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ASSESSMENT OF CASUALTIES FROM SMALL ARMS FIRE

U.S. ARMY
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ASSESSMENT OF CASUALTIES
FROM SMALL ARMS FIRE

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FOREWORD

It is generally conceded that small arms fire in actual combat situations is largely unaimed. Machine gun fire especially, is generally "sprayed" into a target area. The concept of a lethal area per round is therefore useful in assessing casualties caused by small arms. Utilizing formulas developed by Arthur D. Groves of Ballistic Research Laboratory, Aberdeen, Maryland, lethal areas per round have been computed for various tactical situations. The lethal areas and associated single-shot kill probabilities as functions of target size, troop posture and density, height of aiming point, dispersion of impact point, and range to target are tabulated.

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ASSESSMENT OF CASUALTIES FROM SMALL ARMS FIRE

1. General. Small arms fire may be either aimed or unaimed. One naturally prefers to think of rifle fire as aimed fire in combat, but it is generally conceded that machine gun and automatic rifle fire is more or less "sprayed" into an area in which a target is presumably located. Over a large number of combat situations, however, it is quite likely that even rifle fire is generally not precisely aimed. For this reason, the consensus of combat officers is that small arms fire is essentially unaimed fire over a specific small target area.

2. Gaming Assumptions. In assessing small arms fire in gaming operations, it is generally agreed that at some small unit of resolution, for example a platoon, the distribution of men may be considered uniform. Using this assumption and the one above, that small arms fire is unaimed over the platoon area, a mathematical model of assessment of small arms fire can be developed.

3. Generalized Assessment Model. One round of fire passing through a vertical target area, A_p , will have probability, P_{HK} , of causing a casualty. The concept of a horizontal lethal area, A_L ,

will be employed, however, where A_L is a function of the following parameters:

- θ = Angle of fall at mean range R
- D = Depth of target in direction of fire
- Y = Height of aiming point
- σ = Standard deviation of Y
- A_p = Vertical area of individual target
- P_{HK} = Probability of casualty, given a hit thru A_p .

It will be assumed that all rounds land within or pass over the target area of width, W, and depth, D. Therefore, the probability that a single round causes a casualty is:

$$P_k = A_L / WD$$

To account for duplications of kill, i. e. , overlapping of individual lethal arms, an exponential model is used to obtain the expected fraction kill in the target area:

$$F(K) = 1 - e^{-NP_k}$$

where

N = number of rounds fired into target area

Obviously, if NP_k is small, the first two terms in the series expansion of the exponential yields,

$$\text{Approx. } F(K) = NP_k$$

This can be very inaccurate, however, in cases of heavy fire.

4. Calculation of Lethal Area and Kill Probability. A mathematical model * has been developed for computing the lethal area, A_L , and the associated single shot kill probability, P_k , when the density of men per unit area, δ , is specified.

a. Parameters used in Computation

Let

$$a = \min \{H, D \tan \theta \}$$

$$b = \max \{H, D \tan \theta \}$$

$$\alpha = a/\sigma$$

$$\beta = b/\sigma$$

$$\gamma = Y/\sigma$$

$$M = \sigma A_p \cot \theta / H$$

For any X,

$$\Phi(X) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^X e^{-t^2/2} dt$$

$$\phi(X) = \frac{1}{\sqrt{2\pi}} e^{-X^2/2}$$

* U. S. Army, BRL Memo Rpt. No. 1452, "Effectiveness of Unaimed Small Arms Fire," Arthur D. Groves, 3 January 1963.

b. Algorithms for Computations

(1) When the angle of fall is larger than 0.001, i. e., when $\tan \theta \geq 0.001$ the lethal area and single shot kill probability are computed by:

$$A_L = P_{HK} M \left[\varphi(-\gamma) - \varphi(\alpha - \gamma) - \varphi(\beta - \gamma) + \varphi(\alpha + \beta - \gamma) \right. \\ \left. - \gamma \phi(-\gamma) - (\alpha - \gamma) \phi(\alpha - \gamma) - (\beta - \gamma) \phi(\beta - \gamma) \right. \\ \left. + (\alpha + \beta - \gamma) \phi(\alpha + \beta - \gamma) \right]$$

$$P_k = P_{HK} \left[\phi(\alpha + \beta - \gamma) - \phi(-\gamma) \right. \\ \left. - \{ \phi(\alpha - \gamma + \delta M) - \phi(-\gamma + \delta M) \} \exp \left\{ \delta M \left(\frac{\delta M}{2} - \gamma \right) \right\} \right. \\ \left. - \{ \phi(\beta - \gamma) - \phi(\alpha - \gamma) \} \exp \{ -\delta M \alpha \} \right. \\ \left. - \{ \phi(\alpha + \beta - \gamma - \delta M) - \phi(\beta - \gamma - \delta M) \} \exp \{ -\delta M (\alpha + \beta - \gamma - \delta M / 2) \} \right]$$

(2) When the fire is nearly horizontal, $\theta \approx 0$ and $\cot \theta \rightarrow \infty$ therefore, the above forms cannot be used. In practice if $\theta < 0.001$, special algorithms are used:

$$A_L = (P_{HK} A_p D/H) \left[\phi \left(\frac{H-Y}{\sigma} \right) - \phi(-Y/\sigma) \right]$$

$$P_k = P_{HK} \left[1 - \exp(-\delta D A_p / H) \right] \left[\phi \left(\frac{H-Y}{\sigma} \right) - \phi(-Y/\sigma) \right]$$

(3) In the following computation, $\phi(X)$ is approximated by the analytic function: $\phi(X) = 1/(1 - e^{-1.7X})$.

5. **Sample Calculations.** The STAG 7090 computer was used to calculate A_L and P_k for three tactical configurations, four personnel postures, and firing ranges up to 1500 meters. The angle of fall was taken from Firing Tables for 0.50 caliber, War Dept. FT 0.50AA-T-1, 1 Feb. 1946.

a. Tactical Configurations Assumed

<u>Formation</u>	<u>W(m.)</u>	<u>D(m.)</u>	<u>$\delta(\text{men}/\text{m}^2)$</u>
Attack	750	100	.0018
Defense	1500	100	.0009
Column	1200	20*	.0077

b. Postures Assumed. The individual soldier was assumed to present a vertical target two feet wide. The height of the individual target, H, is given in feet and meters and the assumed single shot conditional kill probability, P_{HK} is indicated.

<u>Posture</u>	<u>H</u>		<u>Y(m)</u>	<u>$A_p(\text{m}^2)$</u>	<u>P_{HK}</u>
	<u>feet</u>	<u>m.</u>			
Standing	5' 9"	1.75	1.0	1.07	.75
Crouching	3'	.915	.5	.56	.85
Prone	15"	.41	.5	.25	.80
Protected	4"	.1	.3	.06	.30

In all cases σ was assumed to be 0.5 m. The computed lethal areas and kill probabilities are shown in Tables 1-3.

* This assumes fire from the flank.

6. Approximations to Curves. The computed lethal areas plotted as curves of area versus mean range, R, are shown in Figures 1 and 2. In actual gaming practice linear approximations to these curves shown as dashed lines will be used in assessing the casualties from small arms. Analytic formulas for the various approximations are shown.

7. Casualty Assessment. For any given set of tactical mission, phase, and formation, a distribution of personnel among the various postures is assumed. The lethal area used against any particular target is then a weighted mean based on this distribution. For example, an infantry unit in the attack from line of departure to assault might have a composite posture such as:

- 45% standing, (i. e., walking)
- 40% crouching
- 5% prone
- 10% protected (i. e. in trucks)

Suppose the range = 750 meters. The weighted lethal area is computed as follows:

0.45	x	37.89	=	17.05	m ²
0.40	x	25.22	=	10.10	m ²
0.05	x	13.60	=	.28	m ²
0.10	x	1.23	=	<u>.12</u>	m ²
Mean A _L				27.55	m ²

This value would be the value used in the casualty assessment formula of paragraph 3. to get the expected fraction of casualties:

$$F(K) = 1 - \exp(-NA_L / WD)$$

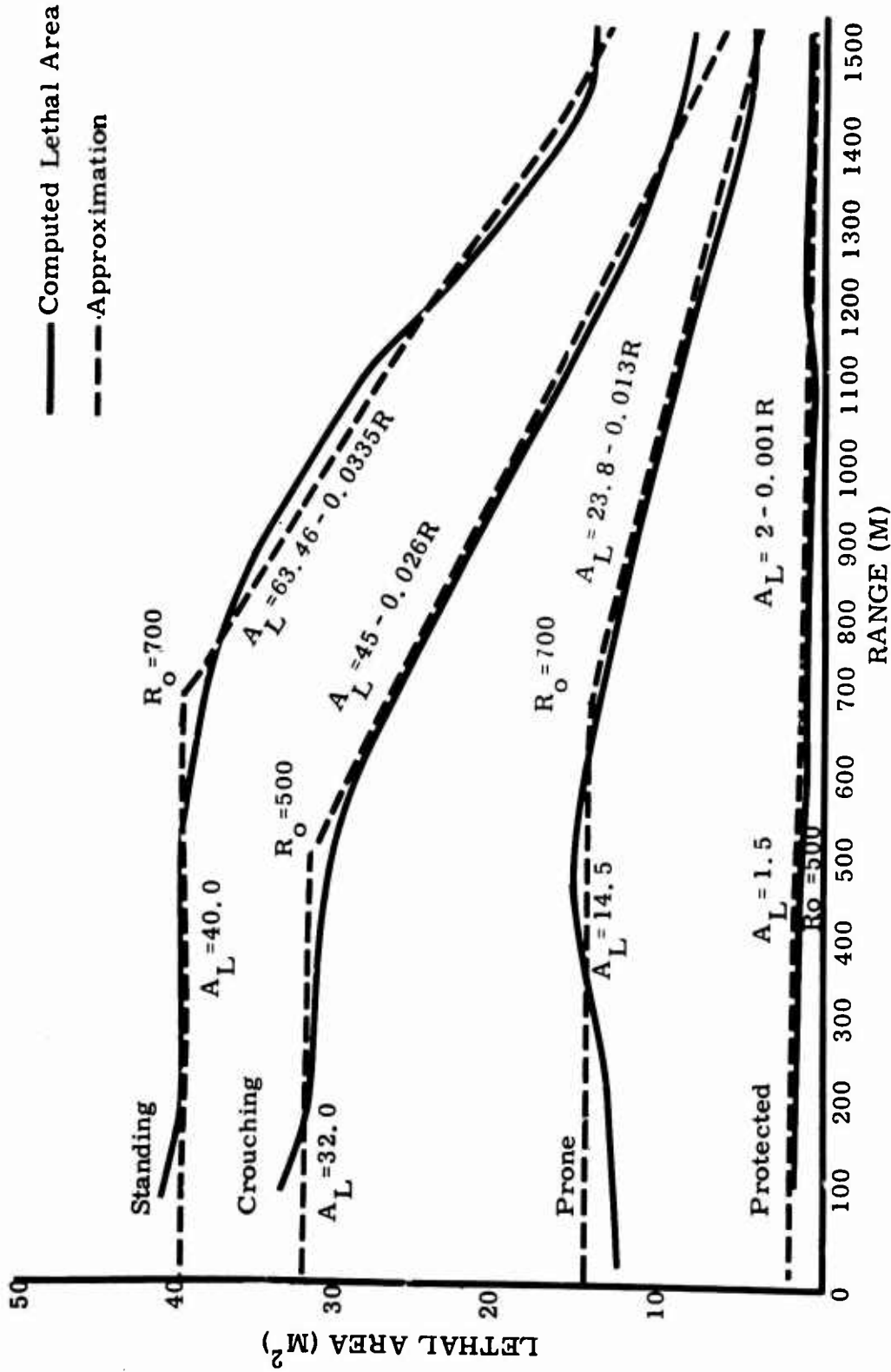


Figure 1. Lethal Area and Approximation - Attack or Defense Deployed Formation

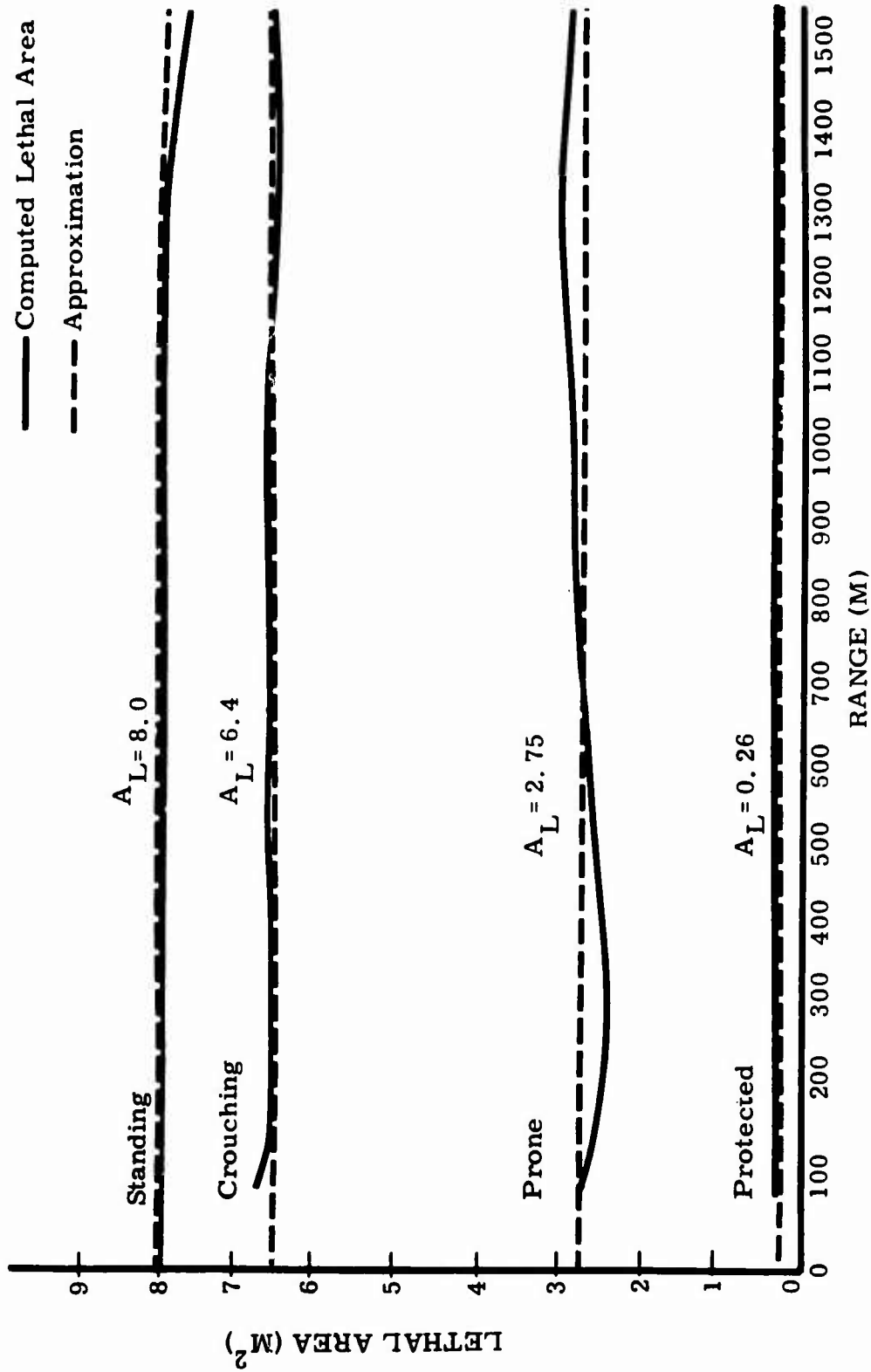


Figure 2. Lethal Area and Approximation - Column Formation, Flanking Fire

8. Kill Assessment Using Lethal Area. The formulas for A_L and P_k as computed from algorithms in paragraph 4 presume these values remain constant for the duration of engagement. Since the geometric extent of a tactical formation will remain fairly constant throughout the assessment period, the use of a lethal area is considered preferable to a constant kill probability which is based on a constant density. Obviously, if area remains constant, density decreases as casualties occur. In computing actual number of kills, therefore the fraction of kills is computed by formula in paragraph 7 above and multiplied by current strength to obtain expected number of casualties, K . $K = S \cdot F(K)$ where S is current strength in number of men.

In the tactical situation above assuming two platoons forward in a depth of 100 meters, current strength, 132 men. The casualties for 500 rounds of enemy small arms fire would be computed as follows:

$$\begin{aligned}
 W &= 750 \text{ meters} \\
 D &= 100 \text{ meters} \\
 S &= 132 \text{ men} \\
 A_L &= 27.55 \text{ square meters/round} \\
 N &= 500 \text{ rounds} \\
 K &= 132 [1 - \exp(-500 \cdot 27.55/75,000)] \\
 K &= 132 [0.168] \\
 K &= 22.2
 \end{aligned}$$

The assessed casualties would be 22 men.

TABLE 1. LETHAL AREAS AND KILL PROBABILITIES FOR ATTACK FORMATION

ATTACK FORMATION							
DEPTH = 100.0000		DELTA = 0.0018		SIGMA = 0.5000			
STANDING POSTURE							
HEIGHT = 1.7500		Y = 1.0000		A = 1.0700		P = 0.7500	
				P		HK	
R	TAN B	A	P	L	K		
100.0000	0.0006	41.0549	0.0700				
200.0000	0.0013	40.0863	0.0712				
300.0000	0.0021	40.1007	0.0719				
400.0000	0.0033	39.9989	0.0718				
500.0000	0.0040	39.8702	0.0714				
750.0000	0.0080	37.8940	0.0651				
1000.0000	0.0130	31.5807	0.0549				
1250.0000	0.0212	21.4616	0.0376				
1500.0000	0.0330	13.6901	0.0243				
CROUCHING POSTURE							
HEIGHT = 0.9150		Y = 0.5000		A = 0.5600		P = 0.8500	
				P		HK	
R	TAN B	A	P	L	K		
100.0000	0.0006	33.7860	0.0576				
200.0000	0.0013	32.1082	0.0488				
300.0000	0.0021	31.0631	0.0487				
400.0000	0.0033	31.1382	0.0484				
500.0000	0.0040	30.5180	0.0480				
750.0000	0.0080	25.2225	0.0438				
1000.0000	0.0130	18.9398	0.0335				
1250.0000	0.0212	11.9948	0.0210				
1500.0000	0.0330	7.6294	0.0135				
PRONE POSTURE							
HEIGHT = 0.4100		Y = 0.5000		A = 0.2500		P = 0.8000	
				P		HK	
R	TAN B	A	P	L	K		
100.0000	0.0006	13.1525	0.0224				
200.0000	0.0013	13.5235	0.0237				
300.0000	0.0021	14.3415	0.0223				
400.0000	0.0033	15.1755	0.0210				
500.0000	0.0040	15.3684	0.0206				
750.0000	0.0080	13.5996	0.0208				
1000.0000	0.0130	10.5385	0.0178				
1250.0000	0.0212	6.8836	0.0113				
1500.0000	0.0330	4.3725	0.0073				
PROTECTED POSTURE							
HEIGHT = 0.1000		Y = 0.3000		A = 0.0600		P = 0.3000	
				P		HK	
R	TAN B	A	P	L	K		
100.0000	0.0006	1.2822	0.0022				
200.0000	0.0013	1.3460	0.0029				
300.0000	0.0021	1.4263	0.0023				
400.0000	0.0033	1.4903	0.0019				
500.0000	0.0040	1.4924	0.0018				
750.0000	0.0080	1.2267	0.0019				
1000.0000	0.0130	0.9379	0.0016				
1250.0000	0.0212	0.6029	0.0010				
1500.0000	0.0330	0.3832	0.0006				

TABLE 2. LETHAL AREAS AND KILL PROBABILITIES FOR DEFENSE FORMATION

DEFENSE FORMATION					
DEPTH = 100.0000		DELTA = 0.0009		SIGMA = 0.5000	
STANDING POSTURE					
HEIGHT = 1.7500		Y = 1.0000		A = 1.0700 P = 0.7500	
				HK	
R	TAN θ	A	P		
		L	K		
100.0000	0.0006	41.0549	0.0360		
200.0000	0.0013	40.0863	0.0370		
300.0000	0.0021	40.1007	0.0372		
400.0000	0.0033	39.9989	0.0371		
500.0000	0.0040	39.8702	0.0368		
750.0000	0.0080	37.8940	0.0334		
1000.0000	0.0130	31.5807	0.0281		
1250.0000	0.0212	21.4616	0.0191		
1500.0000	0.0330	13.6901	0.0123		
CROUCHING POSTURE					
HEIGHT = 0.9150		Y = 0.5000		A = 0.5600 P = 0.8500	
				HK	
R	TAN θ	A	P		
		L	K		
100.0000	0.0006	33.7860	0.0296		
200.0000	0.0013	32.1082	0.0250		
300.0000	0.0021	31.8631	0.0250		
400.0000	0.0033	31.1382	0.0248		
500.0000	0.0040	30.5188	0.0246		
750.0000	0.0080	25.2225	0.0223		
1000.0000	0.0130	18.9398	0.0170		
1250.0000	0.0212	11.9948	0.0106		
1500.0000	0.0330	7.6294	0.0068		
PRONE POSTURE					
HEIGHT = 0.4100		Y = 0.5000		A = 0.2500 P = 0.8000	
				HK	
R	TAN θ	A	P		
		L	K		
100.0000	0.0006	13.1525	0.0115		
200.0000	0.0013	13.5235	0.0114		
300.0000	0.0021	14.3415	0.0109		
400.0000	0.0033	15.1755	0.0103		
500.0000	0.0040	15.3884	0.0102		
750.0000	0.0080	13.5996	0.0105		
1000.0000	0.0130	10.5385	0.0090		
1250.0000	0.0212	6.8836	0.0057		
1500.0000	0.0330	4.3725	0.0036		
PROTECTED POSTURE					
HEIGHT = 0.1000		Y = 0.3000		A = 0.0600 P = 0.3000	
				HK	
R	TAN θ	A	P		
		L	K		
100.0000	0.0006	1.2822	0.0011		
200.0000	0.0013	1.3460	0.0012		
300.0000	0.0021	1.4263	0.0010		
400.0000	0.0033	1.4903	0.0009		
500.0000	0.0040	1.4924	0.0009		
750.0000	0.0080	1.2267	0.0010		
1000.0000	0.0130	0.9379	0.0008		
1250.0000	0.0212	0.6029	0.0005		
1500.0000	0.0330	0.3832	0.0003		

TABLE 3. LETHAL AREAS AND KILL PROBABILITIES FOR COLUMN FORMATION
(FLANKING FIRE)

COLUMN FORMATION							
DEPTH = 20.0000		DELTA = 0.0077		SIGMA = 0.5000			
STANDING POSTURE							
HEIGHT =	1.7500	Y =	1.0000	A =	1.0700	P =	0.7500
				P		HK	
R		TAN θ		A		P	
				L		K	
	100.0000		0.0006		8.2110		0.0603
	200.0000		0.0013		7.9939		0.0595
	300.0000		0.0021		7.9989		0.0595
	400.0000		0.0033		8.0055		0.0603
	500.0000		0.0040		8.0088		0.0607
	750.0000		0.0080		8.0199		0.0618
	1000.0000		0.0130		8.0153		0.0621
	1250.0000		0.0212		7.9628		0.0614
	1500.0000		0.0330		7.7752		0.0585
CRAWLING POSTURE							
HEIGHT =	0.9150	Y =	0.5000	A =	0.5600	P =	0.8500
				P		HK	
R		TAN θ		A		P	
				L		K	
	100.0000		0.0006		6.7572		0.0497
	200.0000		0.0013		6.4301		0.0497
	300.0000		0.0021		6.4328		0.0454
	400.0000		0.0033		6.4342		0.0429
	500.0000		0.0040		6.4334		0.0424
	750.0000		0.0080		6.4076		0.0420
	1000.0000		0.0130		6.3227		0.0419
	1250.0000		0.0212		6.0550		0.0413
	1500.0000		0.0330		5.4496		0.0394
PRONE POSTURE							
HEIGHT =	0.4100	Y =	0.5000	A =	0.2500	P =	0.8000
				P		HK	
R		TAN θ		A		P	
				L		K	
	100.0000		0.0006		2.6305		0.0193
	200.0000		0.0013		2.4592		0.0209
	300.0000		0.0021		2.4980		0.0222
	400.0000		0.0033		2.5559		0.0215
	500.0000		0.0040		2.5893		0.0211
	750.0000		0.0080		2.7698		0.0196
	1000.0000		0.0130		2.9511		0.0184
	1250.0000		0.0212		3.0826		0.0175
	1500.0000		0.0330		2.9166		0.0176
PROTECTED POSTURE							
HEIGHT =	0.1000	Y =	0.5000	A =	0.0600	P =	0.3000
				P		HK	
R		TAN θ		A		P	
				L		K	
	100.0000		0.0006		0.2564		0.0019
	200.0000		0.0013		0.2429		0.0023
	300.0000		0.0021		0.2471		0.0033
	400.0000		0.0033		0.2534		0.0031
	500.0000		0.0040		0.2570		0.0030
	750.0000		0.0080		0.2758		0.0021
	1000.0000		0.0130		0.2924		0.0017
	1250.0000		0.0212		0.2975		0.0015
	1500.0000		0.0330		0.2680		0.0016