

Enginery of War

Liber AI 3:4. Choose ye an island!

Chrystal City as an astral visualization device for the Floating Autonomous Zone, is the island I choose:

5. Fortify it!
6. Dung it about with enginery of war!
7. I will give you a war-engine.

Decisions

Time to decide is freedom to thoroughly process all relevant variables to veto any false idols promoted by

*selfish motive to distort data bias

*difficulty of simultaneous retention of studied thing's components

*lack of effort extracting truth,

the Decision is made when collateral probability tanks more from thinking and studying further than from acting.

by general loyalty,

i = free will contributed, +/- e = free will stolen

p = pleasure contributed, +/- d = pleasure stolen

y = suffering alleviated, +/- h = suffering induced as an invasion

by military or niche loyalty,

territorial holdings divi'd up by rank system formally or informally respected,

imaginary numbers calculated to include only rank down system and the whole of the military, as two separate relevant variables.

i1, i2, i3 = rank down, free will contributed. how high I scored by rank. written the same with all imaginary numbers included.

not necessary to translate old imaginary numbers over to niche loyalty on any other point but that acknowledged why the equation used, so that free will contributed by niche loyalty, by the whole of my military, is just acknowledged to replace free will by sentient life.

A War Ethic to Veto Nuclear Threats

The problem with nuclear weapons is that civilian casualties are inevitable, and also usually the main kind of casualty to nuclear weapons, and also on an intolerably massive scale.

The ethic of an assassin may prevent nuclear wars: Decision makers, politicians, generals, then soldiers. Precision in war to prevent civilian atrocity.

Kill the devil not the sheep.

When it is one's will to wage war . . .

Mapquest, astral travel and maps and globes, and memorization, video game imagination priming:
Visualize a map of your neighborhood, abstract, streets designed against a handy local paper map.
Enlarge the map to minimize abstraction until it becomes your surroundings.

Army Attributes (enemy/friendly/neutral/own)

Quantity: Write overall # of troops.

Morale/Discipline: Motivation as momentum & the identification of success.

Economy: Transcribe quantity money and relevant goods of exchange.

Supplies: Notate available food, shelter, tools.

Weapons: Jot down availability of ammunition, quantity and quality of weapons.

Anticipation: Quantifiable ability to position the army before the battle, in accordance with an effective survey of one's enemies.

Terrain Advantage: Familiarity, high ground, cooperative local allies and hostile gorillas.

Military Division Attributes

Movement Rate: Speed of slowest unit, & speed of units at event of battle

Formation: Present position of units, organizational effectiveness of formation shifting.

Quantity: q1 = quantity unit type 1, q2 = unit type 2

Unit Attributes

Skill: range/accuracy, efficiency, obedience, experience, familiarity of surroundings/survivalist fibre, susceptibility to enemy influence.

Discipline: whether training encourages morale, whether is rigid and mechanical or leaves room for creative situational adaptation, precision of military formations and memorized tacticals.

Health: Injury/Disease/Environmental Stress/Mental Fatigue/Physical and Mental Energy

Size: Necessary terrain to sustain?

Command Attributes

Respect: Boosts/decreases morale/obedience of Commander's troops. Impacted by social conditioning and situation of military division commanded, both of the Commander and units under his command.

Education: Quantified based upon range of experience, situational applicability.

Tactics

slots to study specialty tacticals of militaries

Espionage - surveillance, resource theft and sabotage, brainwashing, propaganda, strategic assassination, booby traps, and the thwarting of such tactics.

Defense - the reducing of one's militaries to unkillable status

Offense - the maiming and killing of enemies

Bobbing and Weaving - the acknowledgement that unkillable status is in the future rather than the present

Mixed tactics include varying percentages of any or all the above categories utilized simultaneously.

Historical context of past use of such tactics, as well as modern scientific probability analysis of situational effectiveness, as data to be examined by an intelligent military.