**What decides if a smarter army can win a battle?** LINDA SHANA-
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York at Buffalo — We study the kinetics associated with a "war" in which an at-
tacking army attempts to win over a spatially dispersed defender on a 2D lattice.
The levels of engagement are comparable in our study. The conflicting parties can
annihilate, win or lose at any given site depending upon certain preselected rules of
engagement. The attacker possesses higher intelligence, which is manifested through
the moves of the attackers. We show that an "intelligent" attacker with subcritical
number of attackers cannot win in the engagement.

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