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How to make a Default Damage Assessment



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Default Nuclear Damage Assessment

Default Nuclear Damage Assessment and procedure for use

- What is Default Damage Assessment
- Worst Case Scenario
- Estimate Damage for Worst-Case
- Evaluate the need for further Action

Default Nuclear Damage Assessment

Damage assessment after a Nuclear attack is used at higher command levels to make a rough estimate of the damage before detailed information is available

The “default” damage assessment is used to evaluate the maximum effects from any known nuclear attack looking at the worst-case scenario for all your units

If all your units are outside the worst-case scenario it should not be necessary to make any further damage assessments for the evaluated attack

Create the Worst-Case Scenario

To create the worst case scenario you must define the most vulnerable

- Personnel
 - Equipment
- categories within your units

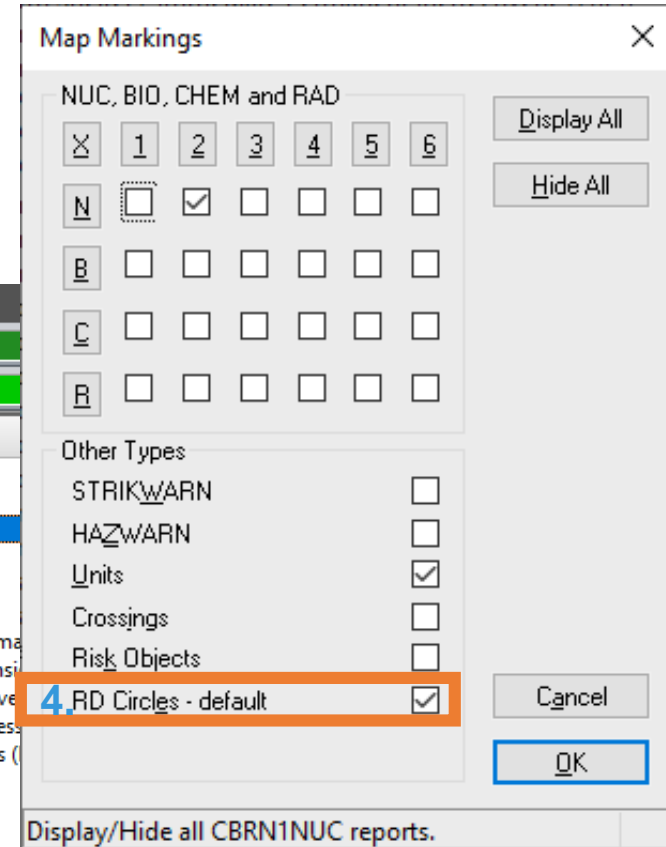
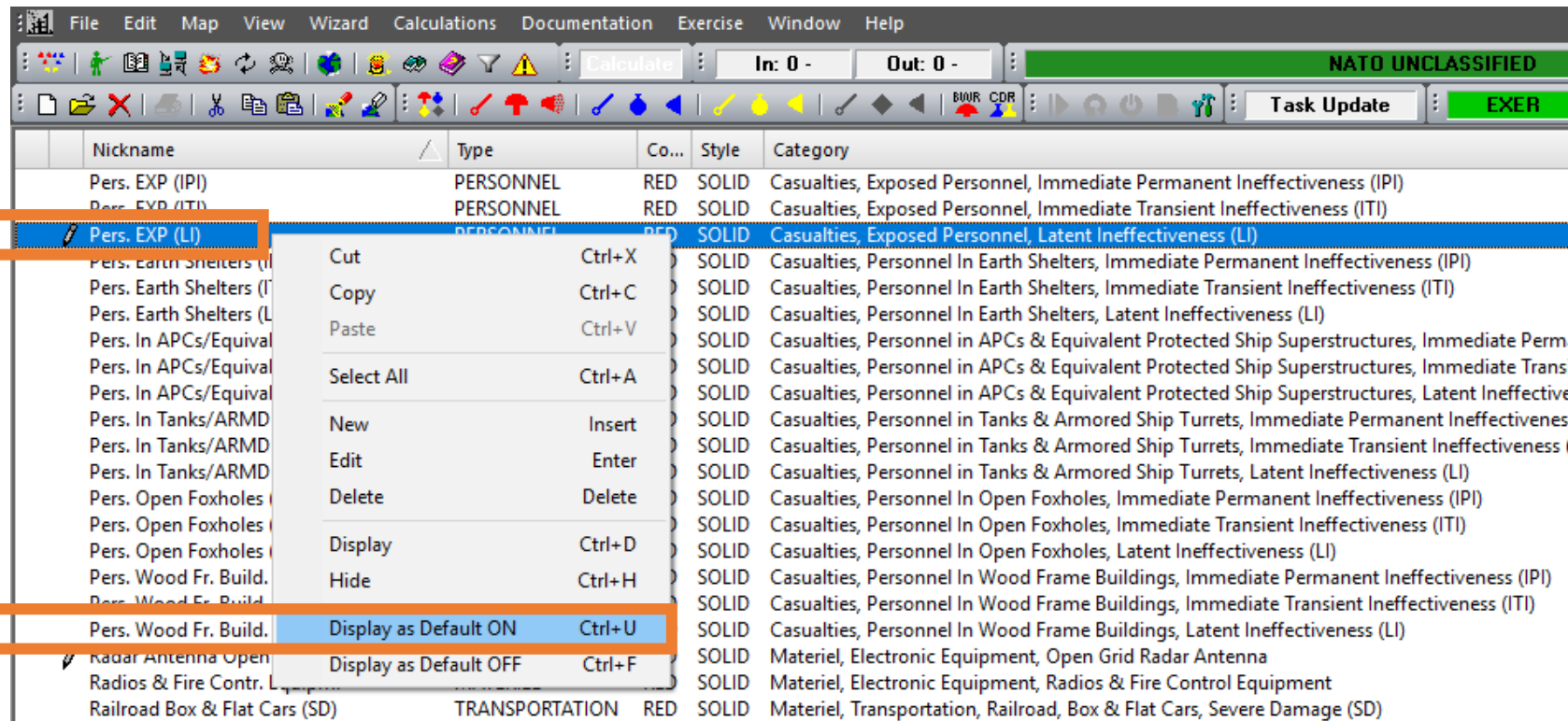
This could be e.g.

- Exposed Personnel (LI)
- Radar Antenna with Open Grid

These will now be **default radii**

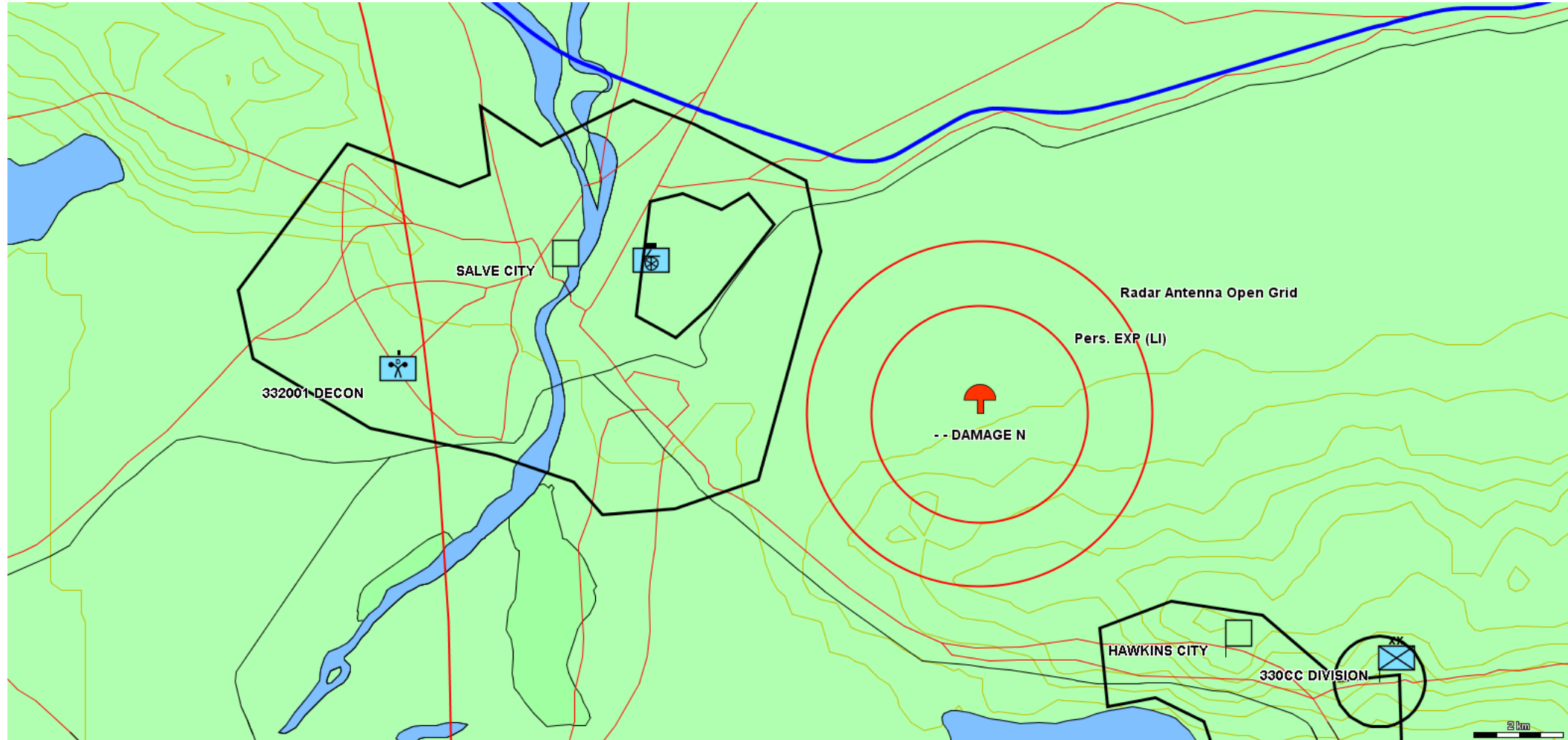
Open menu: View, select: Damage Assessment Tables

1. Highlight the two selected categories
2. Right click and
3. Select: Display as Default ON
4. To display, use F11 and select RD Circles - Default



Using default values:

After a nuclear attack, display the default damage radii to see if your units are outside the worst-case scenario



The Worst-Case Scenario

If **outside** the most vulnerable damage radii – further damage assessments should not be necessary because less vulnerable personnel and equipment (better protected or harder material) must be safer than the worst-case items

Evaluate the need for further action

If any unit is inside the worst-case scenario, a more specific damage assessment should be made using the particular personnel categories or equipment types at the unit in question