385	58.3
1.7169481	1	0.2	386	58.5
1.7185714	1	0.2	387	58.6
1.7194053	1	0.2	388	58.8
1.720074	1	0.2	389	58.9
1.739597	1	0.2	390	59.1
1.8	4	0.6	394	59.7
1.804289	1	0.2	395	59.8
1.805085	1	0.2	396	60.0
1.811321	1	0.2	397	60.2
1.8125	1	0.2	398	60.3
1.822222	1	0.2	399	60.5
1.828932	1	0.2	400	60.6
1.833333	1	0.2	401	60.8
1.847826	1	0.2	402	60.9
1.853279	1	0.2	403	61.1
1.855745	1	0.2	404	61.2
1.859288	1	0.2	405	61.4
1.860347	1	0.2	406	61.5
1.861042	1	0.2	407	61.7
1.866667	1	0.2	408	61.8
1.870046	1	0.2	409	62.0
1.875	2	0.3	411	62.3
1.879399	1	0.2	412	62.4
1.880324	1	0.2	413	62.6
1.892227	1	0.2	414	62.7
1.893458	1	0.2	415	62.9
1.894118	1	0.2	416	63.0
1.9	2	0.3	418	63.3
1.904762	1	0.2	419	63.5
1.909091	1	0.2	420	63.6
1.913043	1	0.2	421	63.8
1.916032	1	0.2	422	63.9
1.928571	1	0.2	423	64.1
1.944444	2	0.3	425	64.4
1.956522	1	0.2	426	64.5
1.96	1	0.2	427	64.7
2	0	0.2	435	65.9
2.01375	1	0.2	436	66.1

tamp2.lst	Tue Oct 3 15:48:07 1995	12	15:48 Tuesday, October 3, 1995 12
The SAS System			
TOTAL PERIS BTR			
LAB14	Frequency	Percent	Cumulative Frequency Percent
2.02145	1	0.2	437 66.2
2.021838	1	0.2	438 66.4
2.026573	1	0.2	439 66.5
2.026667	1	0.2	440 66.7
2.031205	1	0.2	441 66.8
2.035461	1	0.2	442 67.0
2.047812	1	0.2	443 67.1
2.051546	1	0.2	444 67.3
2.055556	1	0.2	445 67.4
2.058675	1	0.2	446 67.6
2.08	1	0.2	447 67.7
2.083333	1	0.2	448 67.9
2.0948	1	0.2	449 68.0
2.095321	2	0.3	451 68.3
2.1	1	0.2	452 68.5
2.10579	1	0.2	453 68.6
2.107125	1	0.2	454 68.8
2.110939	1	0.2	455 68.9
2.111102	1	0.2	456 69.1
2.111111	1	0.2	457 69.2
2.117647	1	0.2	458 69.4
2.131783	1	0.2	459 69.5
2.144741	1	0.2	460 69.7
2.153051	1	0.2	461 69.8
2.162162	1	0.2	462 70.0
2.166667	1	0.2	463 70.2
2.175	1	0.2	464 70.3
2.175258	1	0.2	465 70.5
2.177617	1	0.2	466 70.6
2.1844	1	0.2	467 70.8
2.2	1	0.2	468 70.9
2.20239	1	0.2	469 71.1
2.20708	1	0.2	470 71.2
2.208935	1	0.2	471 71.4
2.207346	1	0.2	472 71.5
2.220497	1	0.2	473 71.7
2.22232	1	0.2	474 71.8
2.22606	1	0.2	475 72.0
2.258962	1	0.2	476 72.1
2.265506	1	0.2	477 72.3
2.266667	1	0.2	478 72.4
2.267516	1	0.2	479 72.6
2.26761	1	0.2	480 72.7
2.28169	1	0.2	481 72.9
2.285714	2	0.3	483 73.2
2.286765	1	0.2	484 73.3
2.3	1	0.2	485 73.5
2.30675	1	0.2	486 73.6
2.324082	1	0.2	487 73.8
2.341197	1	0.2	488 73.9
2.351852	1	0.2	489 74.1

temp2.1at                      Tue Oct 3 15:48:07 1995                      13                      15:48 Tuesday, October 3, 1995 13

The SAS System			
TOTAL PERS STR			
Label	Frequency	Percent	Cumulative Frequency      Percent
2.4	1	0.2	490      74.2
2.417955	1	0.2	491      74.4
2.4304	1	0.2	492      74.5
2.431833	1	0.2	493      74.7
2.438364	1	0.2	494      74.8
2.473604	1	0.2	495      75.0
2.490396	1	0.2	496      75.2
2.498886	1	0.2	497      75.3
2.5	2	0.3	499      75.6
2.528175	1	0.2	500      75.8
2.548644	1	0.2	501      75.9
2.5493	1	0.2	502      76.1
2.562477	1	0.2	503      76.2
2.574542	1	0.2	504      76.4
2.580645	1	0.2	505      76.5
2.625	1	0.2	506      76.7
2.63149	1	0.2	507      76.8
2.644838	1	0.2	508      77.0
2.650524	1	0.2	509      77.1
2.666667	1	0.2	510      77.3
2.688882	1	0.2	511      77.4
2.681159	1	0.2	512      77.6
2.692319	1	0.2	513      77.7
2.707933	1	0.2	514      77.9
2.710056	1	0.2	515      78.0
2.742188	1	0.2	516      78.2
2.745432	1	0.2	517      78.3
2.75	2	0.3	519      78.6
2.765464	1	0.2	520      78.8
2.768293	1	0.2	521      78.9
2.787456	1	0.2	522      79.1
2.803836	1	0.2	523      79.2
2.814815	1	0.2	524      79.4
2.828837	1	0.2	525      79.5
2.832351	1	0.2	526      79.7
2.856322	1	0.2	527      79.8
2.85782	1	0.2	528      80.0
2.866667	1	0.2	529      80.2
2.869822	1	0.2	530      80.3
2.872	1	0.2	531      80.5
2.875	1	0.2	532      80.6
2.880336	1	0.2	533      80.8
2.890815	1	0.2	534      80.9
2.9	2	0.2	535      81.1
2.9188	1	0.2	536      81.2
2.93299	1	0.2	537      81.4
2.939694	1	0.2	538      81.5
2.941794	1	0.2	539      81.7
2.984496	1	0.2	540      81.8
3	3	0.5	543      82.3
3.013167	1	0.2	544      82.4

temp2.lst

Tue Oct 3 15:48:07 1995

14

The SAS System

15:48 Tuesday, October 3, 1995 14

TOTAL PERB STR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
3.01716	1	0.2	545	82.6
3.018239	1	0.2	546	82.7
3.034483	1	0.2	547	82.9
3.039394	2	0.3	549	83.2
3.040514	1	0.2	550	83.3
3.049818	1	0.2	551	83.5
3.052632	1	0.2	552	83.6
3.056749	1	0.2	553	83.8
3.076923	1	0.2	554	83.9
3.084337	1	0.2	555	84.1
3.10641	1	0.2	556	84.2
3.111111	1	0.2	557	84.4
3.11604	1	0.2	558	84.5
3.2	1	0.2	559	84.7
3.230769	1	0.2	560	84.8
3.244444	1	0.2	561	85.0
3.25538	1	0.2	562	85.2
3.271509	1	0.2	563	85.3
3.28544	1	0.2	564	85.5
3.304286	1	0.2	565	85.6
3.323333	1	0.2	566	85.8
3.425678	1	0.2	567	85.9
3.428571	1	0.2	568	86.1
3.454545	1	0.2	569	86.2
3.483971	1	0.2	570	86.4
3.489524	1	0.2	571	86.5
3.501704	2	0.3	573	86.8
3.502143	1	0.2	574	87.0
3.552444	1	0.2	575	87.1
3.6	1	0.2	576	87.3
3.636364	1	0.2	577	87.4
3.65768	1	0.2	578	87.6
3.714286	1	0.2	579	87.7
3.730806	1	0.2	580	87.9
3.75	1	0.2	581	88.0
3.76152	1	0.2	582	88.2
3.828155	1	0.2	583	88.3
3.849416	1	0.2	584	88.5
3.894916	1	0.2	585	88.6
3.928571	1	0.2	586	88.8
3.93808	1	0.2	587	88.9
3.959865	1	0.2	588	89.1
3.97916	1	0.2	589	89.2
4	3	0.5	592	89.7
4.035714	1	0.2	593	89.8
4.087316	1	0.2	594	90.0
4.104335	1	0.2	595	90.2
4.112833	1	0.2	596	90.3
4.182728	1	0.2	597	90.5
4.221765	1	0.2	598	90.6
4.248919	1	0.2	599	90.8



temp2.lst

Tue Oct 3 15:48:07 1995

15

The SAS System

15:48 Tuesday, October 3, 1995 15

TOTAL PERM STR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
4.276793	1	0.2	600	90.9
4.277778	1	0.2	601	91.1
4.35087	1	0.2	602	91.2
4.380952	1	0.2	603	91.4
4.390588	1	0.2	604	91.5
4.408871	1	0.2	605	91.7
4.50187	1	0.2	606	91.8
4.565	1	0.2	607	92.0
4.597439	1	0.2	608	92.1
4.639746	1	0.2	609	92.3
4.65058	1	0.2	610	92.4
4.666667	1	0.2	611	92.6
4.69435	1	0.2	612	92.7
4.726136	1	0.2	613	92.9
4.8	1	0.2	614	93.0
4.806171	1	0.2	615	93.2
4.8196	1	0.2	616	93.3
4.889807	1	0.2	617	93.5
5	1	0.2	618	93.6
5.28	1	0.2	619	93.8
5.483871	1	0.2	620	93.9
5.522339	1	0.2	621	94.1
5.7791	1	0.2	622	94.2
5.860615	1	0.2	623	94.4
5.86543	1	0.2	624	94.5
5.86711	1	0.2	625	94.7
5.925633	1	0.2	626	94.8
5.928571	1	0.2	627	95.0
6.25	1	0.2	628	95.2
6.265769	1	0.2	629	95.3
6.309002	1	0.2	630	95.5
6.319617	1	0.2	631	95.6
6.34069	1	0.2	632	95.8
6.34438	1	0.2	633	95.9
6.4008	1	0.2	634	96.1
6.574074	1	0.2	635	96.2
6.619539	1	0.2	636	96.4
6.923077	1	0.2	637	96.5
6.97561	1	0.2	638	96.7
7.082333	1	0.2	639	96.8
7.564034	1	0.2	640	97.0
7.566235	1	0.2	641	97.1
7.777778	1	0.2	642	97.3
7.904	1	0.2	643	97.4
7.92206	1	0.2	644	97.6
8.202247	1	0.2	645	97.7
8.5	1	0.2	646	97.9
9.46294	1	0.2	647	98.0
9.541	1	0.2	648	98.2
9.56787	1	0.2	649	98.3
			650	98.5

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temp2.lst      Tue Oct 3 15:48:07 1995      16      15:48 Tuesday, October 3, 1995 16

The SAS System
TOTAL PENS $TR
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LAB14  Frequency  Percent  Cumulative  Cumulative
-----
11.11111      1      0.2      631      98.6
11.44444      1      0.2      632      98.8
11.88889      1      0.2      633      99.0
11.91806      1      0.2      634      99.1
11.91103      1      0.2      635      99.2
12.33333      1      0.2      636      99.4
13.77612      1      0.2      637      99.5
15.05174      1      0.2      638      99.7
16.34857      1      0.2      639      99.8
16.62333      1      0.2      640     100.0

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temp2.lst      Tue Oct 3 15:48:07 1995      17      15:48 Tuesday, October 3, 1995 17

The SAS System  
INIT PEMS STR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	21	3.9	21	3.9
0.253534	1	0.2	22	4.1
0.254637	1	0.2	23	4.3
0.258333	1	0.2	24	4.4
0.26875	1	0.2	25	4.6
0.28333	1	0.2	26	4.8
0.303571	1	0.2	27	5.0
0.32673	1	0.2	28	5.2
0.334616	1	0.2	29	5.4
0.381333	1	0.2	30	5.5
0.383304	1	0.2	31	5.7
0.4	2	0.4	33	6.1
0.411765	1	0.2	34	6.3
0.427062	1	0.2	35	6.5
0.428571	1	0.2	36	6.6
0.441	1	0.2	37	6.8
0.442353	1	0.2	38	7.0
0.446254	1	0.2	39	7.2
0.446519	1	0.2	40	7.4
0.454545	1	0.2	41	7.6
0.464375	1	0.2	42	7.7
0.467778	1	0.2	43	7.9
0.471629	1	0.2	44	8.1
0.476614	1	0.2	45	8.3
0.478667	1	0.2	46	8.5
0.488372	1	0.2	47	8.7
0.5	2	0.4	49	9.0
0.507692	1	0.2	50	9.2
0.518387	1	0.2	51	9.4
0.52	1	0.2	52	9.6
0.530713	1	0.2	53	9.8
0.53125	1	0.2	54	10.0
0.542118	1	0.2	55	10.1
0.550293	1	0.2	56	10.3
0.561816	1	0.2	57	10.5
0.580271	1	0.2	58	10.7
0.582323	1	0.2	59	10.9
0.595909	1	0.2	60	11.1
0.597845	1	0.2	61	11.3
0.597842	1	0.2	62	11.5
0.6	1	0.2	63	11.6
0.611311	1	0.2	64	11.8
0.625	1	0.2	65	12.0
0.630137	1	0.2	66	12.2
0.632813	1	0.2	67	12.4
0.64	1	0.2	68	12.5
0.650465	1	0.2	69	12.7
0.658701	1	0.2	70	12.9
0.665816	1	0.2	71	13.1
0.683411	1	0.2	72	13.3
			73	13.5

tamp2.1at

Tue Oct 3 15:48:07 1995

18

The SAS System  
INIT PERM STR

15:48 Tuesday, October 3, 1995 18

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0.485714	1	0.2	74	13.7
0.486525	1	0.2	75	13.8
0.487332	1	0.2	76	14.0
0.492308	1	0.2	77	14.2
0.494006	1	0.2	78	14.4
0.494275	1	0.2	79	14.6
0.703257	1	0.2	80	14.8
0.704333	1	0.2	81	14.9
0.710208	1	0.2	82	15.1
0.714286	2	0.4	84	15.5
0.72	1	0.2	85	15.7
0.720588	1	0.2	86	15.9
0.727273	1	0.2	87	16.1
0.733333	1	0.2	88	16.2
0.738496	1	0.2	89	16.4
0.741379	1	0.2	90	16.6
0.745554	1	0.2	91	16.8
0.75	2	0.4	93	17.2
0.757576	1	0.2	94	17.3
0.76	1	0.2	95	17.5
0.766667	2	0.4	97	17.9
0.777778	2	0.4	99	18.3
0.780654	1	0.2	100	18.5
0.792453	1	0.2	101	18.6
0.797277	1	0.2	102	18.8
0.8	3	0.6	105	19.4
0.801749	1	0.2	106	19.6
0.802556	1	0.2	107	19.7
0.802808	1	0.2	108	19.9
0.818182	2	0.4	110	20.3
0.827277	1	0.2	111	20.5
0.828529	1	0.2	112	20.7
0.828125	1	0.2	113	20.8
0.831609	1	0.2	114	21.0
0.833333	2	0.4	116	21.4
0.838937	1	0.2	117	21.6
0.84	1	0.2	118	21.8
0.84058	1	0.2	119	22.0
0.844037	1	0.2	120	22.1
0.845143	1	0.2	121	22.3
0.845	1	0.2	122	22.5
0.852081	1	0.2	123	22.7
0.855462	1	0.2	124	22.9
0.863655	1	0.2	125	23.1
0.87005	1	0.2	126	23.2
0.870775	1	0.2	127	23.4
0.871265	1	0.2	128	23.6
0.874126	1	0.2	129	23.8
0.88	1	0.2	130	24.0
0.884615	1	0.2	131	24.2
0.888889	1	0.2	132	24.4

temp2.lst

Tue Oct 3 15:48:07 1995

19

The SAS System  
INIT PERS STR

15:48 Tuesday, October 3, 1995 19

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0.89498	1	0.2	133	24.5
0.90801	1	0.2	134	24.7
0.92265	1	0.2	135	24.9
0.93661	1	0.2	136	25.1
0.94847	1	0.2	137	25.3
0.95854	1	0.2	138	25.5
0.96851	1	0.2	139	25.6
0.97851	1	0.2	140	25.8
0.98851	1	0.2	141	26.0
0.99653	1	0.2	142	26.2
0.9975	2	0.4	143	26.4
0.99976	1	0.2	144	26.6
0.99994	1	0.2	145	26.8
0.99996	1	0.2	146	26.9
0.997752	1	0.2	147	27.1
0.961538	1	0.2	148	27.3
0.961668	1	0.2	149	27.5
0.962704	1	0.2	150	27.7
0.970874	1	0.2	151	27.9
0.973451	1	0.2	152	28.0
0.976609	1	0.2	153	28.2
0.981651	1	0.2	154	28.4
0.986301	1	0.2	155	28.6
0.99359	1	0.2	156	28.8
1	9	1.7	165	30.4
1.001026	1	0.2	166	30.6
1.003827	1	0.2	167	30.8
1.017429	1	0.2	168	31.0
1.018466	1	0.2	169	31.2
1.033312	2	0.4	171	31.5
1.033312	1	0.2	172	31.7
1.040337	1	0.2	173	31.9
1.041467	1	0.2	174	32.1
1.044986	1	0.2	175	32.3
1.045455	1	0.2	176	32.5
1.04558	1	0.2	177	32.7
1.045512	1	0.2	178	32.8
1.048387	1	0.2	179	33.0
1.05	2	0.4	181	33.4
1.051282	1	0.2	182	33.6
1.057143	1	0.2	183	33.8
1.073171	1	0.2	184	33.9
1.075299	1	0.2	185	34.1
1.078108	1	0.2	186	34.3
1.090909	1	0.2	187	34.5
1.095238	1	0.2	188	34.7
1.1	3	0.6	191	35.2
1.105263	1	0.2	192	35.4
1.111111	2	0.4	194	35.8
1.117647	1	0.2	195	36.0
1.125	2	0.4	197	36.3
1.126761	1	0.2	198	36.5

camp2.1st      Tue Oct 3 15:48:07 1995      20      15:48 Tuesday, October 3, 1995 20

The SAS System

INIT PERS STR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.132737	1	0.2	139	36.7
1.139191	1	0.2	200	37.5
1.147541	1	0.2	201	37.7
1.150995	1	0.2	202	37.9
1.160901	1	0.2	203	38.1
1.161246	1	0.2	204	38.3
1.162266	1	0.2	205	38.5
1.162791	1	0.2	206	38.7
1.164667	1	0.2	207	38.9
1.174712	1	0.2	208	39.1
1.183673	1	0.2	209	39.3
1.185567	1	0.2	210	39.5
1.1875	1	0.2	211	39.7
1.188375	1	0.2	212	39.9
1.190476	1	0.2	213	40.1
1.19403	1	0.2	214	40.3
1.2	3	0.6	217	40.6
1.200075	1	0.2	218	40.8
1.201813	1	0.2	219	41.0
1.204886	1	0.2	220	41.2
1.210526	1	0.2	221	41.4
1.211865	1	0.2	222	41.6
1.220339	1	0.2	223	41.8
1.222222	2	0.4	225	42.0
1.225863	1	0.2	226	42.2
1.228885	1	0.2	227	42.4
1.233831	1	0.2	228	42.6
1.235521	1	0.2	229	42.8
1.244444	1	0.2	230	43.0
1.25	3	0.6	233	43.3
1.2576	1	0.2	234	43.5
1.26097	1	0.2	235	43.7
1.264667	1	0.2	236	43.9
1.269505	1	0.2	237	44.1
1.291756	1	0.2	238	44.3
1.309816	1	0.2	239	44.5
1.311665	1	0.2	240	44.7
1.312432	1	0.2	241	44.9
1.315789	1	0.2	242	45.1
1.320008	1	0.2	243	45.3
1.325443	1	0.2	244	45.5
1.333333	2	0.4	246	45.7
1.337838	1	0.2	247	45.9
1.346154	1	0.2	248	46.1
1.362205	1	0.2	249	46.3
1.375	1	0.2	250	46.5
1.377778	1	0.2	251	46.7
1.378788	1	0.2	252	46.9
1.379982	1	0.2	253	47.1
1.391892	1	0.2	254	47.3
1.403576	1	0.2	255	47.5

temp2.lst

Tue Oct 3 15:48:07 1995

21

The SAS System

15:48 Tuesday, October 3, 1995 21

INIT PERM STA

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.428571	3	0.6	350	47.6
1.436892	1	0.2	259	47.8
1.444444	1	0.2	260	48.0
1.45	1	0.2	261	48.2
1.462226	1	0.2	262	48.3
1.466893	1	0.2	263	48.5
1.46865	1	0.2	264	48.7
1.478125	1	0.2	265	48.9
1.483525	1	0.2	266	49.1
1.4836	1	0.2	267	49.3
1.500814	1	0.2	268	49.4
1.505847	1	0.2	269	49.6
1.521739	2	0.4	271	50.0
1.525	1	0.2	272	50.2
1.526316	1	0.2	273	50.4
1.527108	1	0.2	274	50.6
1.535978	1	0.2	275	50.7
1.542857	1	0.2	276	50.9
1.543048	1	0.2	277	51.1
1.552059	1	0.2	278	51.3
1.559322	1	0.2	279	51.5
1.5625	2	0.4	281	51.8
1.564103	1	0.2	282	52.0
1.578366	1	0.2	283	52.2
1.578947	1	0.2	284	52.4
1.59734	1	0.2	285	52.6
1.592105	1	0.2	286	52.8
1.595339	1	0.2	287	53.0
1.6	2	0.4	289	53.3
1.610727	1	0.2	290	53.5
1.633504	1	0.2	291	53.7
1.64374	1	0.2	292	53.9
1.654807	1	0.2	293	54.1
1.65805	1	0.2	294	54.3
1.66467	4	0.7	298	55.0
1.67436	1	0.2	299	55.2
1.677842	1	0.2	300	55.4
1.68826	1	0.2	301	55.5
1.69697	1	0.2	302	55.7
1.700569	1	0.2	303	55.9
1.727273	1	0.2	304	56.1
1.730959	1	0.2	305	56.3
1.740009	1	0.2	306	56.5
1.745923	1	0.2	307	56.6
1.75	1	0.2	308	56.8
1.75415	1	0.2	309	57.0
1.769481	1	0.2	310	57.2
1.785714	1	0.2	311	57.4
1.794053	1	0.2	312	57.6
1.797937	1	0.2	313	57.7
1.798074	1	0.2	314	57.9

tamp2.lst

Tue Oct 3 15:48:07 1995

22

The SAS System

15:48 Tuesday, October 3, 1995 22

INIT PERS STR

LAB16	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.8	2	0.4	316	58.3
1.804289	1	0.2	317	58.5
1.805085	1	0.2	318	58.7
1.828932	1	0.2	319	58.9
1.833333	1	0.2	320	59.0
1.847826	1	0.2	321	59.2
1.852279	1	0.2	322	59.4
1.852286	1	0.2	323	59.6
1.862454	1	0.2	324	59.8
1.866667	1	0.2	325	60.0
1.870046	1	0.2	326	60.2
1.875	1	0.2	327	60.3
1.879389	1	0.2	328	60.5
1.880324	1	0.2	329	60.7
1.892227	1	0.2	330	60.9
1.893458	1	0.2	331	61.1
1.894118	1	0.2	332	61.3
1.9	2	0.4	334	61.6
1.904762	1	0.2	335	61.8
1.909091	1	0.2	336	62.0
1.913043	1	0.2	337	62.2
1.914832	1	0.2	338	62.4
1.928571	1	0.2	339	62.5
1.944444	1	0.2	340	62.7
1.95	1	0.2	341	62.9
1.96	1	0.2	342	63.1
2	6	1.1	348	64.2
2.01375	1	0.2	349	64.4
2.02145	1	0.2	350	64.6
2.021702	1	0.2	351	64.8
2.021838	1	0.2	352	64.9
2.024573	1	0.2	353	65.1
2.026667	1	0.2	354	65.3
2.047913	1	0.2	355	65.5
2.055556	2	0.4	357	65.9
2.058675	1	0.2	358	66.1
2.066667	1	0.2	359	66.2
2.093023	1	0.2	360	66.4
2.0948	1	0.2	361	66.6
2.095321	2	0.4	363	67.0
2.1	1	0.2	364	67.2
2.10579	1	0.2	365	67.3
2.107125	1	0.2	366	67.5
2.111102	1	0.2	367	67.7
2.113111	1	0.2	368	67.9
2.131783	1	0.2	369	68.1
2.144741	1	0.2	370	68.3
2.151051	1	0.2	371	68.5
2.162162	1	0.2	372	68.6
2.175258	1	0.2	373	68.8
2.17617	1	0.2	374	69.0



temp2.1st

Tue Oct 3 15:48:07 1995

23

The SAS System

15:48 Tuesday, October 3, 1995 23

INIT PERS STR

LAB16	Frequency	Percent	Cumulative Frequency	Cumulative Percent
2.1944	1	0.2	375	69.2
2.2	1	0.2	376	69.4
2.200389	1	0.2	377	69.6
2.202703	1	0.2	378	69.7
2.204935	1	0.2	379	69.9
2.207346	1	0.2	380	70.1
2.220497	1	0.2	381	70.3
2.222223	1	0.2	382	70.5
2.257143	1	0.2	383	70.7
2.265506	1	0.2	384	70.8
2.266467	1	0.2	385	71.0
2.26781	1	0.2	386	71.2
2.28714	1	0.4	388	71.6
2.3	1	0.2	389	71.8
2.306482	1	0.2	390	72.0
2.30875	1	0.2	391	72.1
2.324083	1	0.2	392	72.3
2.337237	1	0.2	393	72.5
2.341197	1	0.2	394	72.7
2.387097	1	0.2	395	72.9
2.4	1	0.2	396	73.1
2.417955	1	0.2	397	73.2
2.4304	1	0.2	398	73.4
2.431835	1	0.2	399	73.6
2.438364	1	0.2	400	73.8
2.473404	1	0.2	401	74.0
2.490196	1	0.2	402	74.2
2.498686	1	0.2	403	74.4
2.528175	1	0.2	404	74.5
2.548616	1	0.2	405	74.7
2.558614	1	0.2	406	74.9
2.576542	1	0.2	407	75.1
2.580645	1	0.2	408	75.3
2.63149	1	0.2	409	75.5
2.646838	1	0.2	410	75.6
2.650624	1	0.2	411	75.8
2.668882	1	0.2	412	76.0
2.692319	1	0.2	413	76.2
2.707933	1	0.2	414	76.4
2.720056	1	0.2	415	76.6
2.742188	1	0.2	416	76.8
2.745432	1	0.2	417	76.9
2.75	1	0.2	418	77.1
2.751841	1	0.2	419	77.3
2.765464	1	0.2	420	77.5
2.787456	1	0.2	421	77.7
2.803836	1	0.2	422	77.9
2.814815	1	0.2	423	78.0
2.829837	1	0.2	424	78.2
2.832351	1	0.2	425	78.4
2.854322	1	0.2	426	78.6

tamp2.lst	Tue Oct 3 15:48:07 1995	24	The SAS System	15:48 Tuesday, October 3, 1995	24
INIT PERS STR					
Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent	
2.85782	1	0.2	427	78.8	
2.86467	1	0.2	428	79.0	
2.86922	1	0.2	429	79.2	
2.872	1	0.2	430	79.3	
2.875	1	0.2	431	79.5	
2.89015	1	0.2	432	79.7	
2.9108	1	0.2	433	79.9	
2.93289	1	0.2	434	80.1	
2.935494	1	0.2	435	80.3	
2.941794	1	0.2	436	80.4	
2.941401	1	0.2	437	80.6	
2.944596	1	0.2	438	80.8	
3	3	0.6	441	81.4	
3.01716	1	0.2	442	81.5	
3.018239	1	0.2	443	81.7	
3.039294	2	0.4	445	82.1	
3.040514	1	0.2	446	82.3	
3.049818	1	0.2	447	82.5	
3.052633	1	0.2	448	82.7	
3.056769	1	0.2	449	82.8	
3.076923	1	0.2	450	83.0	
3.084337	1	0.2	451	83.2	
3.10661	1	0.2	452	83.4	
3.111111	1	0.2	453	83.6	
3.11604	1	0.2	454	83.8	
3.20769	1	0.2	455	83.9	
3.244444	1	0.2	456	84.1	
3.252388	1	0.2	457	84.3	
3.271509	1	0.2	458	84.5	
3.284884	1	0.2	459	84.7	
3.305288	1	0.2	460	84.9	
3.33333	1	0.2	461	85.1	
3.34325	1	0.2	462	85.2	
3.425478	1	0.2	463	85.4	
3.438571	1	0.2	464	85.6	
3.44444	1	0.2	465	85.8	
3.45545	1	0.2	466	86.0	
3.48371	1	0.2	467	86.2	
3.501704	1	0.2	468	86.3	
3.502143	1	0.2	469	86.5	
3.514807	1	0.2	470	86.7	
3.552444	1	0.2	471	86.9	
3.6	1	0.2	472	87.1	
3.636364	1	0.2	473	87.3	
3.714286	1	0.2	474	87.5	
3.730886	1	0.2	475	87.6	
3.75	1	0.2	476	87.8	
3.76152	1	0.2	477	88.0	
3.828155	1	0.2	478	88.2	
3.892346	1	0.2	479	88.4	
3.896916	1	0.2	480	88.6	

temp2.lst

Tue Oct 3 15:48:07 1995

25

The GAS System  
INIT PERS STR

15:48 Tuesday, October 3, 1995 25

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
3.928571	1	0.2	481	88.7
3.93808	1	0.2	482	88.9
4.035714	1	0.2	483	89.1
4.087838	1	0.2	484	89.3
4.104235	1	0.2	485	89.5
4.187778	1	0.2	486	89.7
4.231765	1	0.2	487	89.9
4.248919	1	0.2	488	90.0
4.274793	1	0.2	489	90.2
4.277778	1	0.2	490	90.4
4.306368	1	0.2	491	90.6
4.390588	1	0.2	492	90.8
4.408871	1	0.2	493	91.0
4.50187	1	0.2	494	91.1
4.597429	1	0.2	495	91.3
4.639744	1	0.2	496	91.5
4.65058	1	0.2	497	91.7
4.666667	1	0.2	498	91.9
4.69435	1	0.2	499	92.1
4.728154	1	0.2	500	92.3
4.8	1	0.2	501	92.4
4.804171	1	0.2	502	92.6
4.8196	1	0.2	503	92.8
4.941176	1	0.2	504	93.0
5.28	1	0.2	505	93.2
5.443711	1	0.2	506	93.4
5.52319	1	0.2	507	93.5
5.721	1	0.2	508	93.7
5.848077	1	0.2	509	93.9
5.86815	1	0.2	510	94.1
5.86711	1	0.2	511	94.3
5.925633	1	0.2	512	94.5
5.928571	1	0.2	513	94.6
6.245769	1	0.2	514	94.8
6.309002	1	0.2	515	95.0
6.319617	1	0.2	516	95.2
6.34069	1	0.2	517	95.4
6.344138	1	0.2	518	95.6
6.4008	1	0.2	519	95.8
6.574074	1	0.2	520	95.9
6.97561	1	0.2	521	96.1
7.082333	1	0.2	522	96.3
7.904	1	0.2	523	96.5
7.939204	1	0.2	524	96.7
8.202247	1	0.2	525	96.9
8.5	1	0.2	526	97.0
9.46294	1	0.2	527	97.2
9.541	1	0.2	528	97.4
9.566787	1	0.2	529	97.6
11.11111	1	0.2	530	97.8
			531	98.0

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temp2.lst      Tue Oct  3 15:48:07 1995      26      15:48 Tuesday, October 3, 1995 26

The SAS System
INIT PERS STX

LAB16  Frequency  Percent  Cumulative  Cumulative
-----+-----+-----+-----+-----
11.42857 1 0.2 532 98.2
11.81818 1 0.2 533 98.3
11.91806 1 0.2 534 98.5
11.97103 1 0.2 535 98.7
12.19355 1 0.2 536 98.9
12.77612 1 0.2 537 99.1
13.88689 1 0.2 538 99.3
15.05174 1 0.2 539 99.4
16.16457 1 0.2 540 99.6
16.42353 1 0.2 541 99.8
17.5 1 0.2 542 100.0

Frequency Missing = 118

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temp2.1st

Tue Oct 3 15:48:07 1995

27

The SAS System

15:48 Tuesday, October 3, 1995 27

HORSE CAV

LAB26	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	30	17.6	30	17.6
0.1	3	1.8	33	19.4
0.25	1	0.6	34	20.0
0.294118	1	0.6	35	20.6
0.3	1	0.6	36	21.2
0.333333	1	0.6	37	21.8
0.351383	1	0.6	38	22.4
0.386667	1	0.6	39	22.9
0.4	1	0.6	40	23.5
0.416667	1	0.6	41	24.1
0.460787	1	0.6	42	24.7
0.487325	1	0.6	43	25.3
0.576923	1	0.6	44	25.9
0.583333	1	0.6	45	26.5
0.6	3	1.8	48	28.2
0.613385	1	0.6	49	28.8
0.625	3	1.8	52	30.6
0.648618	1	0.6	53	31.2
0.666667	5	2.9	58	34.1
0.675	1	0.6	59	34.7
0.681818	1	0.6	60	35.3
0.689555	1	0.6	61	35.9
0.7	1	0.6	62	36.5
0.723604	1	0.6	63	37.1
0.728597	1	0.6	64	37.6
0.75	1	0.6	65	38.2
0.775	1	0.6	66	38.8
0.78125	1	0.6	67	39.4
0.785714	2	1.2	69	40.6
0.81524	2	1.2	71	41.8
0.833333	1	0.6	72	42.4
0.837143	2	1.2	74	43.5
0.854031	1	0.6	75	44.1
0.857143	2	1.2	77	45.3
0.9	2	1.2	79	46.5
0.904545	1	0.6	80	47.1
0.909091	1	0.6	81	47.6
0.925	1	0.6	82	48.2
0.933333	1	0.6	83	48.8
0.9375	1	0.6	84	49.4
0.941374	1	0.6	85	50.0
0.949721	1	0.6	86	50.6
0.975	1	0.6	87	51.2
1	14	8.2	101	59.4
1.05	1	0.6	102	60.0
1.071429	1	0.6	103	60.6
1.081081	1	0.6	104	61.2
1.085714	1	0.6	105	61.8
1.1	1	0.6	106	62.4
1.111111	3	1.8	109	64.1
1.121091	1	0.6	110	64.7

temp2.1st Tue Oct 3 15:48:07 1995 28 15:48 Tuesday, October 3, 1995 28

The SAS System  
HORSE CAV

LAB26	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.125	1	0.6	111	65.3
1.176471	1	0.6	112	65.9
1.2	1	0.6	113	66.5
1.230769	1	0.6	114	67.1
1.25	2	1.2	116	68.2
1.285714	2	1.2	118	69.4
1.3	1	0.6	119	70.0
1.318182	1	0.6	120	70.6
1.349206	1	0.6	121	71.2
1.384615	1	0.6	122	71.8
1.4	2	1.2	124	72.9
1.40625	1	0.6	125	73.5
1.425	1	0.6	126	74.1
1.438571	1	0.6	127	74.7
1.44	1	0.6	128	75.3
1.45	1	0.6	129	75.9
1.470588	1	0.6	130	76.5
1.5	1	0.6	131	77.1
1.525256	1	0.6	132	77.6
1.546923	1	0.6	133	78.2
1.57172	1	0.6	134	78.8
1.6	1	0.6	135	79.4
1.615185	1	0.6	136	80.0
1.64252	1	0.6	137	80.6
1.673	1	0.6	138	81.2
1.68	1	0.6	139	81.8
1.714286	2	1.2	141	82.9
1.7508	1	0.6	142	83.5
1.851852	1	0.6	143	84.1
1.88	1	0.6	144	84.7
1.94742	1	0.6	145	85.3
2	9	5.3	154	90.6
2.073807	1	0.6	155	91.2
2.125	1	0.6	156	91.8
2.2	1	0.6	157	92.4
2.272727	1	0.6	158	92.9
2.4424	1	0.6	159	93.5
2.491979	1	0.6	160	94.1
2.571429	1	0.6	161	94.7
2.6	2	1.2	163	95.9
2.8	1	0.6	164	96.5
3.333333	1	0.6	165	97.1
3.484444	1	0.6	166	97.6
4.5	1	0.6	167	98.2
4.75	1	0.6	168	98.8
6.125	1	0.6	169	99.4
9	1	0.6	170	100.0
10.78056	1	0.6	170	100.0

Frequency Missing = 490

temp2.1st

Tue Oct 3 15:48:07 1995

29

The SAS System

15:48 Tuesday, October 3, 1995 29

TOT TANK

LAB28	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	11	3.6	11	3.6
0.035714	1	0.3	12	3.9
0.05	1	0.3	13	4.2
0.1	13	4.2	26	8.4
0.133333	1	0.3	27	8.7
0.352861	1	0.3	28	9.1
0.40367	1	0.3	29	9.4
0.40678	1	0.3	30	9.7
0.424528	1	0.3	31	10.0
0.484186	1	0.3	32	10.4
0.488889	1	0.3	33	10.7
0.52	1	0.3	34	11.0
0.533961	1	0.3	35	11.3
0.588235	1	0.3	36	11.7
0.612022	1	0.3	37	12.0
0.622222	1	0.3	38	12.3
0.625	1	0.3	39	12.6
0.66129	1	0.3	40	12.9
0.700441	1	0.3	41	13.3
0.714286	1	0.3	42	13.6
0.716607	1	0.3	43	13.9
0.733333	1	0.3	44	14.2
0.76249	2	0.6	46	14.9
0.769786	1	0.3	47	15.2
0.771729	1	0.3	48	15.5
0.784786	1	0.3	49	15.9
0.785464	1	0.3	50	16.2
0.791809	1	0.3	51	16.5
0.809501	1	0.3	52	16.9
0.820648	1	0.3	53	17.2
0.821705	1	0.3	54	17.5
0.824121	1	0.3	55	17.8
0.833333	1	0.3	56	18.1
0.857143	1	0.3	57	18.4
0.868726	1	0.3	58	18.8
0.884319	1	0.3	59	19.1
0.897887	1	0.3	60	19.4
0.915566	1	0.3	61	19.7
0.924528	1	0.3	62	20.1
0.943089	1	0.3	63	20.4
0.98419	1	0.3	64	20.7
1	5	1.6	69	22.3
1.027132	1	0.3	70	22.7
1.032787	1	0.3	71	23.0
1.051429	1	0.3	72	23.3
1.052632	2	0.6	74	23.9
1.059666	1	0.3	75	24.3
1.071429	2	0.6	77	24.9
1.081081	1	0.3	78	25.2
1.125	1	0.3	79	25.6
1.129167	1	0.3	80	25.9

temp2.lst

Tue Oct 3 15:48:07 1995

30

The SAS System

15:48 Tuesday, October 3, 1995 30

TOT TAIR

Label	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.13	1	0.3	81	26.2
1.144444	1	0.3	82	26.5
1.152846	1	0.3	83	26.9
1.160607	1	0.3	84	27.2
1.168111	1	0.3	85	27.5
1.2	1	0.3	86	27.8
1.218274	1	0.3	87	28.2
1.268868	1	0.3	88	28.5
1.279507	1	0.3	89	28.8
1.287129	1	0.3	90	29.1
1.288235	1	0.3	91	29.4
1.295775	1	0.3	92	29.8
1.307692	2	0.6	94	30.4
1.358974	1	0.3	95	30.7
1.365385	1	0.3	96	31.1
1.373333	1	0.3	97	31.4
1.378788	1	0.3	98	31.7
1.4	1	0.3	99	32.0
1.403361	1	0.3	100	32.4
1.416667	1	0.3	101	32.7
1.425	1	0.3	102	33.0
1.43662	1	0.3	103	33.3
1.470388	1	0.3	104	33.7
1.5	2	0.6	106	34.3
1.563478	1	0.3	107	34.6
1.585106	1	0.3	108	35.0
1.651316	1	0.3	109	35.3
1.672414	1	0.3	110	35.6
1.748735	2	0.6	112	36.2
1.783019	1	0.3	113	36.6
1.79661	1	0.3	114	36.9
1.8	2	0.6	116	37.5
1.875	1	0.3	117	37.9
1.884615	1	0.3	118	38.2
1.894737	3	1.0	121	39.2
1.896226	1	0.3	122	39.5
1.927773	1	0.3	123	39.8
1.954522	1	0.3	124	40.1
1.96	1	0.3	125	40.5
1.962963	2	0.6	127	41.1
1.969432	1	0.3	128	41.4
2.037356	1	0.3	129	41.7
2.089147	1	0.3	130	42.1
2.094595	1	0.3	131	42.4
2.096286	1	0.3	132	42.7
2.115385	1	0.3	133	43.0
2.133333	1	0.3	134	43.4
2.140884	1	0.3	135	43.7
2.162857	1	0.3	136	44.0
2.163265	1	0.3	137	44.3
2.198889	1	0.3	138	44.7



tamp2.lst

Tue Oct 3 15:48:07 1995

31

The SAS System

15:48 Tuesday, October 3, 1995 31

TOT TANK

Lab20	Frequency	Percent	Cumulative Frequency	Cumulative Percent
2.2	1	0.3	139	45.0
2.358065	1	0.3	140	45.3
2.275	1	0.3	141	45.6
3.361842	1	0.3	142	46.0
2.4	2	0.6	144	46.6
2.409091	1	0.3	145	46.9
2.416667	1	0.3	146	47.2
2.488889	1	0.3	147	47.6
2.5	2	0.6	149	48.2
2.52381	2	0.6	151	48.9
2.5625	1	0.3	152	49.2
2.592803	1	0.3	153	49.5
2.593333	1	0.3	154	49.8
2.61	1	0.3	155	50.2
2.657143	1	0.3	156	50.5
2.690909	1	0.3	157	50.8
2.90411	1	0.3	158	51.1
2.907143	1	0.3	159	51.5
2.966667	1	0.3	160	51.8
3	1	0.3	161	52.1
3.057143	1	0.3	162	52.4
3.066667	1	0.3	163	52.8
3.125	1	0.3	164	53.1
3.285714	1	0.3	165	53.4
3.318182	2	0.6	167	54.0
3.333333	3	0.9	170	54.6
3.333333	3	0.9	173	55.3
3.371429	2	0.6	174	55.7
3.6	3	1.0	177	56.3
3.65	1	0.3	178	57.2
3.6625	1	0.3	179	57.6
3.66667	1	0.3	180	57.9
3.75	1	0.3	181	58.3
3.821667	1	0.3	182	58.6
3.95	1	0.3	183	58.9
4	1	0.3	184	59.2
4.051282	2	0.6	186	59.5
4.064516	1	0.3	187	60.2
4.15	1	0.3	188	60.5
4.15846	1	0.3	189	60.8
4.25	1	0.3	190	61.2
4.457143	1	0.3	191	61.5
4.53174	1	0.3	192	61.8
4.764045	1	0.3	193	62.1
4.789474	1	0.3	194	62.5
4.816182	1	0.3	195	62.8
4.906977	1	0.3	196	63.1
4.953381	1	0.3	197	63.4
5.03462	1	0.3	198	63.8
5.095338	1	0.3	199	64.1
	1	0.3	199	64.4

temp2.1et      Tue Oct 3 15:48:07 1995      32      15:48 Tuesday, October 3, 1995 32

The SAS System

NOT TALK

LAB28	Frequency	Percent	Cumulative Frequency	Cumulative Percent
5.163616	1	0.3	200	66.7
5.168421	1	0.3	201	65.0
5.6	1	0.3	202	65.4
5.452174	1	0.3	203	65.7
5.818182	1	0.3	204	66.0
5.82	1	0.3	205	66.3
5.861111	1	0.3	206	66.7
5.904762	1	0.3	207	67.0
5.9375	1	0.3	208	67.3
6.083333	1	0.3	209	67.6
6.225	1	0.3	210	68.0
7.107692	1	0.3	211	68.3
7.1875	1	0.3	212	68.6
7.325529	1	0.3	213	68.9
7.333333	1	0.3	214	69.3
7.5	1	0.3	215	69.6
8.33746	1	0.3	216	69.9
8.32	1	0.3	217	70.2
9	75	24.3	292	94.5
9.727273	1	0.3	293	94.8
9.8	1	0.3	294	95.1
10.30635	1	0.3	295	95.5
10.48387	1	0.3	296	95.8
10.76056	1	0.3	297	96.1
11.72222	1	0.3	298	96.4
12.42105	1	0.3	299	96.8
12.625	1	0.3	300	97.1
13.06887	1	0.3	301	97.4
14.6516	1	0.3	302	97.7
15.6	1	0.3	303	98.1
15.3	1	0.3	304	98.4
16.3	1	0.3	305	98.7
18.8	1	0.3	306	99.0
19.3	1	0.3	307	99.4
19.875	1	0.3	308	99.7
21.13333	1	0.3	309	100.0

Frequency Missing = 351

temp2.1et

Tue Oct 3 15:48:07 1995

33

The SAS System

15:48 Tuesday, October 3, 1995 33

LIFE TANK

LAB30	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	4	2.2	4	2.2
0.1	25	13.5	29	15.7
0.45	1	0.5	30	16.2
0.5	2	1.1	32	17.3
0.511905	1	0.5	33	17.8
0.555556	1	0.5	34	18.4
0.571429	2	1.1	36	19.5
0.6	1	0.5	37	20.0
0.7	1	0.5	38	20.5
0.733333	1	0.5	39	21.1
0.857143	1	0.5	40	21.6
0.869565	1	0.5	41	22.2
1	3	1.6	44	23.8
1.131111	1	0.5	45	24.3
1.174671	1	0.5	46	24.9
1.25	1	0.5	47	25.4
1.333333	2	1.1	49	26.5
1.384615	1	0.5	50	27.0
1.5	1	0.5	51	27.6
1.666667	2	1.1	53	28.6
1.8	1	0.5	54	29.2
2	1	0.5	55	29.7
2.333333	2	1.1	57	30.8
2.5	1	0.5	58	31.4
2.727273	1	0.5	59	31.9
2.903226	1	0.5	60	32.4
3	2	1.1	62	33.5
5.666667	1	0.5	63	34.1
8.076923	1	0.5	64	34.6
8.333333	1	0.5	65	35.1
9	118	63.8	183	98.9
15	1	0.5	184	99.5
19.75	1	0.5	185	100.0

Frequency Missing = 475

temp2.lst

Tue Oct 3 15:48:07 1995

34

The SAS System

15:48 Tuesday, October 3, 1995 34

MAIN TASK

LAB32	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	9	3.9	9	3.9
0.1	10	4.3	19	8.3
0.133333	1	0.4	20	8.7
0.2	1	0.4	21	9.1
0.233333	1	0.4	22	9.6
0.278689	1	0.4	23	10.0
0.40578	1	0.4	24	10.4
0.481328	1	0.4	25	10.9
0.488889	1	0.4	26	11.3
0.505618	1	0.4	27	11.7
0.540541	1	0.4	28	12.2
0.702439	1	0.4	29	12.6
0.725806	1	0.4	30	13.0
0.730964	1	0.4	31	13.5
0.733333	1	0.4	32	13.9
0.733896	1	0.4	33	14.3
0.745102	1	0.4	34	14.8
0.749784	1	0.4	35	15.2
0.731704	1	0.4	36	15.7
0.731339	1	0.4	37	16.1
0.782609	1	0.4	38	16.5
0.784241	1	0.4	39	17.0
0.785185	1	0.4	40	17.4
0.8	1	0.4	41	17.8
0.850632	1	0.4	42	18.3
0.859873	1	0.4	43	18.7
0.859385	1	0.4	44	19.1
0.874652	1	0.4	45	19.6
0.904959	1	0.4	46	20.0
0.925764	1	0.4	47	20.4
0.9442	1	0.4	48	20.9
0.987654	1	0.4	49	21.3
1.041657	1	0.4	50	21.7
1.071429	2	0.9	51	22.2
1.081081	1	0.4	53	23.0
1.101124	1	0.4	54	23.5
1.121212	1	0.4	55	23.9
1.13	1	0.4	56	24.3
1.141026	1	0.4	57	24.8
1.153846	1	0.4	58	25.3
1.157895	1	0.4	59	25.7
1.166667	1	0.4	60	26.1
1.173213	1	0.4	61	26.5
1.228395	1	0.4	62	27.0
1.232877	1	0.4	63	27.4
1.253521	1	0.4	64	27.8
1.273148	1	0.4	65	28.3
1.28	1	0.4	66	28.7
1.295775	1	0.4	67	29.1
1.307692	2	0.9	68	29.6
			70	30.4

camp2.1et

Tue Oct 3 15:48:07 1995

35

The SAS System

15:48 Tuesday, October 3, 1995 35

MAIN TANK

LAB31	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.354167	1	0.4	71	10.9
1.447205	1	0.4	72	31.3
1.448276	1	0.4	73	31.7
1.5	1	0.4	74	32.2
1.508475	1	0.4	75	32.6
1.543678	1	0.4	76	33.0
1.586957	1	0.4	77	33.5
1.603448	1	0.4	78	33.9
1.648140	2	0.9	80	34.8
1.693727	2	0.9	82	35.7
1.788462	1	0.4	83	36.1
1.8	2	0.9	85	37.0
1.816337	1	0.4	86	37.4
1.825	1	0.4	87	37.8
1.866477	1	0.4	88	38.3
1.894737	1	0.4	89	38.7
1.895833	1	0.4	90	39.1
2	2	0.9	92	40.0
2.014085	1	0.4	93	40.4
2.027277	1	0.4	94	40.9
2.04	1	0.4	95	41.3
2.102941	1	0.4	96	41.7
2.119048	2	0.9	98	42.6
2.13561	1	0.4	99	43.0
2.162857	1	0.4	100	43.5
2.162963	1	0.4	101	43.9
2.2	1	0.4	102	44.3
2.204545	1	0.4	103	44.8
2.241071	1	0.4	104	45.2
2.258437	1	0.4	105	45.7
2.266667	2	0.9	107	46.5
2.274042	1	0.4	108	47.0
2.307892	1	0.4	109	47.4
2.4	2	0.4	110	47.8
2.5	2	0.9	112	48.7
2.533333	1	0.4	113	49.1
2.54737	1	0.4	114	49.6
2.6073	1	0.4	115	50.0
2.733333	1	0.4	116	50.4
2.857143	1	0.4	117	50.9
2.921077	1	0.4	118	51.3
2.966667	3	1.3	121	52.6
3	1	0.4	122	53.0
3.05618	1	0.4	123	53.5
3.057143	1	0.4	124	53.9
3.272727	2	0.9	126	54.8
3.333333	1	0.4	127	55.2
3.419048	1	0.4	128	55.7
3.534886	1	0.4	129	56.1
3.571429	2	0.9	131	57.0
3.6	1	0.4	132	57.4

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temp2.lat      Tue Oct 3 15:48:07 1995      36      15:48 Tuesday, October 3, 1995 36

The SAS System
MAIN TASK

L3332  Frequency  Percent  Cumulative  Cumulative
-----+-----+-----+-----+-----
3.666667  1  0.4  133  57.1
3.719298  1  0.4  134  58.3
3.730769  1  0.4  135  58.7
3.75  1  0.4  136  59.1
3.806818  1  0.4  137  59.4
3.83871  1  0.4  138  60.0
3.875  1  0.4  139  60.4
3.913063  1  0.4  140  60.9
3.971429  1  0.4  141  61.3
3.974359  2  0.9  143  62.2
4.045455  1  0.4  144  62.6
4.173913  1  0.4  145  63.0
4.222222  1  0.4  146  63.5
4.25  1  0.4  147  63.9
4.285714  2  0.9  149  64.8
4.676923  1  0.4  150  65.2
4.684211  1  0.4  151  65.7
4.8  2  0.9  153  66.5
4.866667  1  0.4  154  67.0
4.95  1  0.4  155  67.4
5.028571  1  0.4  156  67.8
5.233333  1  0.4  157  68.3
5.375  1  0.4  158  68.7
5.761905  1  0.4  159  69.1
5.823329  1  0.4  160  69.6
5.973333  1  0.4  161  70.0
7.30393  1  0.4  162  70.4
7.478261  1  0.4  163  70.9
7.665161  1  0.4  164  71.3
8.466667  1  0.4  165  71.7
8.83798  1  0.4  166  72.2
9.5625  54  20.2  222  86.5
10.66667  1  0.4  223  87.0
11.3  1  0.4  224  87.4
12.4  1  0.4  225  87.8
14.4  1  0.4  226  88.3
15.93333  1  0.4  227  88.7
19.5  1  0.4  228  89.1
19.91667  1  0.4  229  89.6
19.91667  1  0.4  230  90.0

Frequency Missing = 430

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temp2.1st

Tue Oct 3 15:48:07 1995

37

The SAS System

15:48 Tuesday, October 3, 1995 37

ARTY TUBES

LAB#	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	73	12.7	73	12.7
0.04	1	0.2	74	12.8
0.050955	1	0.2	75	13.0
0.060858	1	0.2	76	13.2
0.071439	1	0.2	77	13.3
0.083333	1	0.2	78	13.5
0.1	5	0.9	83	14.4
0.111111	2	0.3	85	14.7
0.125	1	0.2	86	14.9
0.166667	1	0.2	87	15.1
0.175	1	0.2	88	15.3
0.2	1	0.2	89	15.4
0.207493	1	0.2	90	15.6
0.208333	1	0.2	91	15.8
0.216578	1	0.2	92	15.9
0.216779	1	0.2	93	16.1
0.222222	1	0.2	94	16.3
0.225352	1	0.2	95	16.5
0.234375	1	0.2	96	16.6
0.24	1	0.2	97	16.8
0.246154	1	0.2	98	17.0
0.25	4	0.7	102	17.7
0.26	1	0.2	103	17.9
0.272727	1	0.2	104	18.0
0.285714	1	0.2	105	18.2
0.292683	1	0.2	106	18.4
0.298137	1	0.2	107	18.5
0.299331	1	0.2	108	18.7
0.3	1	0.2	109	18.9
0.30303	1	0.2	110	19.1
0.3115	1	0.2	111	19.2
0.315789	1	0.2	112	19.4
0.325	1	0.2	113	19.6
0.333333	1	0.2	114	19.8
0.342105	1	0.2	115	19.9
0.342857	1	0.2	116	20.1
0.345244	1	0.2	117	20.3
0.347458	1	0.2	118	20.5
0.36071	1	0.2	119	20.6
0.372	1	0.2	120	20.8
0.375	1	0.2	121	21.0
0.38	1	0.2	122	21.1
0.385889	1	0.2	123	21.3
0.39381	1	0.2	124	21.5
0.401099	1	0.2	125	21.7
0.41655	1	0.2	126	21.8
0.43735	1	0.2	127	22.0
0.44444	2	0.3	129	22.4
0.45	1	0.2	130	22.5
0.45552	1	0.2	131	22.7
0.461538	1	0.2	132	22.9

temp2.lst

Tue Oct 3 15:48:07 1995

38

The SAS System

15:48 Tuesday, October 3, 1995 38

AMT TONES

LAB34	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0.46667	1	0.2	133	23.1
0.487805	4	0.7	134	23.2
0.517311	1	0.2	138	23.9
0.52567	1	0.2	139	24.1
0.529412	1	0.2	140	24.3
0.53719	1	0.2	141	24.4
0.545455	3	0.5	142	24.6
0.571429	2	0.3	145	25.1
0.571429	2	0.3	147	25.5
0.572368	1	0.2	148	25.6
0.576923	1	0.2	149	25.8
0.583333	1	0.2	150	26.0
0.594595	1	0.2	151	26.2
0.59901	1	0.2	152	26.3
0.6	1	0.2	153	26.5
0.60167	1	0.2	154	26.7
0.605042	1	0.2	155	26.9
0.60697	1	0.2	156	27.0
0.61245	1	0.2	157	27.2
0.615385	1	0.2	158	27.4
0.629371	1	0.2	159	27.6
0.631579	1	0.2	160	27.7
0.63469	1	0.2	161	27.9
0.635294	1	0.2	162	28.1
0.636364	1	0.2	163	28.2
0.638298	1	0.2	164	28.4
0.64	1	0.2	165	28.6
0.65025	1	0.2	166	28.8
0.66667	7	1.2	173	30.0
0.699029	1	0.2	174	30.2
0.7	1	0.2	175	30.3
0.705882	1	0.2	176	30.5
0.734264	1	0.2	177	30.7
0.736842	1	0.2	178	30.8
0.737216	1	0.2	179	31.0
0.742857	1	0.2	180	31.2
0.744891	1	0.2	181	31.4
0.749333	1	0.2	182	31.6
0.75	4	0.7	186	32.2
0.763125	1	0.2	187	32.4
0.769331	1	0.2	188	32.6
0.78382	1	0.2	189	32.8
0.785714	1	0.2	190	32.9
0.791667	1	0.2	191	33.1
0.794872	1	0.2	192	33.3
0.795238	1	0.2	193	33.4
0.796875	1	0.2	194	33.6
0.8	2	0.3	196	34.0
0.813333	1	0.2	197	34.1
0.813559	1	0.2	198	34.3
0.833333	1	0.2	199	34.5



temp2.1nt	Tue Oct 3 15:48:07 1995	39	The SAS System	15:48 Tuesday, October 3, 1995	39
ARTY TUBES					
LAB14	Frequency	Percent	Cumulative Frequency	Cumulative Percent	
0.81913	1	0.3	200	34.7	
0.84325	1	0.3	201	34.8	
0.84528	1	0.3	202	35.0	
0.860437	1	0.3	203	35.2	
0.864865	1	0.3	204	35.4	
0.87037	1	0.3	205	35.5	
0.877005	1	0.3	206	35.7	
0.888889	2	0.3	208	36.0	
0.9	1	0.3	209	36.2	
0.902703	1	0.3	210	36.4	
0.911111	1	0.3	211	36.6	
0.915094	1	0.3	212	36.7	
0.917188	1	0.3	213	36.9	
0.923077	1	0.3	214	37.1	
0.928571	1	0.3	215	37.3	
0.946429	1	0.3	216	37.4	
0.95	1	0.3	217	37.6	
0.950495	1	0.3	218	37.8	
0.958333	1	0.3	219	38.0	
0.96	1	0.3	220	38.1	
0.967743	2	0.3	222	38.3	
0.96875	1	0.3	223	38.6	
0.972222	1	0.3	224	38.8	
0.986726	1	0.3	225	39.0	
1	13	2.1	237	41.1	
1.01	1	0.3	238	41.2	
1.012987	1	0.3	239	41.4	
1.014493	1	0.3	240	41.6	
1.01845	1	0.3	241	41.8	
1.020408	1	0.3	242	41.9	
1.024786	1	0.3	243	42.1	
1.028571	1	0.3	244	42.3	
1.031915	1	0.3	245	42.5	
1.032258	1	0.3	246	42.6	
1.041667	2	0.3	248	43.0	
1.049837	1	0.3	249	43.2	
1.050505	1	0.3	250	43.3	
1.052083	1	0.3	251	43.5	
1.058824	1	0.3	252	43.7	
1.0625	1	0.3	253	43.8	
1.064887	1	0.3	254	44.0	
1.066667	1	0.3	255	44.2	
1.076074	2	0.3	257	44.5	
1.078967	1	0.3	258	44.7	
1.083333	1	0.3	259	44.9	
1.086957	1	0.3	260	45.1	
1.089744	1	0.3	261	45.2	
1.090809	1	0.3	262	45.4	
1.092593	1	0.3	263	45.6	
1.1	1	0.3	264	45.8	
1.111111	2	0.3	266	46.1	

temp2.lst Tue Oct 3 15:48:07 1995 40 15:48 Tuesday, October 3, 1995 40

The SAS System

ASTY TUBES

LAB36	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.116779	1	0.2	267	46.3
1.118644	1	0.2	268	46.4
1.122449	1	0.2	269	46.6
1.123288	1	0.2	270	46.8
1.12963	1	0.2	271	47.0
1.133333	1	0.2	272	47.1
1.135417	1	0.2	273	47.3
1.142857	1	0.2	274	47.5
1.148936	1	0.2	275	47.7
1.152542	1	0.2	276	47.8
1.156167	1	0.2	277	48.0
1.166667	1	0.2	278	48.2
1.183333	1	0.2	279	48.4
1.190789	1	0.2	280	48.5
1.193548	1	0.2	281	48.7
1.2	5	0.9	286	49.6
1.20904	1	0.2	287	49.7
1.235294	1	0.2	288	49.9
1.242908	1	0.2	289	50.1
1.247863	1	0.2	290	50.3
1.25	1	0.2	291	50.4
1.268116	1	0.2	292	50.6
1.277778	2	0.3	294	51.0
1.282051	1	0.2	295	51.1
1.283951	1	0.2	296	51.3
1.285714	1	0.2	297	51.5
1.296875	1	0.2	298	51.6
1.300813	1	0.2	299	51.8
1.314229	1	0.2	300	52.0
1.3225	1	0.2	301	52.2
1.327778	1	0.2	302	52.3
1.333333	9	1.6	311	53.9
1.338423	1	0.2	312	54.1
1.357143	1	0.2	313	54.2
1.363333	1	0.2	314	54.4
1.37	1	0.2	315	54.6
1.394737	2	0.3	317	54.9
1.407592	1	0.2	318	55.1
1.419643	1	0.2	319	55.3
1.420561	1	0.2	320	55.5
1.428571	5	0.9	325	56.3
1.4375	1	0.2	326	56.5
1.454545	1	0.2	327	56.7
1.455596	1	0.2	328	56.8
1.5	6	1.0	334	57.9
1.507592	1	0.2	335	58.1
1.511111	1	0.2	336	58.3
1.514019	1	0.2	339	58.6
1.51634	1	0.2	340	58.9
1.519508	1	0.2	341	59.1
1.521739	1	0.2	342	59.3

tamp2.lst	Tue Oct 3 15:48:07 1995	41	15:48 Tuesday, October 3, 1995	41
The SAS System				
ARTY TUBES				
LAB34	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1.533333	1	0.2	343	59.4
1.533784	2	0.3	345	59.8
1.540984	1	0.2	346	60.0
1.5625	1	0.2	347	60.1
1.568182	1	0.2	348	60.3
1.571429	1	0.2	349	60.5
1.572368	1	0.2	350	60.7
1.586777	1	0.2	351	60.8
1.6	6	1.0	357	61.9
1.625	1	0.2	358	62.0
1.666667	2	0.3	360	62.4
1.678049	1	0.2	361	62.6
1.7	1	0.2	362	62.7
1.714286	3	0.5	365	63.3
1.72826	1	0.2	366	63.4
1.75	4	0.7	370	64.1
1.776	1	0.2	371	64.3
1.77778	2	0.3	373	64.6
1.8	4	0.7	377	65.3
1.818182	1	0.2	378	65.5
1.819672	1	0.2	379	65.7
1.82248	1	0.2	380	65.9
1.823233	1	0.2	381	66.0
1.824832	1	0.2	382	66.2
1.846811	1	0.2	383	66.4
1.879231	1	0.2	384	66.6
1.893	1	0.2	385	66.7
1.891892	1	0.2	386	66.9
1.892857	1	0.2	387	67.1
1.9	2	0.3	389	67.4
1.903846	1	0.2	390	67.6
1.912089	1	0.2	391	67.8
1.915254	1	0.2	392	67.9
1.921053	1	0.2	393	68.1
1.920265	1	0.2	394	68.3
1.93333	1	0.2	395	68.5
1.950617	1	0.2	396	68.6
1.95748	1	0.2	397	68.8
1.967857	1	0.2	398	69.0
1.972222	1	0.2	399	69.2
1.974359	1	0.2	400	69.3
1.980392	1	0.2	401	69.5
2	11	1.9	412	71.4
2.015909	1	0.2	413	71.6
2.017241	1	0.2	414	71.8
2.039216	1	0.2	415	71.9
2.069767	1	0.2	416	72.1
2.090385	1	0.2	417	72.3
2.096774	1	0.2	418	72.4
2.102363	1	0.2	419	72.6
2.109589	1	0.2	420	72.8

temp2.lst

Tue Oct 3 15:48:07 1995

42

The SAS System

15:48 Tuesday, October 3, 1995 42

ANTI TUBES

LAB#4	Frequency	Percent	Cumulative Frequency	Cumulative Percent
2.125	1	0.2	421	73.0
2.131579	1	0.2	422	73.1
2.2	2	0.3	424	73.5
2.239885	1	0.2	425	73.7
2.243902	1	0.2	426	73.8
2.258824	1	0.2	427	74.0
2.266	1	0.2	428	74.2
2.285714	1	0.2	429	74.4
2.280076	1	0.2	430	74.5
2.346875	1	0.2	431	74.7
2.366706	1	0.2	432	74.9
2.375	1	0.2	433	75.0
2.376671	1	0.2	434	75.2
2.39	1	0.2	435	75.4
2.393463	1	0.2	436	75.6
2.4	2	0.3	438	75.9
2.428571	1	0.2	439	76.1
2.464266	1	0.2	440	76.3
2.485753	1	0.2	441	76.4
2.49566	1	0.2	442	76.6
2.5	4	0.7	446	77.3
2.50746	1	0.2	447	77.5
2.56	1	0.2	448	77.6
2.5892	1	0.2	449	77.8
2.621751	1	0.2	450	78.0
2.64202	1	0.2	451	78.2
2.658466	1	0.2	452	78.3
2.6825	1	0.2	453	78.5
2.702703	1	0.2	454	78.7
2.707337	1	0.2	455	78.9
2.711664	1	0.2	456	79.0
2.741379	1	0.2	457	79.2
2.75	1	0.2	458	79.4
2.778107	1	0.2	459	79.5
2.8	1	0.2	460	79.7
2.904762	2	0.3	462	80.1
2.927461	1	0.2	463	80.2
2.941176	1	0.2	464	80.4
3	3	0.5	467	80.9
3.01	1	0.2	468	81.1
3.047337	1	0.2	469	81.3
3.058219	1	0.2	470	81.5
3.130435	1	0.2	471	81.6
3.15	1	0.2	472	81.8
3.157895	1	0.2	473	82.0
3.200403	1	0.2	474	82.1
3.210273	1	0.2	475	82.3
3.272727	1	0.2	476	82.5
3.293556	1	0.2	477	82.7
3.3	2	0.3	479	83.0
3.333333	1	0.2	480	83.2

temp2.lst Tue Oct 3 15:48:07 1995 43

The SAS System

15:48 Tuesday, October 3, 1995 43

ARTT TUBES

LAB34	Frequency	Percent	Cumulative Frequency	Cumulative Percent
3.428571	1	0.2	481	83.4
3.448276	1	0.2	482	83.5
3.478261	1	0.2	483	83.7
3.513514	1	0.2	484	83.9
3.583333	1	0.2	485	84.1
3.666667	1	0.2	486	84.2
3.7	2	0.3	488	84.6
3.704762	1	0.2	489	84.7
3.733333	1	0.2	490	84.9
3.75	1	0.2	491	85.1
3.777778	1	0.2	492	85.3
3.8425	1	0.2	493	85.4
3.857143	1	0.2	494	85.6
3.8875	1	0.2	495	85.8
3.902439	1	0.2	496	86.0
4	1	0.2	497	86.1
4.0025	1	0.2	498	86.3
4.117647	1	0.2	499	86.5
4.2025	1	0.2	500	86.7
4.318867	1	0.2	501	86.8
4.42322	1	0.2	502	87.0
4.44444	1	0.2	503	87.2
4.470388	1	0.2	504	87.3
4.5425	1	0.2	505	87.5
4.568182	1	0.2	506	87.7
4.617647	1	0.2	507	87.9
4.65425	1	0.2	508	88.0
4.666667	1	0.2	509	88.2
4.8	1	0.2	510	88.4
4.938571	1	0.2	511	88.6
5	1	0.2	512	88.7
5.075	1	0.2	513	88.9
5.245283	1	0.2	514	89.1
5.333333	1	0.2	515	89.3
5.375	1	0.2	516	89.4
5.382353	1	0.2	517	89.6
5.384615	1	0.2	518	89.8
5.40625	1	0.2	519	89.9
5.4375	1	0.2	520	90.1
5.484848	1	0.2	521	90.3
5.555556	1	0.2	522	90.5
5.65	1	0.2	523	90.6
5.75	1	0.2	524	90.8
5.815789	1	0.2	525	91.0
5.898361	1	0.2	526	91.2
6	1	0.2	527	91.3
6.176471	1	0.2	528	91.5
6.445055	1	0.2	529	91.7
6.458333	1	0.2	530	91.9
6.7	1	0.2	531	92.0
6.705882	1	0.2	532	92.2

temp2.lst

Tue Oct 3 15:48:07 1995

44

The SAS System

15:48 Tuesday, October 3, 1995 44

ARTY TUBES

LAB34	Frequency	Percent	Cumulative Frequency	Cumulative Percent
6.90625	1	0.2	533	92.4
6.96667	1	0.2	534	92.5
6.97074	1	0.2	535	92.7
7.125	1	0.2	536	92.9
7.6	1	0.2	537	93.1
7.6875	1	0.2	538	93.2
8.03888	1	0.2	539	93.4
8.1875	1	0.2	540	93.6
8.3125	1	0.2	541	93.8
8.31333	1	0.2	542	93.9
8.42857	1	0.2	543	94.1
8.81333	1	0.2	544	94.3
8.86138	1	0.2	545	94.5
9.5	8	1.4	554	96.0
9.58333	1	0.2	555	96.2
10.31333	1	0.2	556	96.4
10.75	1	0.2	557	96.5
10.81333	1	0.3	559	96.7
11	2	0.3	561	96.9
12.21053	1	0.2	562	97.2
15	1	0.2	563	97.4
15.63636	1	0.2	564	97.6
15.83333	1	0.2	565	97.8
15.975	1	0.2	566	98.1
16.59091	1	0.2	567	98.3
17.38889	1	0.2	568	98.4
23.125	1	0.2	569	98.6
23.5	1	0.2	570	98.8
24	2	0.3	572	99.1
25	1	0.2	573	99.3
30.575	1	0.2	574	99.5
36.67857	1	0.2	575	99.7
41.2	1	0.2	576	99.8
50	1	0.2	577	100.0

Frequency Missing = 81

temp2.1st

Tue Oct 3 15:48:07 1995

45

The SAS System

15:48 Tuesday, October 3, 1995 45

CLOSE AIR

LAB36	Frequency	Percent	Cumulative Frequency	Cumulative Percent
0	32	15.5	32	15.5
0.1	7	3.4	39	18.9
0.123288	1	0.5	40	19.4
0.141176	1	0.5	41	19.9
0.207192	1	0.5	42	20.4
0.22	2	1.0	44	21.4
0.25	1	0.5	45	21.8
0.26378	1	0.5	46	22.3
0.26258	1	0.5	47	22.8
0.35258	1	0.5	48	23.3
0.374532	2	1.0	50	24.3
0.424242	1	0.5	51	24.8
0.457944	1	0.5	52	25.3
0.465517	1	0.5	53	25.8
0.52356	1	0.5	54	26.2
0.525	1	0.5	55	26.7
0.530703	2	1.0	57	27.7
0.533333	1	0.5	58	28.2
0.611111	2	1.0	60	29.1
0.66	1	0.5	61	29.6
0.745098	1	0.5	62	30.1
0.775862	1	0.5	63	30.6
0.791667	1	0.5	64	31.1
0.833333	1	0.5	65	31.6
0.939394	1	0.5	66	32.0
0.955056	1	0.5	67	32.5
1	5	2.4	72	35.0
1.075269	1	0.5	73	35.4
1.13913	2	1.0	75	36.4
1.204545	1	0.5	76	36.9
1.285714	1	0.5	77	37.4
1.416667	1	0.5	78	37.9
1.638571	1	0.5	79	38.3
1.685714	2	1.0	81	39.3
1.692537	2	1.0	83	40.3
1.5	1	0.5	84	40.8
1.515152	1	0.5	85	41.3
1.6	1	0.5	86	41.7
1.628069	1	0.5	87	42.2
1.666667	1	0.5	88	42.7
1.759167	1	0.5	89	43.2
1.9125	1	0.5	90	43.7
2	1	0.5	91	44.2
2.05	1	0.5	92	44.7
2.2	1	0.5	93	45.1
2.216216	1	0.5	94	45.6
2.242424	1	0.5	95	46.1
2.32252	1	0.5	96	46.6
2.37562	1	0.5	97	47.1
2.5	1	0.5	98	47.6
2.571429	2	1.0	100	48.5

temp2.lst Tue Oct 3 15:48:07 1995 46 15:48 Tuesday, October 3, 1995 46

The SAS System  
CLOSE AIR

LAB16	Frequency	Percent	Cumulative Frequency	Cumulative Percent
2.666667	1	0.5	101	49.0
2.701796	2	1.0	103	50.0
2.75	3	1.5	106	51.5
2.8	1	0.5	107	51.9
3.032258	1	0.5	108	52.4
3.181818	1	0.5	109	52.9
3.3	1	0.5	110	53.4
3.713662	2	0.5	112	54.9
3.8	2	1.0	114	56.3
4.950333	1	0.5	115	56.8
5.133333	1	0.5	116	57.3
6.238971	1	0.5	117	57.8
6.666667	1	0.5	118	58.3
8.666667	1	0.5	119	58.8
9	79	38.3	198	96.1
13	1	0.5	199	96.6
13.33333	1	0.5	200	97.1
15.6	1	0.5	201	97.6
19	1	0.5	202	98.1
20	1	0.5	203	98.5
30	1	0.5	204	99.0
33.72727	1	0.5	205	99.5
66	1	0.5	206	100.0

Frequency Missing = 434

RSL COMBAT EFF

LAB16	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	6	1.0	6	1.0
-1	76	12.3	82	13.1
0	401	64.2	483	77.3
1	122	19.5	605	96.8
2	20	3.2	625	100.0

Frequency Missing = 35



temp2.lst Tue Oct 3 15:48:07 1995 47 15:48 Tuesday, October 3, 1995 47

The SAS System

REL LEADERSHIP

LAB45	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	7	1.1	7	1.1
-1	93	14.9	100	16.0
0	357	57.1	457	73.1
1	137	21.9	594	95.0
2	30	4.8	624	99.8
3	1	0.2	625	100.0

Frequency Missing = 35

LAB46	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	6	1.0	6	1.0
-1	96	15.4	102	16.3
0	412	65.9	514	82.2
1	98	15.7	612	97.9
2	13	2.1	625	100.0

Frequency Missing = 35

REL MORALE

LAB47	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	1	0.2	1	0.2
-1	9	1.4	10	1.6
0	493	77.3	493	78.9
1	101	16.2	594	95.0
2	31	5.0	625	100.0

Frequency Missing = 35

temp2.lst Tue Oct 3 15:48:07 1995 48 15:48 Tuesday, October 3, 1995 48

The SAS System

REL LOGISTICS

LAB48	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	1	0.2	1	0.2
-1	22	3.5	23	3.7
0	549	87.0	572	91.5
1	42	6.7	614	98.2
2	11	1.8	625	100.0
Frequency Missing = 35				

REL MOMENTUM

LAB49	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-1	4	0.6	4	0.6
0	474	75.8	478	76.5
1	147	23.5	625	100.0
Frequency Missing = 35				

LAB50	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-2	2	0.3	2	0.3
-1	45	7.2	47	7.5
0	498	79.7	545	87.2
1	58	9.3	603	96.5
2	22	3.5	625	100.0
Frequency Missing = 35				

temp2.lst      Tue Oct 3 15:48:07 1995      49      15:48 Tuesday, October 3, 1995 49

The SAS System  
REL TECHNOLOGY

LAB51	Frequency	Percent	Cumulative Frequency	Cumulative Percent
-1	6	1.0	6	1.0
0	593	98.9	599	99.0
1	20	3.2	619	99.0
2	6	1.0	625	100.0

Frequency Missing = 35

DLAB54	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	96	14.5	96	14.5
2	564	85.5	660	100.0

DLAB55	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	109	16.5	109	16.5
2	75	11.4	184	27.9
3	476	72.1	660	100.0

DLAB56	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	77	11.7	77	11.7
2	583	88.3	660	100.0

DLAB57	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	38	5.8	38	5.8
2	622	94.2	660	100.0

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temp2.lst      Tue Oct 3 15:48:07 1995      50
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The SAS System

15:48 Tuesday, October 3, 1995 50

DIAB59	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	44	6.7	44	6.7
2	195	29.5	239	36.2
3	421	63.8	660	100.0

DIAB59	Frequency	Percent	Cumulative Frequency	Cumulative Percent
1	30	4.5	30	4.5
2	630	95.5	660	100.0

