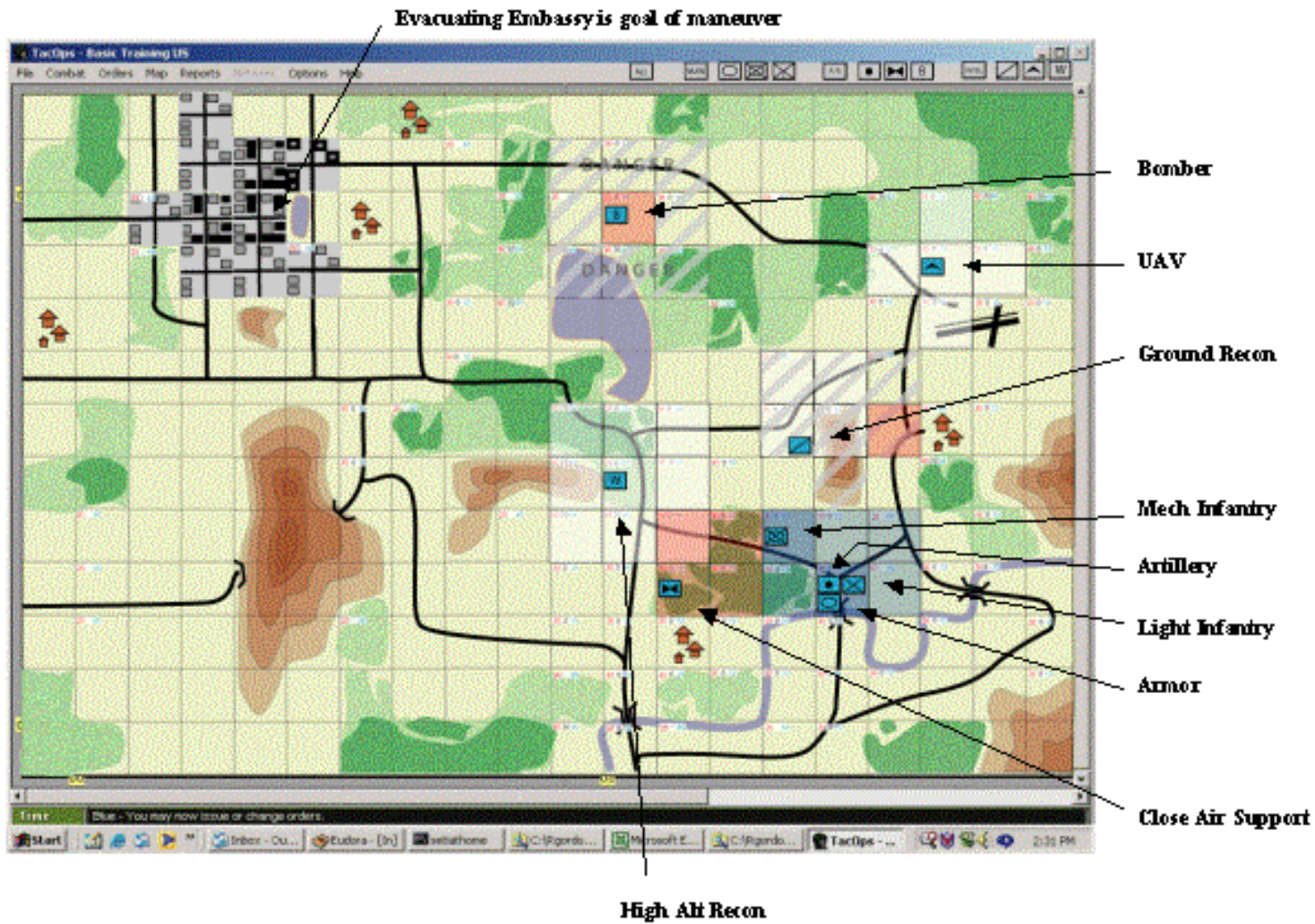


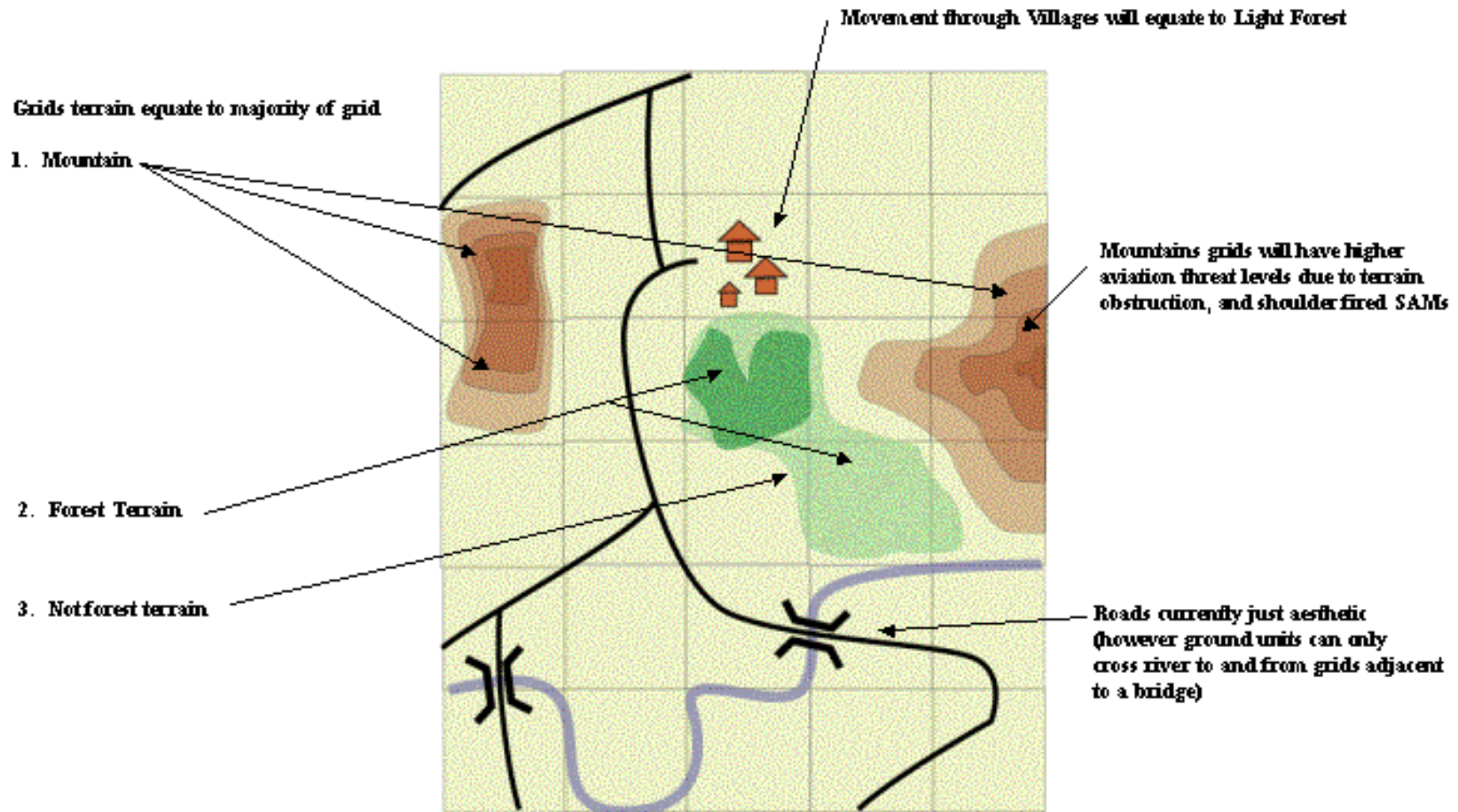
# Human Decision-Making in Network-Centric Warfare

## C. Visual Representations

This document provides a visual explanation of how the visual aid would look and function. It consists of a map, moving friendly and enemy assets, and most importantly the premise for how networks would be incorporated into the experiment to relate to current type of warfare.

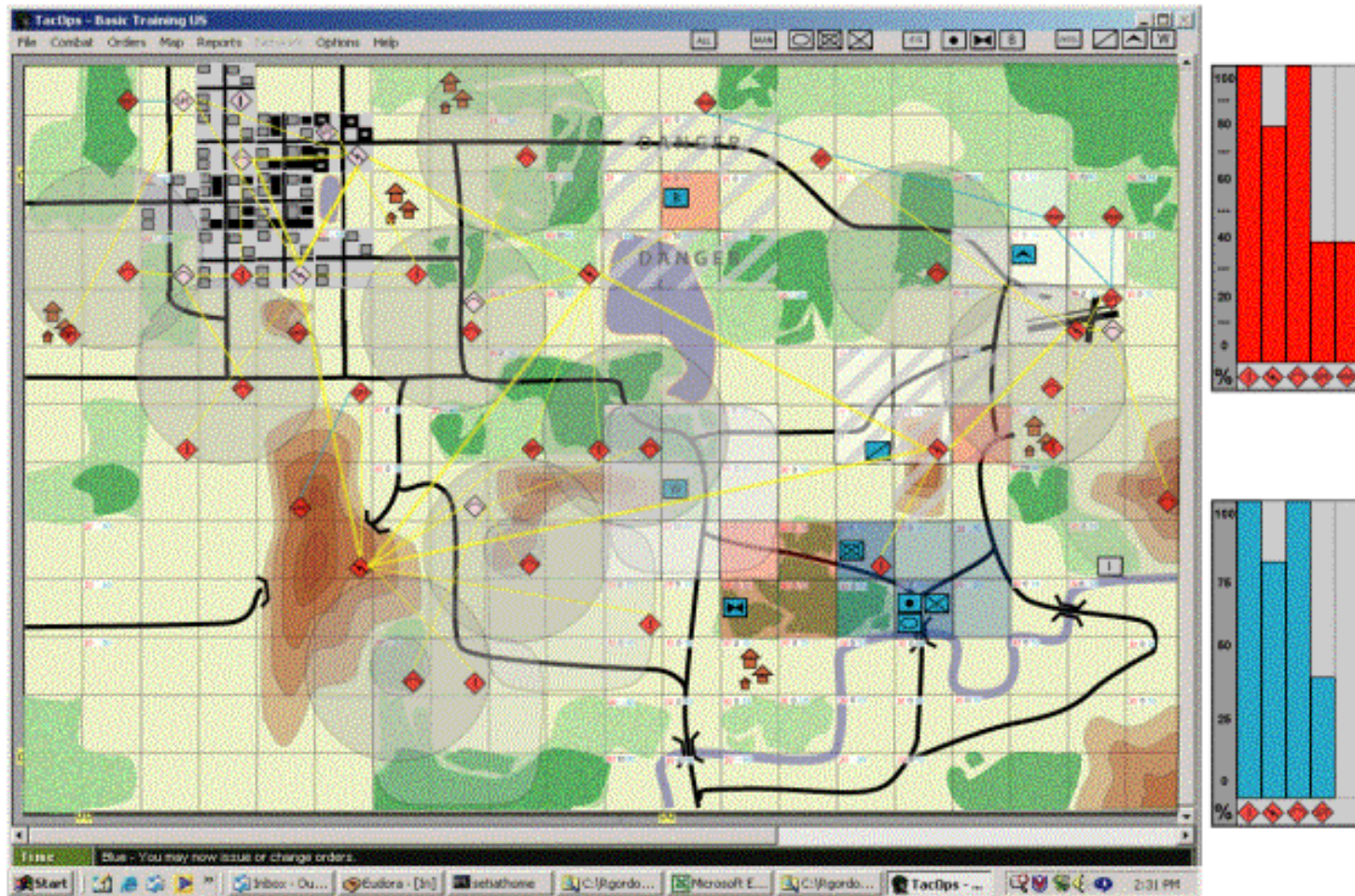


# Movement



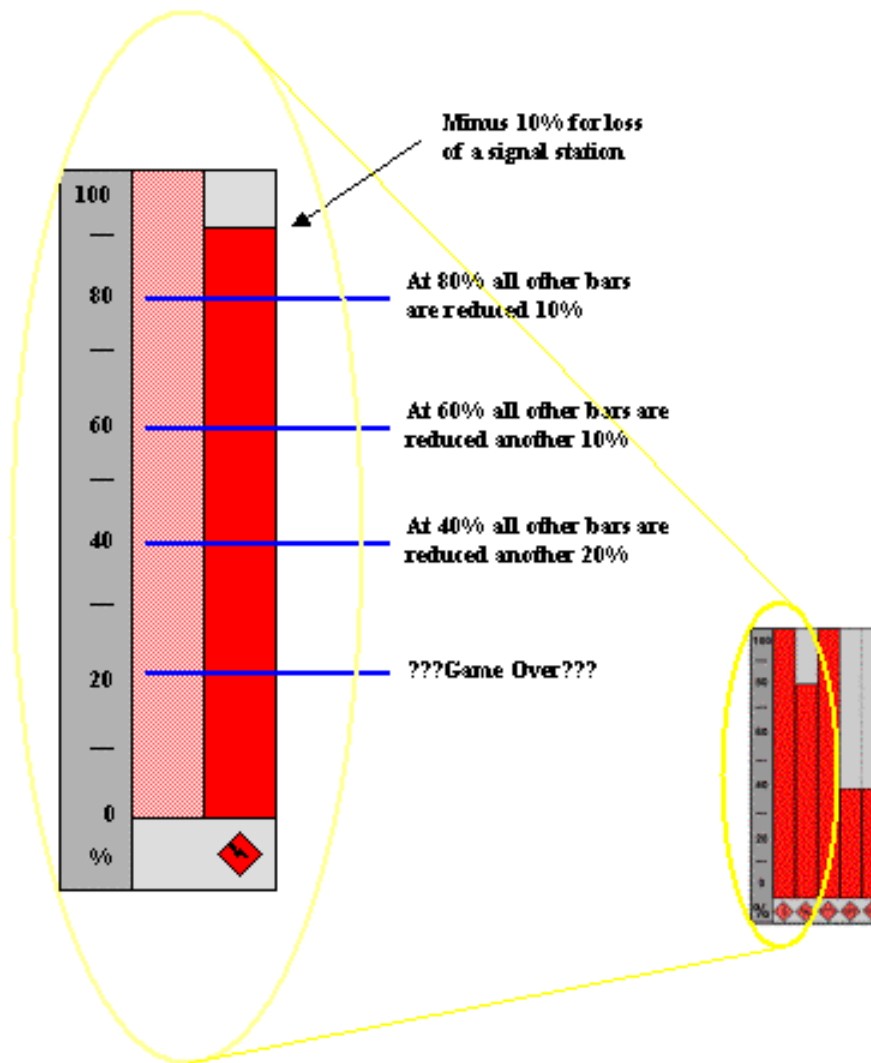
# Enemy Networks

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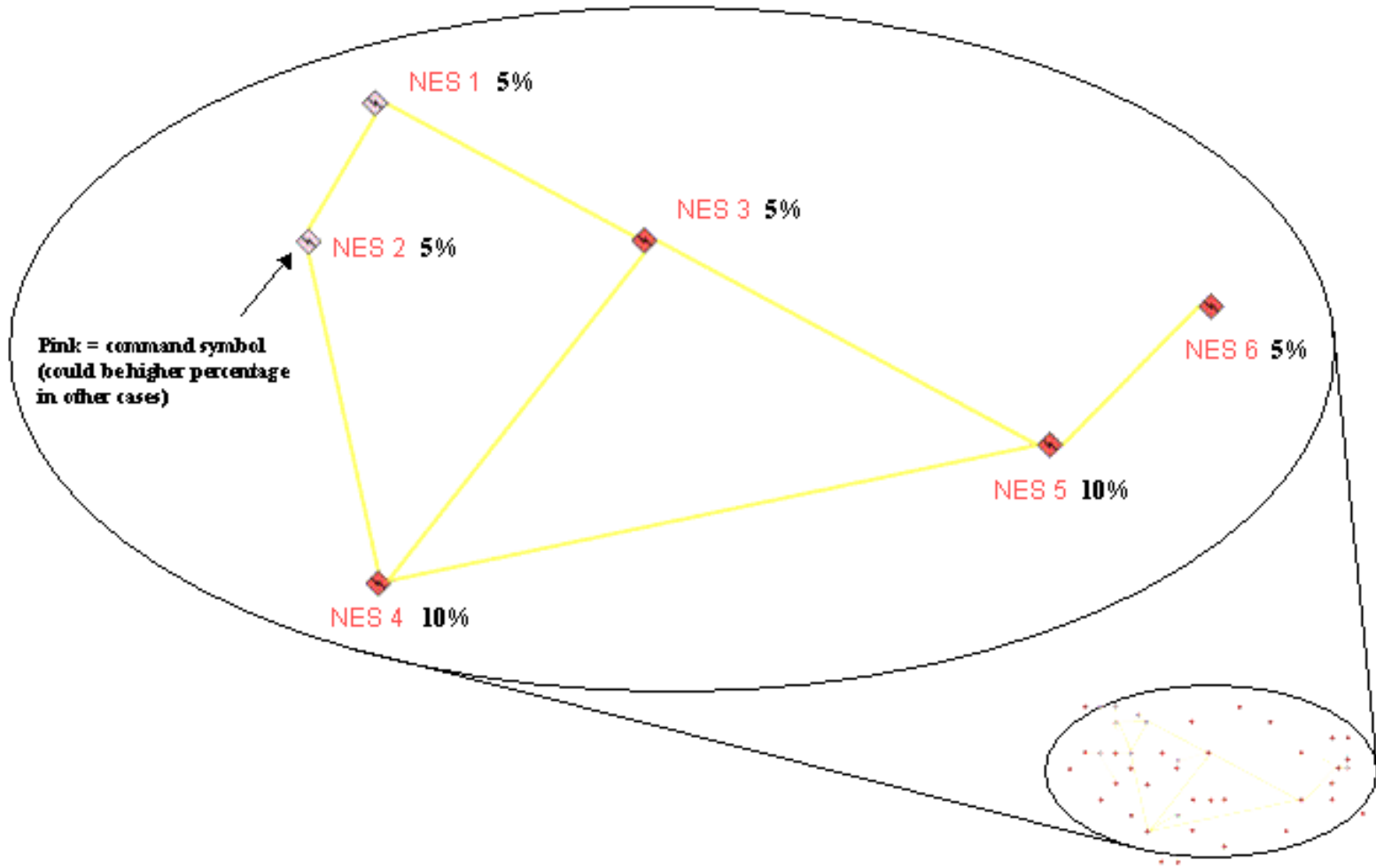
# Network Example

TENSE	NETWORK	%
	Comm	
Near-Term		
	Rudimentary	30
	Telephone (wired)	20
	Radio(cellular)/TV	40
	Satellite	10
		100%
Mid-Term		
	Rudimentary	20
	Telephone (wired)	20
	Radio(cellular)/TV	30
	Satellite	30
		100%
Future		
	Rudimentary	10
	Telephone (wired)	10
	Radio(cellular)/TV	20
	Satellite	60
		100%



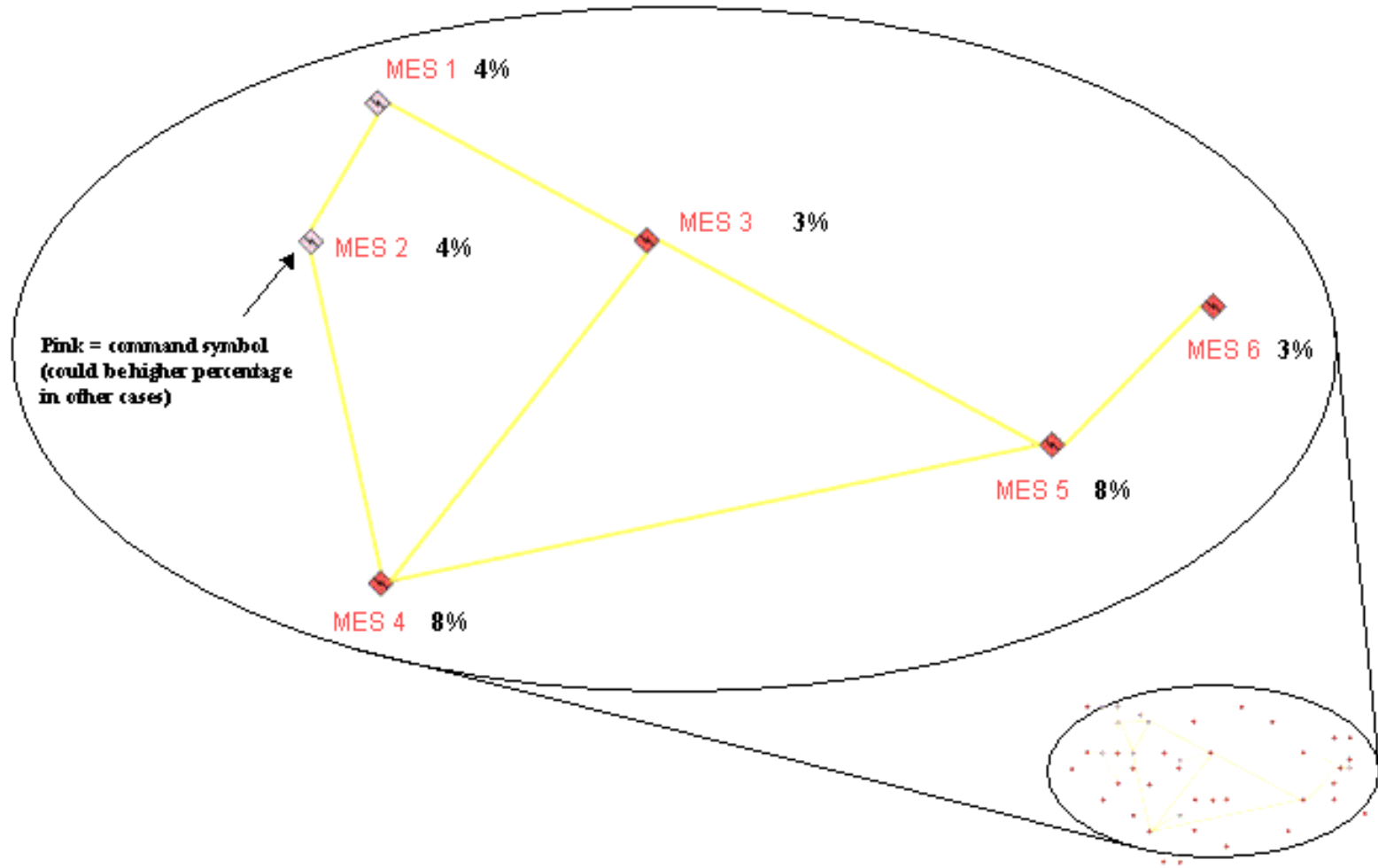
# Enemy Network

Near-Term Radio Signal Only  
(Total = 40%)



# Enemy Network

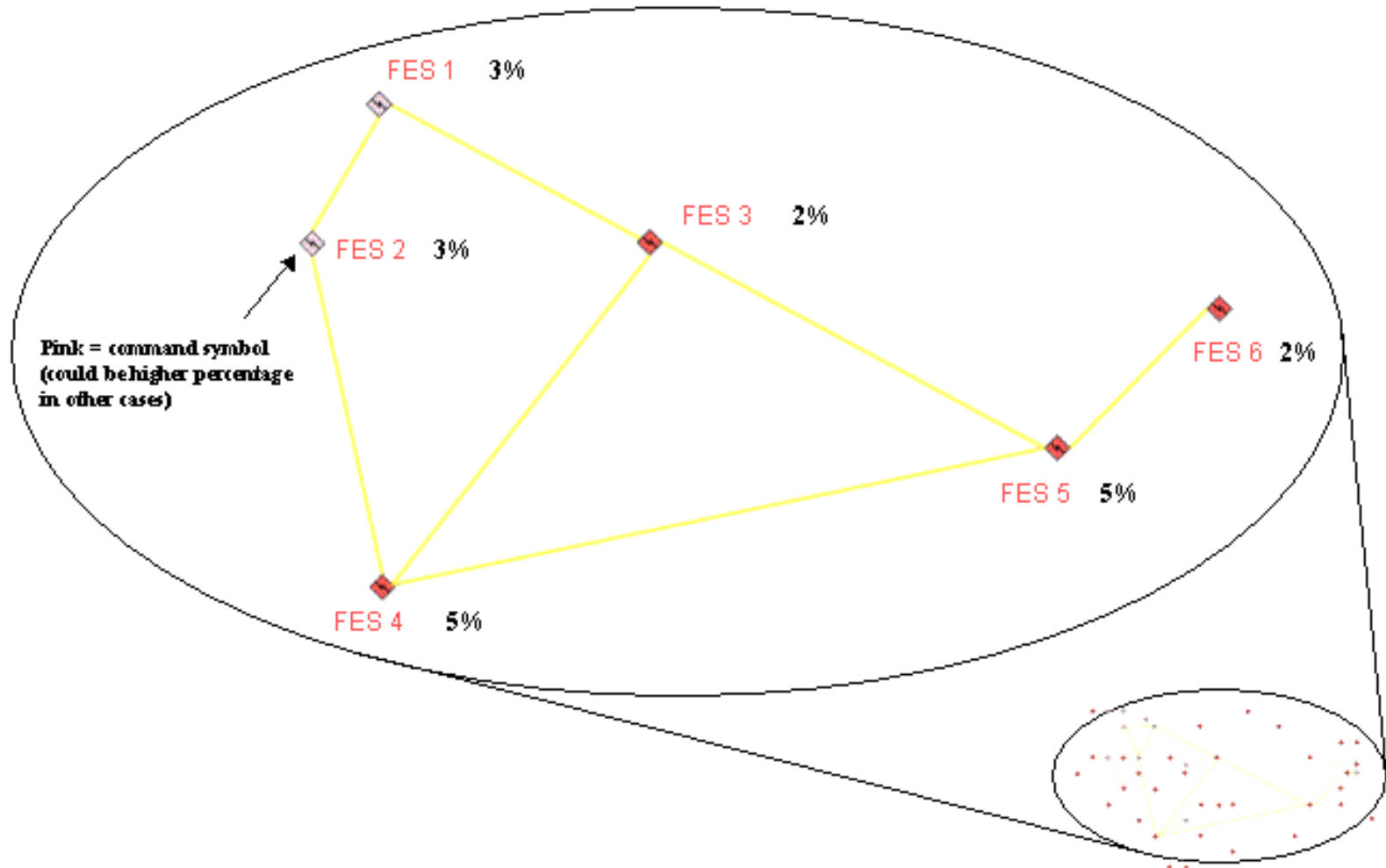
Midterm Radio Signal Only  
(Total = 30%)



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# Enemy Network

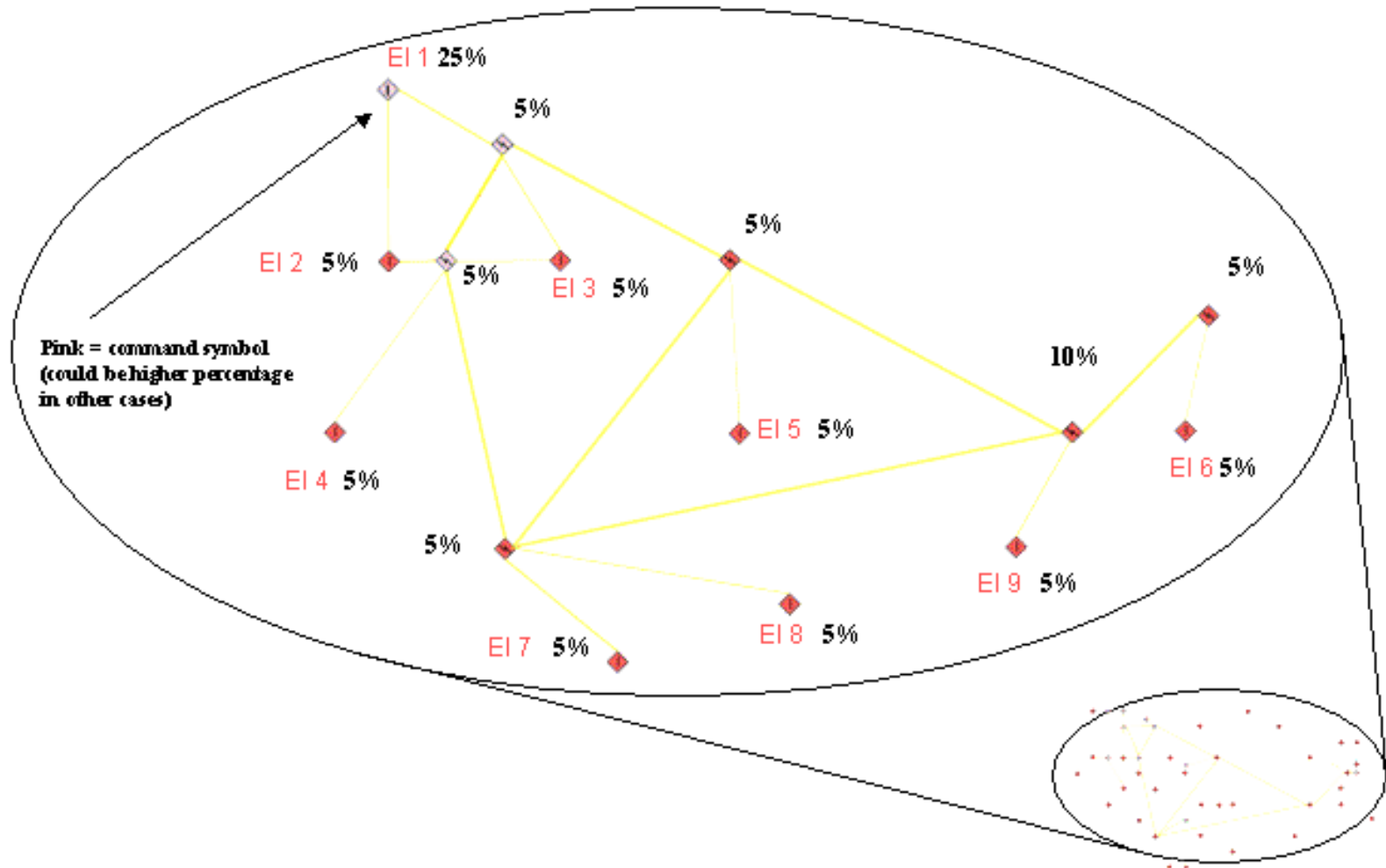
**Future Radio Signal Only  
(Total = 20%)**



28

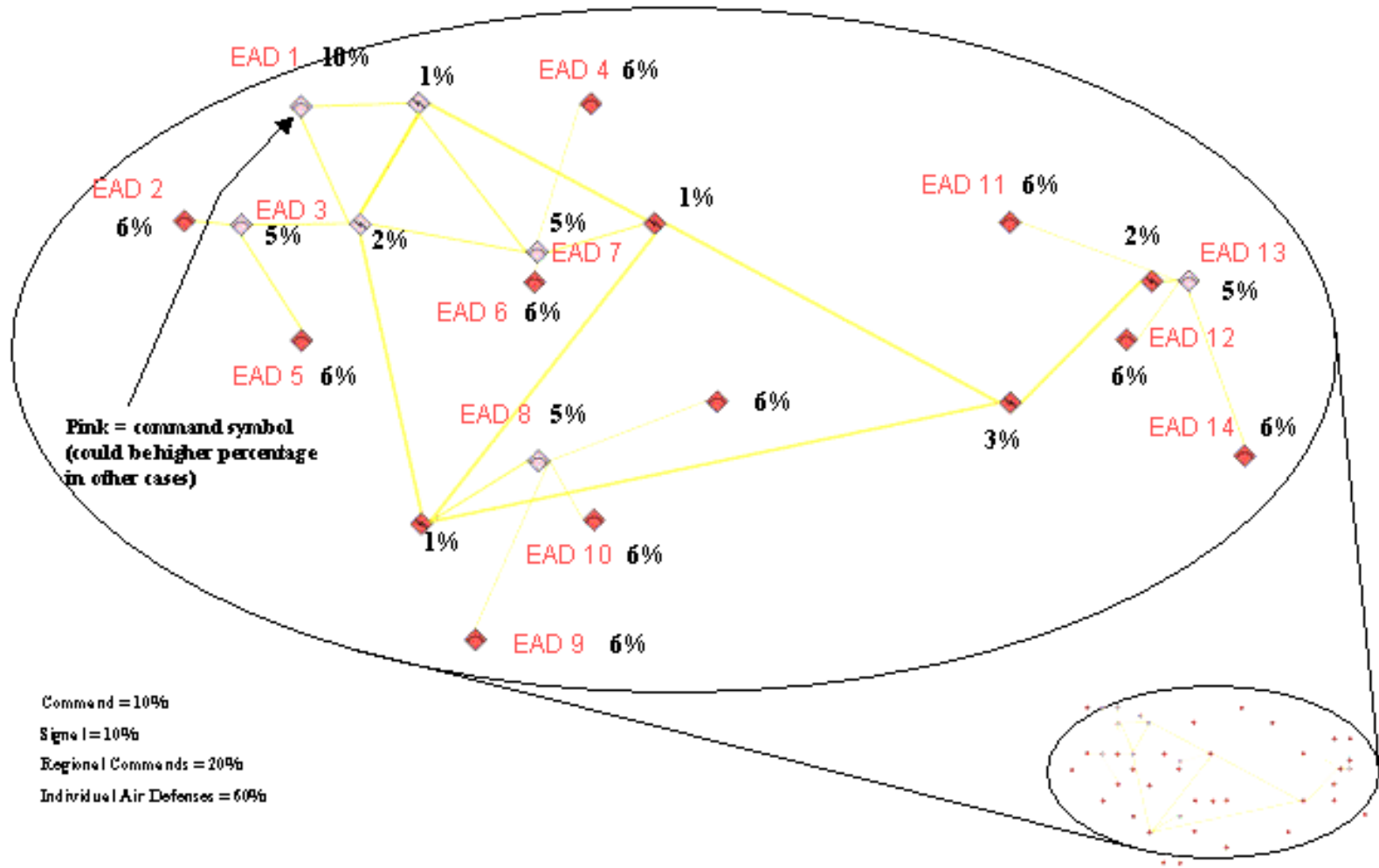
# Enemy Network

**Intel Network  
(Total = 100%)**



# Enemy Network

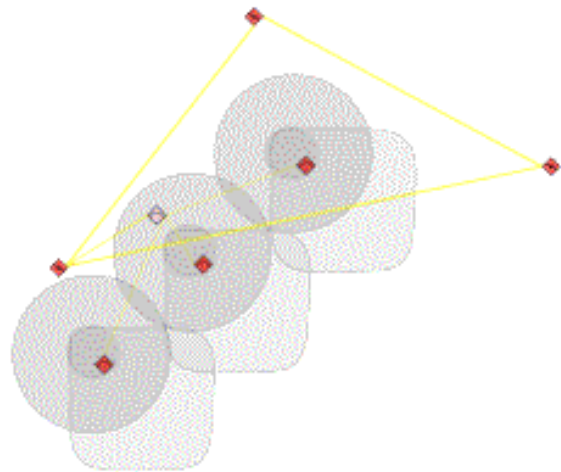
**Air Defense Network  
(Total = 100%)**



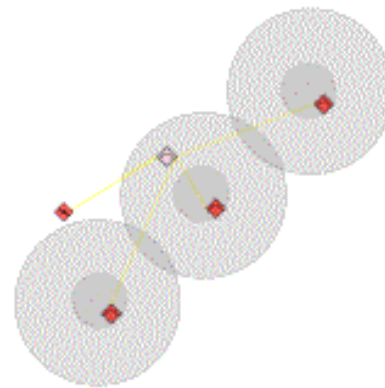
30

# Enemy Air Defense

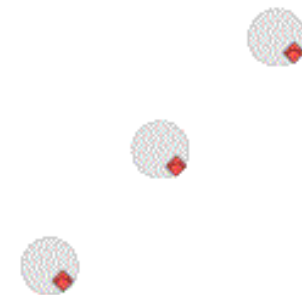
31



**Air Defense at Network: 81-100%**



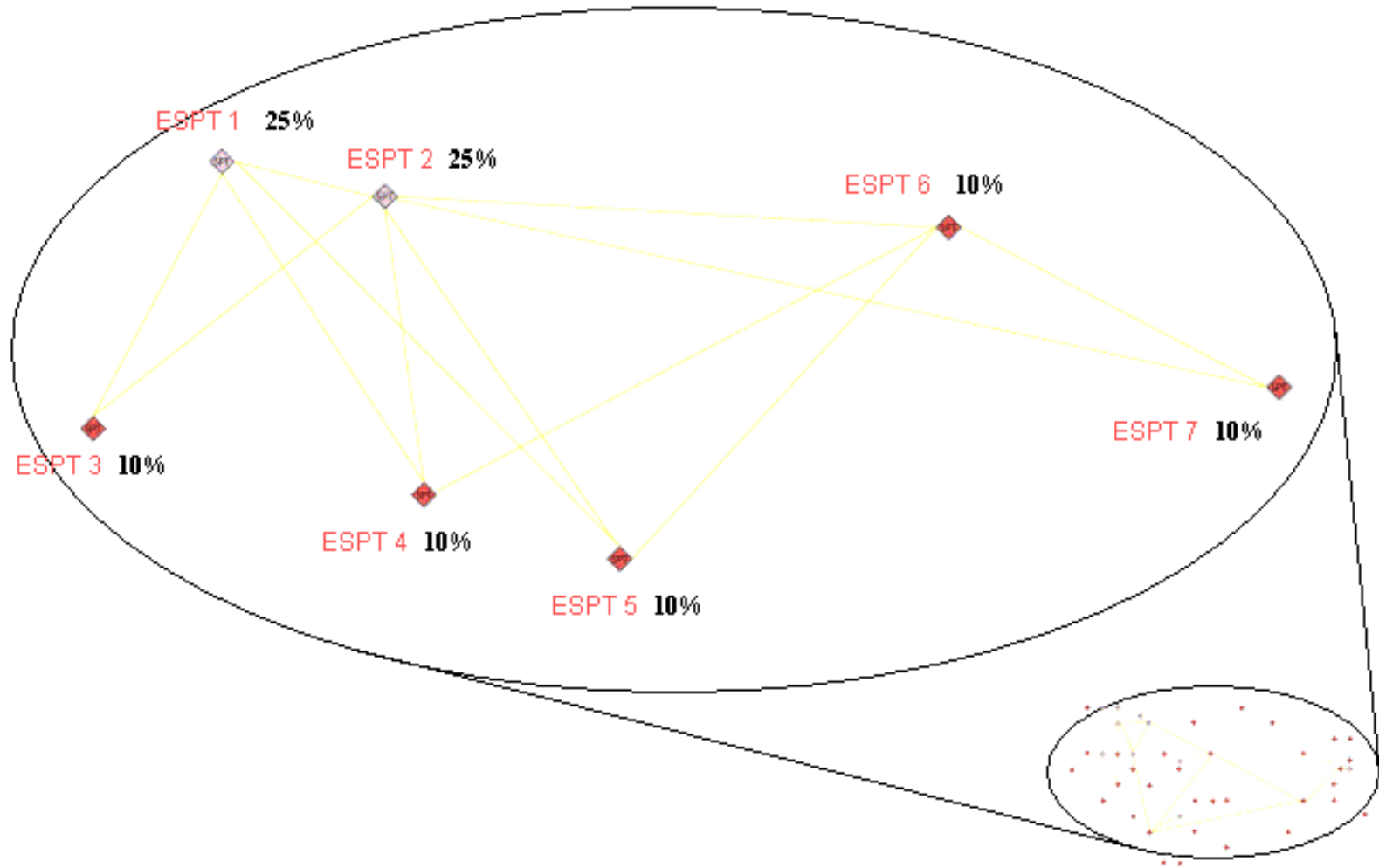
**Air Defense at Network: 61-80%**  
**Or loss of signal tower**



**Air Defense at Network: 41-60%**  
**Or loss of regional command**

# Enemy Network

**Support Network  
(Total = 100%)**



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Enemy Network

**WMD Network  
(Total = 100%)**

