

POLIS V12: The Complete Military Strategy Series

Jorge Batista Alves Pereira

Independent Researcher, Sabugal, Guarda, Portugal

[ORCID: 0009-0000-6385-7245](https://orcid.org/0009-0000-6385-7245)

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From Troy to Cyberspace: A Tensional Reading of Warfare

DOIs: Main treatise [10.5281/zenodo.19618276](https://doi.org/10.5281/zenodo.19618276) – POLIS Bible
[10.5281/zenodo.19836226](https://doi.org/10.5281/zenodo.19836226)

1 Definition of Tensional Warfare

War is a collision of polises with $IDT^* \geq 0.70$. Military strategy is the art of managing tensional flux $VT = K - T$ to force Phase 4 on the enemy before he forces it on your own polis.

The objective is to achieve $\epsilon = 0$ in your own territory while maximising ϵ in the adversary's territory.

2 The Five Principles of POLIS in Warfare

Classical Principle	POLIS Translation	Equation
Objective	Define the K_{\min} to capture	$T_{\text{target}} = K_{\min}$
Offensive	Keep $VT > 0$ at all times	$K_{\text{own}} > T_{\text{own}}$
Mass	Concentrate K at the weak point	$\max K_{\text{local}}$ where T_{enemy} is minimal
Economy of Force	Zero friction. No wasted K	$\epsilon_{\text{logistics}} = 0$
Surprise	Induce Phase 4 without warning	IDT^*_{enemy} jumps from 0.4 to 0.7

3 The Five Phases of War as a Tensional Cycle

Phase	Military Name	POLIS State	IDT*
1	Cold Peace	Multipolar equilibrium	0.1 – 0.3
2	Buildup	Accumulation of K (weapons, alliances)	0.3 – 0.5
3	Dissidence	Skirmishes, frozen conflicts	0.5 – 0.7
4	Total War	Collapse. Explosion of VT	≥ 0.70
5	Reorganisation	Treaty, new order, $\epsilon = 0$	drops to 0.2

Law: Every war is Phase 4. Whoever does not understand IDT^* loses.

4 Sun Tzu, Clausewitz and Napoleon Normalised

4.1 Sun Tzu – Winning without fighting

POLIS translation: Raise the enemy's IDT^* to Phase 4 using only psychological K . He collapses on his own. His internal VT explodes. $\epsilon = 0$ for you; cost = 0.

4.2 Clausewitz – War is politics by other means

POLIS translation: Politics is Phase 2–3. War is Phase 4. Same equation, different meshes. $T = K_{\min}$ decides both.

4.3 Napoleon – Concentration at the decisive point

POLIS translation: Find where $T_{\text{enemy}} = K_{\min}$ and put all your K there. Local $\epsilon = 0$ guarantees global $\epsilon = 0$.

5 Historical Examples Closing at $\epsilon = 0$

Battle	Decisive K_{\min}	Who controlled T	Outcome
Thermopylae	Narrow pass	Sparta	300 hold 100,000; local VT infinite
Waterloo	Arrival of Prussians	Wellington + Blücher	K_{\min} changed sides at 6pm; French Pha
Stalingrad	Winter logistics	USSR	German T = cold; K_{\min} = fuel; collapse
Cold War	Nuclear IDT*	USA+USSR	MAD = IDT* = 0.69; Phase 4 avoided

All closed with $\epsilon = 0$. Whoever violated $T = K_{\min}$ lost.

6 POLIS Doctrine for the 21st Century

1. **Hybrid warfare:** attack on all three meshes.

- Solid: missiles, armour.
- Liquid: economy, supply chains.
- Gaseous: narrative, information.

Objective: $IDT^* \geq 0.70$ in all three simultaneously.

2. **Military AI:** an algorithm that computes the enemy's K_{\min} in real time. Whoever calculates $T = K_{\min}$ faster wins.
3. **Deterrence:** show that your VT is so high that Phase 4 for the enemy would be Phase 5 for you. The enemy's IDT* spikes just by looking at your mesh.
4. **Peace:** a state of multipolar $\epsilon = 0$. $T = K_{\min}$ is distributed. No single polis has enough VT to trigger Phase 4.

7 The STOP Criterion for Generals

Do you want to test whether your plan closes? Compute:

1. List all K_m : troops, tanks, drones, morale, logistics, narrative, reserves.
2. Find K_{\min} . That is your T .
3. Compute $\epsilon = \sum K_m(2 + K_m)$.
4. **If $\epsilon \neq 0$:** you have friction. The plan fails. Reorganise.
5. **If $IDT^* \geq 0.70$:** you are already in Phase 4. Attack or retreat; there is no middle ground.

8 Tensional Conclusion

War is not chaos. It is physics. Strategy is not art. It is calculation. Victory is not luck. It is $T = K_{\min}$.

From Troy to cyberspace, from Sparta to drones: whoever controlled K_{\min} controlled T , and therefore controlled the history.

Zenodo references

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