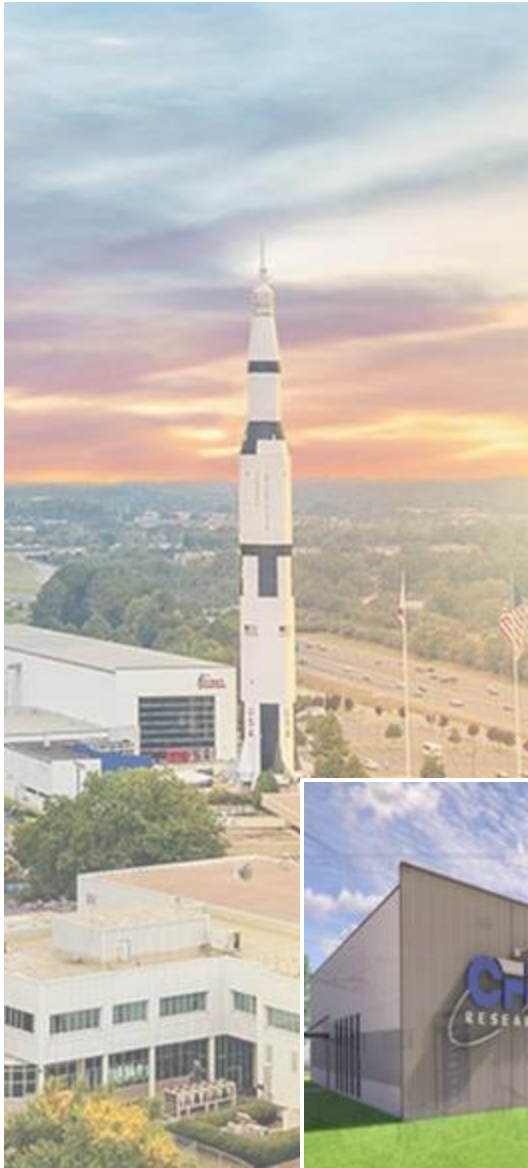




Blast-Induced Operational Combat Casualty Estimation

Military Health System Research Symposium

August 3, 2026

Breakout Session

Novel Methods for Identifying, Mitigating & Determining Health
Impacts of OEH Exposures

Carly Norris, PhD

CFD Research Corporation
Huntsville, AL

Disclaimer

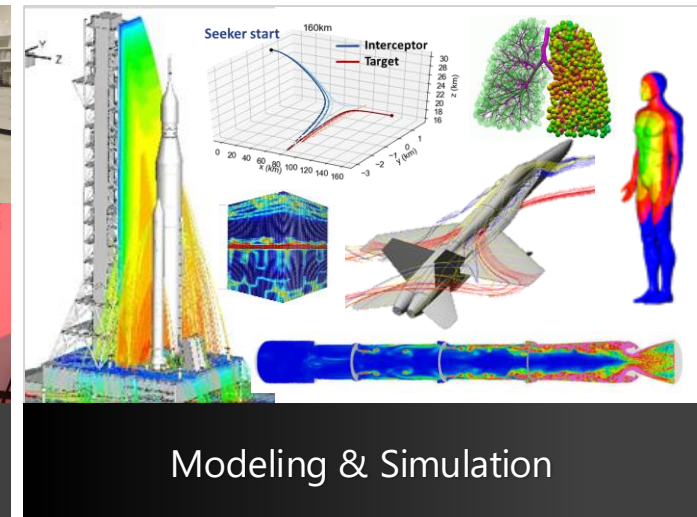
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Disclosure

The authors have no conflicts of interest to report.

Outline

- Introduction
- Model Framework
- Results
- Conclusions
- Future Directions
- Acknowledgments

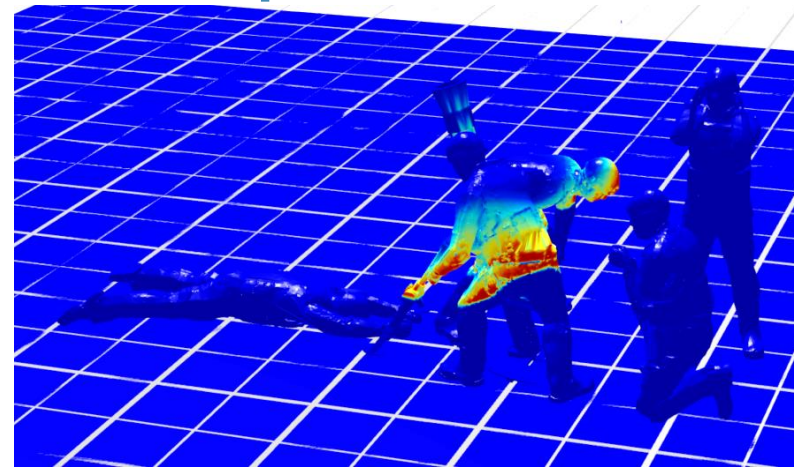


Introduction

- Blast environment is complex and dynamic
- Accurate assessment of service member injuries is currently impeded from meeting operationally informed timelines
- Operational combat casualty estimation using **dynamic exposure models** can be built into an **operational decision engine** to improve outcomes



Exposure Models



Introduction

Current State

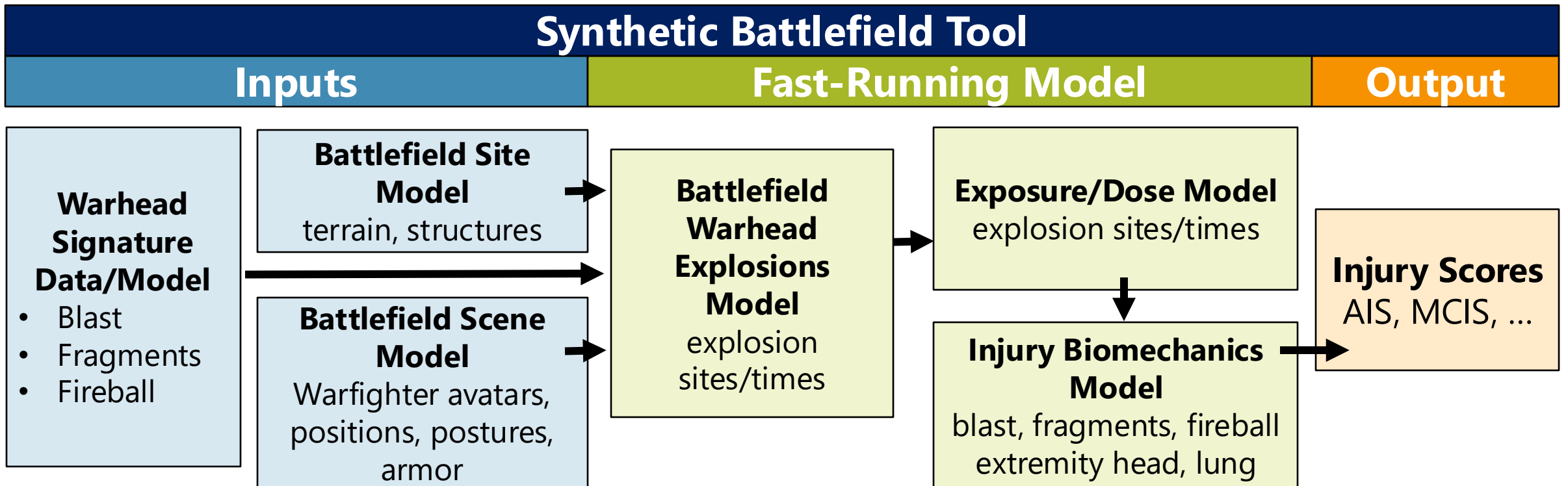
- Threat Analysis: Siloed models for isolated individual hazards
- Environment: Static
- Computational Speed: Slow and resource heavy
- Output Utility: Academic and delayed reporting

New Capability

- Threat Analysis: Multi-hazard aggregation (blast, thermal, fragmentation)
- Environment: Synthetic battlefield topography with populated scenes
- Computational Speed: Fast-running framework calibrated for rapid assessment
- Output Utility: Shareable and interoperable unit level triage outputs

Blast Injury Modeling

Multi-step approach was implemented to **demonstrate the predictive capability for modeling blast exposure-injury in combat scenarios**

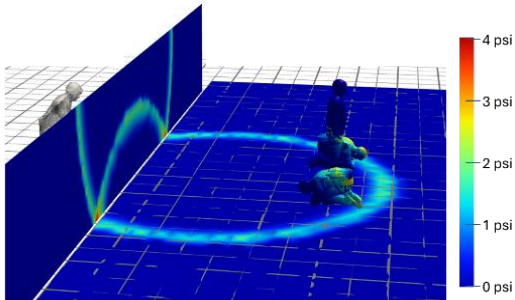


Blast Injury Modeling

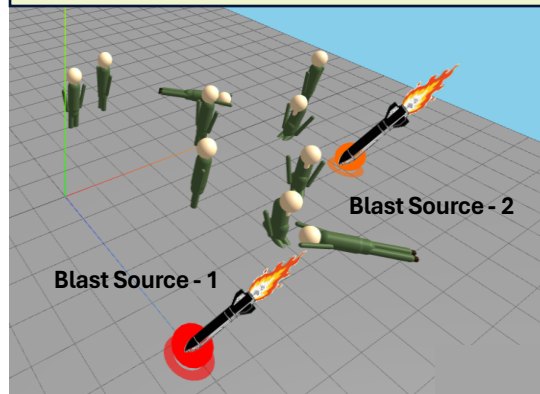
Today we will share **a few** of the capabilities, limitations, and future advancements within the injury prediction module.

Synthetic Battlefield Tool

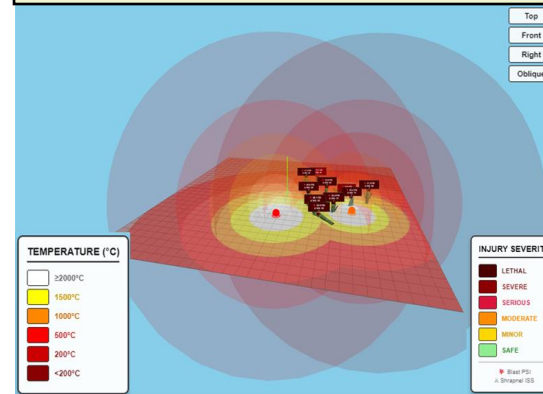
High-Fidelity Modeling
of Battlefield Scenarios



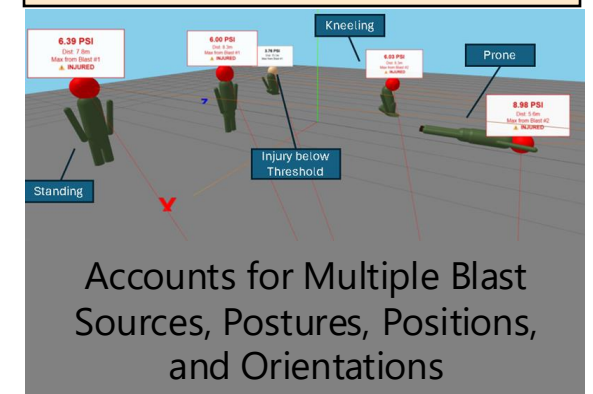
Fast-Running Simulation



Exposure Estimation

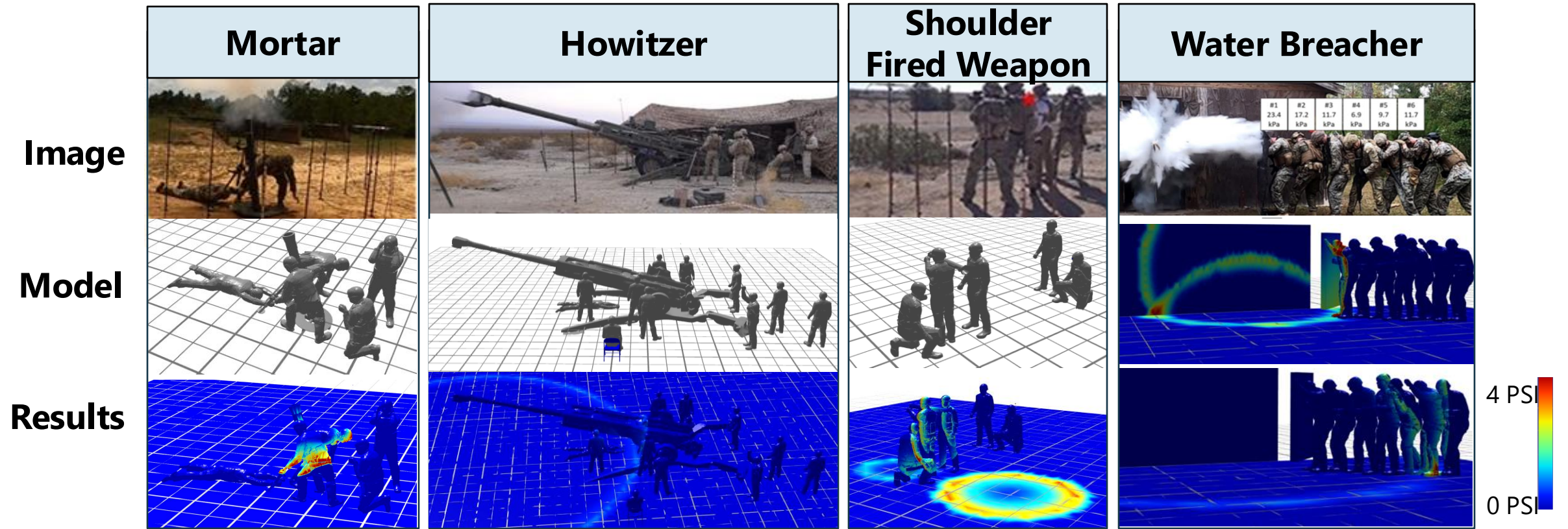


Injury Prediction



Blast Dose Validation

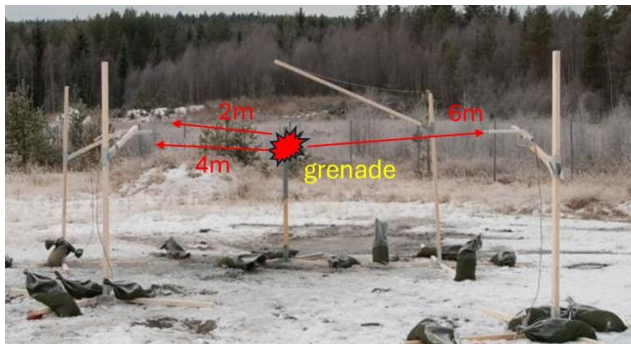
- Blast injury models are only as strong as the blast dose and exposure predictions
- CoBi-Blast and BOP blast dose predictions extensively validated for weapon firing scenarios



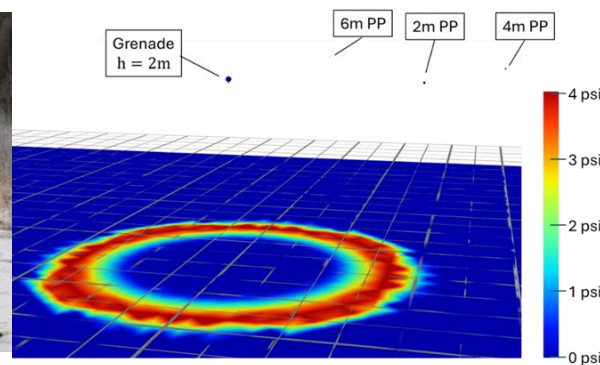
Blast Dose Validation

- Exposure models validated for incoming fire targeting the crew (grenade and missile)
- Average % difference between experimental and predicted Pmax was 2.1% for the grenade model and 10.1% for the warhead model, **instilling confidence in associated predicted injuries from these simulated battlefield scenarios**

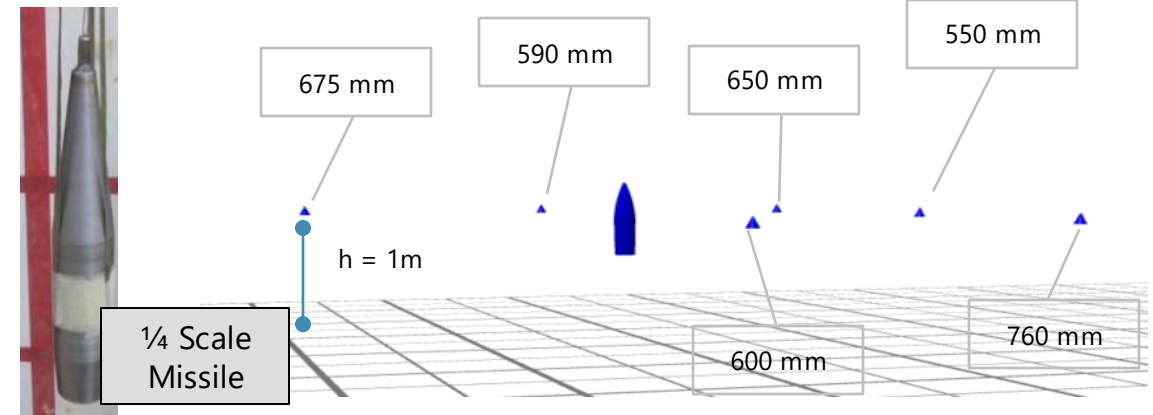
Free-Field Grenade



(Bjerke et al., 2023)



Warhead Explosion



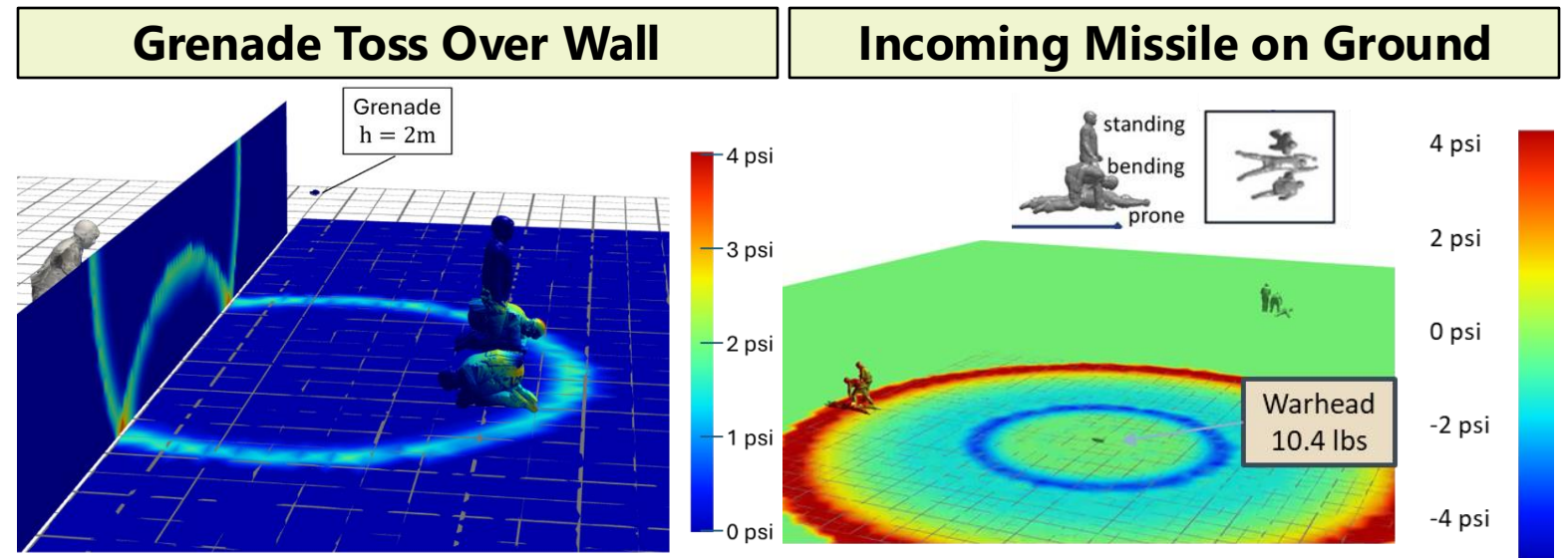
(Ahmed et al., 2021)

Exposure Estimation

- **Multi-surface reflections, position, posture, and orientation** relative to the blast overpressure all influenced max pressure, highlighting the need for models to integrate and maintain these capabilities

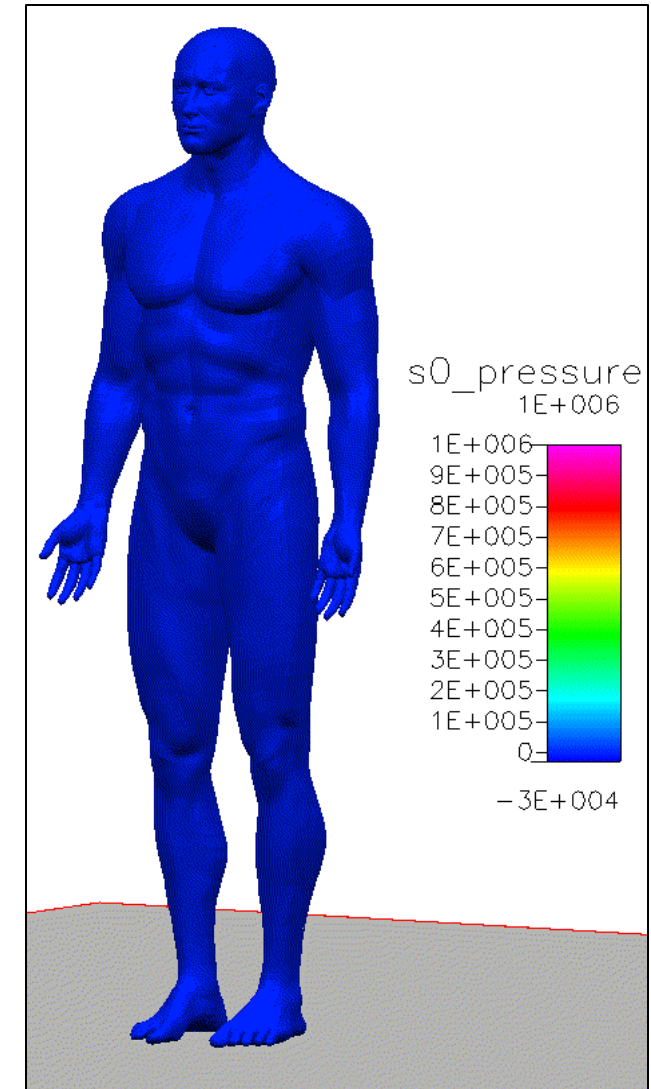
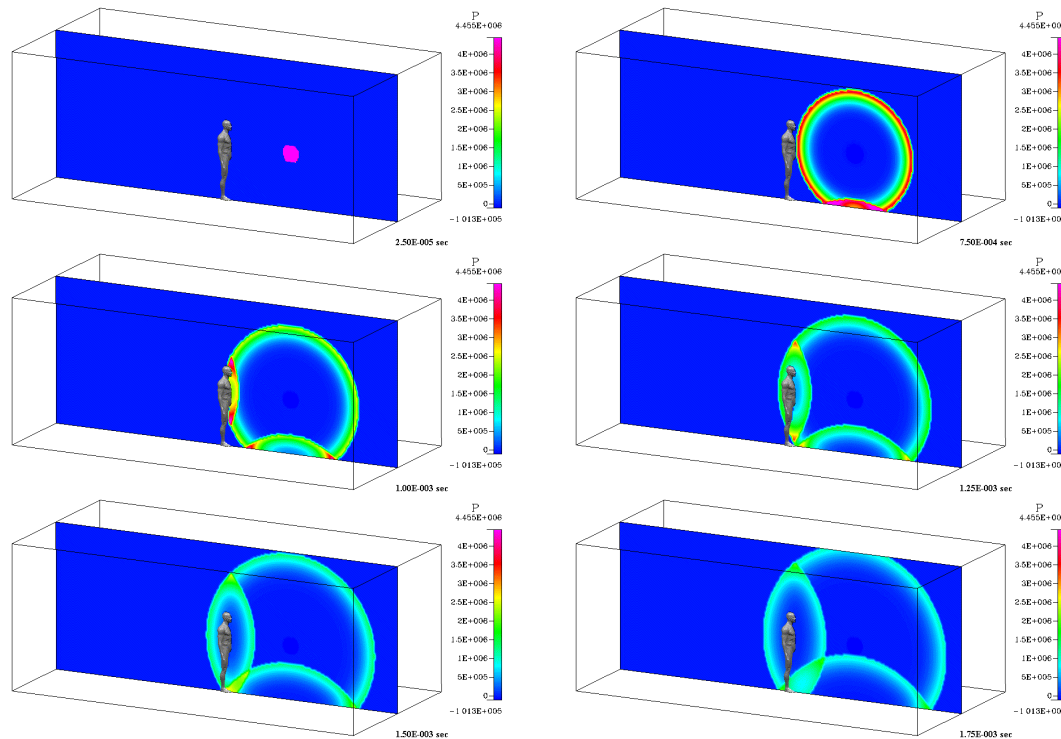
Current Limitations

- Limited data to validate complex exposures from outside threats
- Modern battlefield is complex and dynamic (i.e. drone-delivered ordnance, thermal exposures, shrapnel, etc.)



Exposure Estimation

- **Fast Running CoBi-Blast BOP** simulation results compare well with 3D CFD simulations.
- **BOP** can simulate blast exposure to multiple articulated human avatars immersed in 3D battlespace with multiple explosions



Injury Prediction

- Lung Injury:** Modeled effects of orientation relative to the blast on the predicted outcome accounting for the **increased risk of injury for side-on blast compared to frontal**

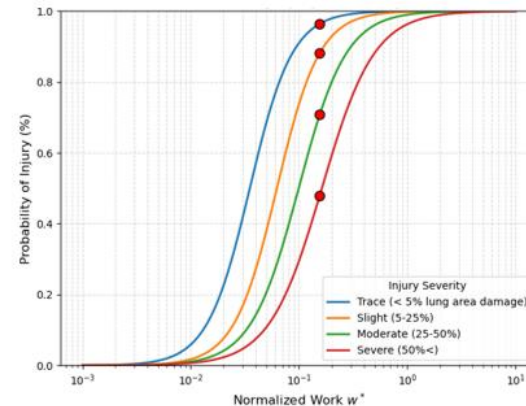
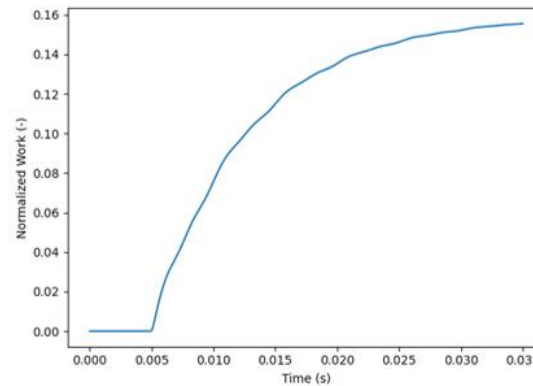
Frontal Blast (0°)



Expected AIS Lung Injury Score: **3.51**

Discrete AIS Category: 4

Clinical Interpretation: Major contusion, multi-lobar involvement



Anterolateral Blast (60°)

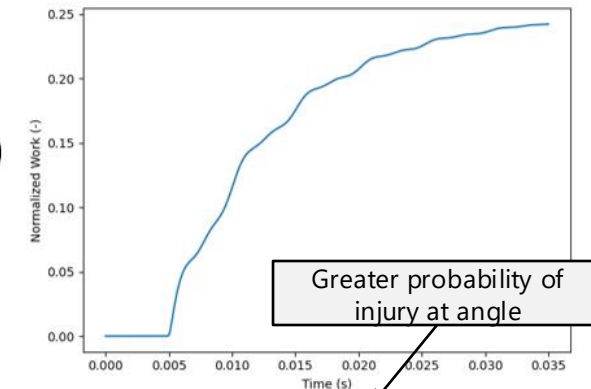


Expected AIS Lung Injury Score: **4.13**

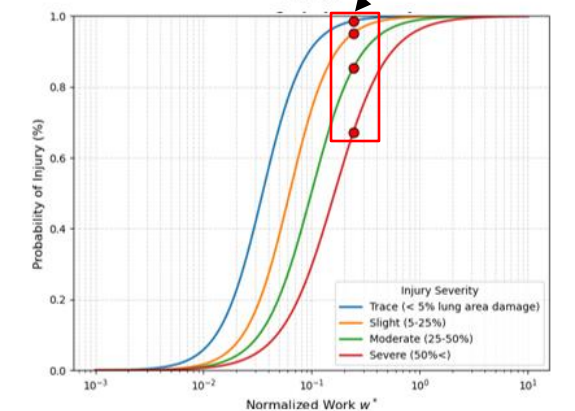
Discrete AIS Category: 4

Clinical Interpretation: Major contusion, multi-lobar involvement

Converts injury probability to AIS and clinical interpretation

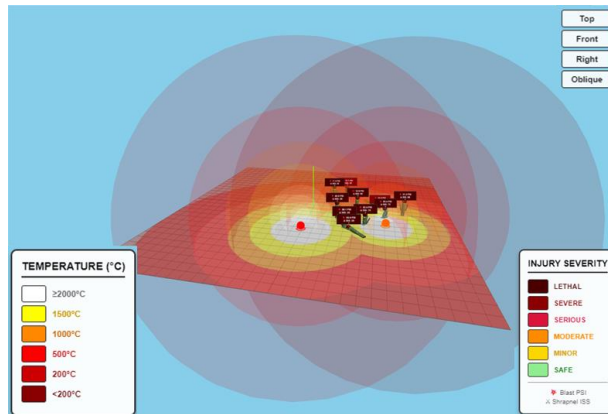


Greater probability of injury at angle



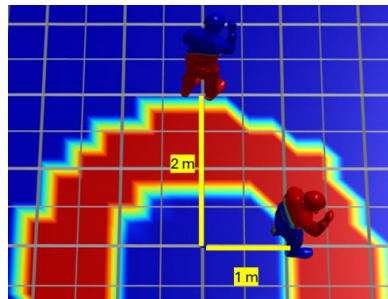
Injury Prediction

- **Thermal Injury:** Estimate cumulative thermal dose using the charge mass and distance from the explosion

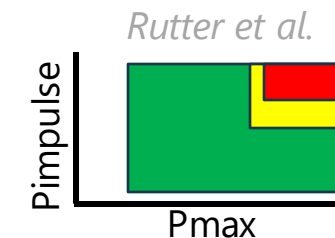


Thermal Dose [kJ/m ²]	Injury Description
65	Skin Pain
125	First-Degree Burn
172	Flesh Wound
250	Second-Degree Burn
375	Third-Degree Burn
392	Seriously Injured
592	Fatally Wounded

- **Brain Injury:** Determine relationship between max pressure & impulse at the head



Estimated Injury Severity	Max Pressure [kPa]	Impulse [kPa-ms]
Mild	17.7	7.2
Moderate	190	935
Severe	319	1467



Summary & Limitations

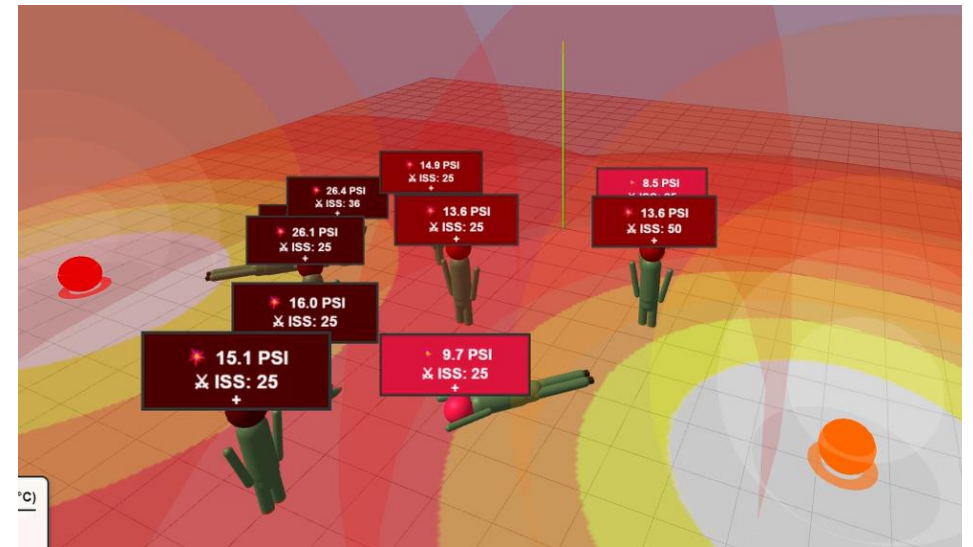
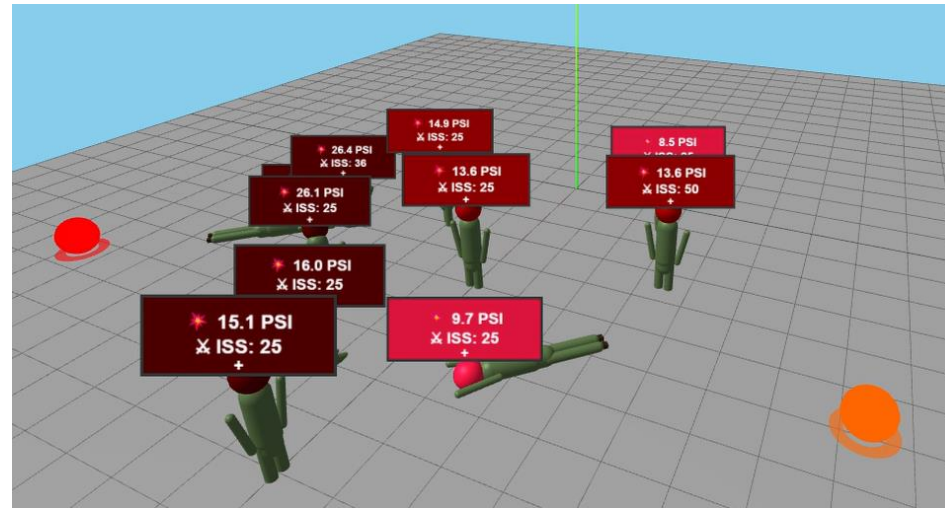
Summary

- Incoming munition applications
- Multiple blast sources
- Position, posture, and orientation
- Multiple injury criteria
- Estimates blast and thermal

Limitations

- Model predictions for penetrating injuries are lacking
 - Injury based on penetration depth of small fragments in isolation
 - Assumes that the fragment is a rigid body with a straight-line trajectory as it travels through the body
 - No shedding of secondary fragments

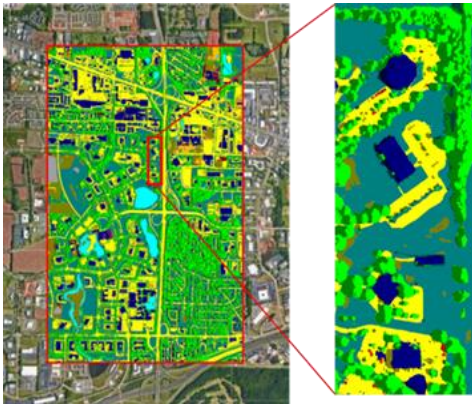
Synthetic Battlefield Tool Outputs



Future Directions

Next steps include expansion of the Synthetic Battlefield Tool capabilities to **enable real-time operational decision making**

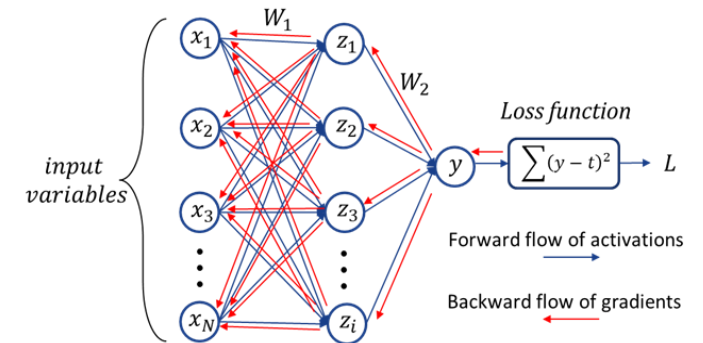
Scene Reconstruction



Exposure Estimation & Injury Prediction



Machine Learning Approximation & Injury Classification



- Inform model inputs from FLASH AI reconstruction
- BOP estimation extended for landmines, trenches, incoming munitions, etc.
- Advance high-fidelity penetrating injury models, focusing on extremity injury from large fragments
- Advance models of injury classification
- Use machine learning to improve computational efficiency

Acknowledgements

Contact Information

Carly Norris, PhD

carly.norris@cfp-research.com

CFD Research Team

- Andrzej Przekwas, PhD
- Carly Norris, PhD
- Teja Garimella, PhD
- Colton Babcock, PhD
- Paulien Roos, PhD



Collaborators & Support

- Dr. Aiguo Wu, DTRA
- Dr. Michael Glass, DTRA
- Dr. Leanne Young, ARA
- Dr. Christina Wagner, ARA
- Dr. Tim Walilko, ARA
- Dr. Raj Gupta, BIRCO
- Dr. Beth Brokaw, MITRE
- Dr. Walter Carr, WRAIR
- Dr. X. Gary Tan, NRL



BIRCO

MITRE



Disclaimer and Funding

Funding for this work was provided by the Defense Threat Reduction Agency (DTRA) under award number HDTRA225PE007. The views, opinions and/or findings contained herein are those of the author(s) and should not be construed as an official Department of War, policy or decision unless so designated by other documentation.

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