



Agent-based Simulation of Peacekeeping Operations for Units Up to Platoon level.

Thomas Erlenbruch

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A significant challenge to the German Military Forces or "Bundeswehr" today is the development of tactics that will enable soldiers, airmen and sailors to be successful in small-scale peacekeeping operations. This thesis develops an agent-based simulation for modeling peacekeeping operations at the platoon level. The simulation methodology combines agent-based modeling with discrete event simulation in two software packages called Peacekeeping and TryShoot. These software packages are used to model one part of a map exercise, the Kurzlage PRIZREN. The platoon of peacekeeping soldiers utilizes different kinds of tactics against different kinds of approaches by the civilians to reach their goal. This simulation yields insight into the modeled scenario and demonstrates the usefulness of agent-based simulation for the exploration of tactical concepts in a peacekeeping operation.

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