





- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_S\_n(R1,S,AS,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧(mandatory\_disqualification\_S\_p(R2,S,AS)∨mandatory\_S\_p(R2,S,AS,Y))∧(mandatory\_S\_n(R1,S,AS,Y)∨mandatory\_disqualification\_S\_n(R1,S,AS))∧(subordinate(R1,R2)∨authority(R1,R2))∧has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,l)∨scene(R2,h))∧uncertain\_constraint(R1,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,h)∧subordinate(R1,R2)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧subordinate(R1,R2)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧subordinate(R1,R2)

- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l) ∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)∧ subordinate(R1,R2)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)∧ subordinate(R1,R2)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)∧ subordinate(R1,R2)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,h)∧ authority(R1,R2)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,h)∧ authority(R1,R2)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,m)∧ authority(R1,R2)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,m)∧ authority(R1,R2)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l) ∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,l)∧ (subordinate(R1,R2) ∨ authority(R1,R2))
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l) ∨ scene(R2,h))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)

- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_n(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ trust(A2,R1)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has security awareness(A2,h)

- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_n(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_n(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ trust(A2,R1)∧ authority(R1,R2)∧ has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_disqualification\_S\_p(R2,S,AS)∨ mandatory\_S\_p(R2,S,AS,Y))∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ (mandatory\_disqualification\_S\_p(R2,S,AS)∨ mandatory\_S\_p(R2,S,AS,Y))∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ subordinate(R1,R2)∧ trust(A2,R1)∧ has\_security\_awareness(A2,m)

- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧(mandatory\_disqualification\_S\_p(R2,S,AS)∨mandatory\_S\_p(R2,S,AS,Y))∧subordinate(R1,R2)∧trust(A2,R1)∧has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧authority(R1,R2)∧trust(A2,R1)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧authority(R1,R2)∧trust(A2,R1)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧authority(R1,R2)∧trust(A2,R1)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧(mandatory\_disqualification\_S\_p(R2,S,AS)∨mandatory\_S\_p(R2,S,AS,Y))∧authority(R1,R2)∧trust(A2,R1)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_n(R1,S,AS)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_S\_n(R1,S,AS,Y)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_S\_n(R1,S,AS)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_n(R1,S,AS)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_S\_n(R1,S,AS,Y)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_S\_n(R1,S,AS)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧(mandatory\_S\_n(R1,S,AS,Y)∨mandatory\_disqualification\_S\_n(R1,S,AS))∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧subordinate(R1,R2)∧has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧(mandatory\_disqualification\_S\_n(R1,S,AS)∨mandatory\_S\_n(R1,S,AS,Y)∧uncertain\_constraint(R2,AS)∧generate(T,AS)∧Non\_mandatory\_C\_p(R2,C,T)∧authority(R1,R2)∧has\_security\_awareness(A2,h)

- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ (mandatory\_disqualification\_S\_n(R1,S,AS)∨ mandatory\_S\_n(R1,S,AS,Y))∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ (mandatory\_disqualification\_S\_n(R1,S,AS)∨ mandatory\_S\_n(R1,S,AS,Y))∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ (mandatory\_disqualification\_S\_n(R1,S,AS)∨ mandatory\_S\_n(R1,S,AS,Y))∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ (mandatory\_disqualification\_S\_n(R1,S,AS)∨ mandatory\_S\_n(R1,S,AS,Y))∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,l)
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(intimidation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(intimidation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ uncertain\_constraint(R1,AS)∧ uncertain\_constraint(R2,AS)∧ generate(T,AS)∧ Non\_mandatory\_C\_p(R2,C,T)∧ authority(R1,R2)∧ has\_security\_awareness(A2,l)
- 
- attack(intimidation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ (mandatory\_disqualification\_S\_n(R1,S,AS)∨ mandatory\_S\_n(R1,S,AS,Y))∧ uncertain\_constraint(R2,







- [illegible]

- [illegible]

- attack(incentive,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_n(R2,S,AS)) ∧ trust(A2,R1) ∧ has\_security\_awareness(A2,l)
- attack(incentive,R1,A2,AS,l)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ mandatory\_S\_n(R1,S,AS,Y) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,l)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ mandatory\_S\_n(R1,S,AS,Y) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,m)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,m)
- attack(incentive,R1,A2,AS,h)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,m)
- attack(incentive,R1,A2,AS,h)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ (mandatory\_S\_n(R1,S,AS,Y) ∨ mandatory\_disqualification\_S\_n(R1,S,AS)) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,l)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,h)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ (has\_security\_awareness(A2,m) ∨ has\_security\_awareness(A2,l))
- attack(incentive,R1,A2,AS,l)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ mandatory\_S\_n(R1,S,AS,Y) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ trust(A2,R1) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,l)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ trust(A2,R1) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ trust(A2,R1) ∧ has\_security\_awareness(A2,h)
- attack(incentive,R1,A2,AS,m)←play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ mandatory\_S\_n(R1,S,AS,Y) ∧ uncertain\_constraint(R2,AS) ∧ generate(T,AS) ∧ Non\_mandatory\_C\_p(R2,C,T) ∧ trust(A2,R1) ∧ has security awareness(A2,m)



- [illegible]

- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ (mandatory\_M\_p(R1,M,T,Y)∨ mandatory\_disqualification\_M\_p(R1,M,T))∧ need(T,AS)∧ has\_security\_awareness(A2,l)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)



- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_M\_p(R1,M,T,Y)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R1,M,T)∧ need(T,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ (mandatory\_M\_p(R1,M,T,Y)∨ mandatory\_disqualification\_M\_p(R1,M,T))∧ need(T,AS)∧ has\_security\_awareness(A2,l)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)

- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,l)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)

- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,l)∨ scene(R2,h))∧ (mandatory\_S\_p(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ has\_security\_awareness(A2,l)∧ trust(A2,R1)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ depend(R1,AS,R2)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ depend(R1,AS,R2)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ depend(R1,AS,R2)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ depend(R1,AS,R2)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ depend(R1,AS,R2)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ depend(R1,AS,R2)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ has\_security\_awareness(A2,h)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ depend(R1,AS,R2)∧ mandatory\_S\_p(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ depend(R1,AS,R2)∧ mandatory\_disqualification\_S\_p(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ has\_security\_awareness(A2,m)

- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,m)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧(mandatory\_S\_p(R1,S,AS,Y)∨mandatory\_disqualification\_S\_p(R1,S,AS))∧(mandatory\_S\_p(R2,S,AS,Y)∨mandatory\_disqualification\_S\_p(R2,S,AS))∧has\_security\_awareness(A2,l)
- 
- attack(impersonation,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,h))∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_S\_p(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has\_security\_awareness(A2,h)∧trust(A2,R1)
- attack(impersonation,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∨scene(R2,l))∧depend(R1,AS,R2)∧mandatory\_disqualification\_S\_p(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧has security awareness(A2,h))∧trust(A2,R1)

- $\text{attack}(\text{impersonation}, R1, A2, AS, h) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{depend}(R1, AS, R2) \wedge (\text{mandatory\_S\_p}(R1, S, AS, Y) \vee \text{mandatory\_disqualification\_S\_p}(R1, S, AS)) \wedge (\text{mandatory\_S\_p}(R2, S, AS, Y) \vee \text{mandatory\_disqualification\_S\_p}(R2, S, AS)) \wedge \text{has\_security\_awareness}(A2, l) \wedge \text{trust}(A2, R1)$

## Responsibility

- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_S\_n(R1,S,AS,Y)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_S\_n(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_M\_p(R2,M,T,Y)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_S\_n(R1,S,AS,Y)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_M\_p(R2,M,T,Y)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_M\_p(R2,M,T,Y)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧mandatory\_S\_n(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧mandatory\_S\_n(R1,S,AS,Y)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧mandatory\_disqualification\_S\_n(R1,S,AS)∧mandatory\_disqualification\_S\_p(R2,S,AS)∧mandatory\_disqualification\_M\_p(R2,M,T)∧subordinate(R1,R2)∧generate(T,AS)∧has security awareness(A2,h)

- [illegible]



$$\text{AS}) \wedge \text{mandatory\_M\_p}(\text{R2}, \text{M}, \text{T}, \text{Y}) \wedge \text{generate}(\text{T}, \text{AS}) \wedge \text{authority}(\text{R1}, \text{R2}) \wedge \text{has\_security\_awareness}(\text{A2}, \text{m})$$

- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ generate(T,AS)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ generate(T,AS)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ generate(T,AS)∧ authority(R1,R2)∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ (mandatory\_S\_n(R1,S,AS,Y)∨ mandatory\_disqualification\_S\_n(R1,S,AS))∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_disqualification\_S\_p(R2,S,AS))∧ (mandatory\_M\_p(R2,M,T,Y)∨ mandatory\_disqualification\_M\_p(R2,M,T))∧ generate(T,AS)∧ authority(R1,R2)∧ has\_security\_awareness(A2,l)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,h)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,l)∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,h)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attack,R1)∧ scene(R2,l)∧ mandatory\_S\_n(R1,S,AS,Y)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attack,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ mandatory\_disqualification\_S\_n(R1,S,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS)∧ mandatory\_M\_p(R2,M,T,Y)∧ generate(T,AS)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)



- [illegible]

ry\_disqualification\_M\_p(R2,M,T) ∧ generate(T,AS) ∧ ex\_cooperation(R1,R2) ∧ has\_security\_awareness(A2,m)

- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ mandatory\_disqualification\_S\_n(R1,S,AS) ∧ mandatory\_disqualification\_S\_p(R2,S,AS) ∧ mandatory\_disqualification\_M\_p(R2,M,T) ∧ generate(T,AS) ∧ ex\_cooperation(R1,R2) ∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ (mandatory\_S\_n(R1,S,AS,Y) ∨ mandatory\_disqualification\_S\_n(R1,S,AS)) ∧ (mandatory\_S\_p(R2,S,AS,Y) ∨ mandatory\_disqualification\_S\_p(R2,S,AS)) ∧ (mandatory\_M\_p(R2,M,T,Y) ∨ mandatory\_disqualification\_M\_p(R2,M,T)) ∧ generate(T,AS) ∧ ex\_cooperation(R1,R2) ∧ has\_security\_awareness(A2,l)
- attack(responsibility,R1,A2,AS,l) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_S\_p(R2,S,AS,Y) ∧ mandatory\_M\_p(R2,M,T,Y) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_S\_p(R2,S,AS,Y) ∧ mandatory\_M\_p(R2,M,T,Y) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS,Y) ∧ mandatory\_M\_p(R2,M,T,Y) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_S\_p(R2,S,AS,Y) ∧ mandatory\_disqualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS) ∧ mandatory\_qualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS) ∧ mandatory\_qualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_S\_p(R2,S,AS,Y) ∧ mandatory\_M\_p(R2,M,T,Y) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS,Y) ∧ mandatory\_M\_p(R2,M,T,Y) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ (scene(R2,h) ∨ scene(R2,l)) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_S\_p(R2,S,AS,Y) ∧ mandatory\_disqualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,h) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS) ∧ mandatory\_qualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h) ← play(A2,R2) ∧ play(attacker,R1) ∧ scene(R2,l) ∧ uncertain\_constraint(R1,AS) ∧ mandatory\_qualification\_S\_p(R2,S,AS) ∧ mandatory\_qualification\_M\_p(R2,M,T) ∧ subordinate(R1,R2) ∧ has\_security\_awareness(A2,m)

- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧(mandatory\_S\_p(R2,S,AS,Y)∨mandatory\_qualification\_S\_p(R2,S,AS))∧(mandatory\_M\_p(R2,M,T,Y)∨mandatory\_qualification\_M\_p(R2,M,T))∧subordinate(R1,R2)∧has\_security\_awareness(A2,l)
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_qualification\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_M\_p(R2,M,T)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_qualification\_S\_p(R2,S,AS)∧mandatory\_qualification\_M\_p(R2,M,T)∧authority(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧scene(R2,h)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧scene(R2,l)∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_qualification\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_disqualification\_M\_p(R2,M,T)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_qualification\_S\_p(R2,S,AS)∧mandatory\_qualification\_M\_p(R2,M,T)∧authority(R1,R2)∧has\_security\_awareness(A2,m)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧(mandatory\_S\_p(R2,S,AS,Y)∨mandatory\_qualification\_S\_p(R2,S,AS))∧(mandatory\_M\_p(R2,M,T,Y)∨mandatory\_qualification\_M\_p(R2,M,T))∧authority(R1,R2)∧has\_security\_awareness(A2,l)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_S\_p(R2,S,AS,Y)∧mandatory\_M\_p(R2,M,T,Y)∧ex\_cooperation(R1,R2)∧has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧play(attacker,R1)∧(scene(R2,h)∨scene(R2,l))∧uncertain\_constraint(R1,AS)∧mandatory\_qualification\_S\_p(R2,S,AS)∧mandatory\_M\_p(R2,M,T,Y)∧ex\_cooperation(R1,R2)∧has security awareness(A2,h)

- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_qualification\_M\_p(R2,M,T)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_disqualification\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ ex\_cooperation(R1,R2)∧ has\_security\_awareness(A2,h)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ (mandatory\_S\_p(R2,S,AS,Y)∨ mandatory\_qualification\_S\_p(R2,S,AS))∧ (mandatory\_M\_p(R2,M,T,Y)∨ mandatory\_qualification\_M\_p(R2,M,T))∧ ex\_cooperation(R1,R2)∧ (has\_security\_awareness(A2,l)∨ has\_security\_awareness(A2,m))
- attack(responsibility,R1,A2,AS,l)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_qualification\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,h)∧ uncertain\_constraint(R1,AS)∧ mandatory\_qualification\_S\_p(R2,S,AS)∧ mandatory\_qualification\_M\_p(R2,M,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ scene(R2,l)∧ uncertain\_constraint(R1,AS)∧ mandatory\_qualification\_S\_p(R2,S,AS)∧ mandatory\_qualification\_M\_p(R2,M,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,h)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,m)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_qualification\_S\_p(R2,S,AS,Y)∧ mandatory\_M\_p(R2,M,T,Y)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_S\_p(R2,S,AS,Y)∧ mandatory\_disqualification\_M\_p(R2,M,T)∧ subordinate(R1,R2)∧ has\_security\_awareness(A2,m)∧ trust(A2,R1)
- attack(responsibility,R1,A2,AS,h)←play(A2,R2)∧ play(attacker,R1)∧ (scene(R2,h)∨ scene(R2,l))∧ uncertain\_constraint(R1,AS)∧ mandatory\_qualification\_S\_p(R2,S,AS)∧ mandatory



- $\text{attack}(\text{responsibility}, R1, A2, AS, m) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{uncertain\_constraint}(R1, AS) \wedge \text{mandatory\_qualification\_S\_p}(R2, S, AS) \wedge \text{mandatory\_M\_p}(R2, M, T, Y) \wedge \text{ex\_cooperation}(R1, R2) \wedge \text{has\_security\_awareness}(A2, h) \wedge \text{trust}(A2, R1)$
- $\text{attack}(\text{responsibility}, R1, A2, AS, m) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{uncertain\_constraint}(R1, AS) \wedge \text{mandatory\_S\_p}(R2, S, AS, Y) \wedge \text{mandatory\_qualification\_M\_p}(R2, M, T) \wedge \text{ex\_cooperation}(R1, R2) \wedge \text{has\_security\_awareness}(A2, h) \wedge \text{trust}(A2, R1)$
- $\text{attack}(\text{responsibility}, R1, A2, AS, h) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{uncertain\_constraint}(R1, AS) \wedge \text{mandatory\_disqualification\_S\_p}(R2, S, AS, Y) \wedge \text{mandatory\_disqualification\_M\_p}(R2, M, T) \wedge \text{ex\_cooperation}(R1, R2) \wedge \text{has\_security\_awareness}(A2, h) \wedge \text{trust}(A2, R1)$
- $\text{attack}(\text{responsibility}, R1, A2, AS, h) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{uncertain\_constraint}(R1, AS) \wedge (\text{mandatory\_S\_p}(R2, S, AS, Y) \vee \text{mandatory\_qualification\_M\_p}(R2, M, T)) \wedge (\text{mandatory\_M\_p}(R2, M, T, Y) \vee \text{mandatory\_qualification\_M\_p}(R2, M, T)) \wedge \text{ex\_cooperation}(R1, R2) \wedge (\text{has\_security\_awareness}(A2, l) \vee \text{has\_security\_awareness}(A2, m)) \wedge \text{trust}(A2, R1)$

## Distraction

- $\text{attack}(\text{distraction}, R1, A2, AS, l) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_S\_n}(R1, S, AS, Y) \wedge \text{has\_security\_awareness}(A2, h)$
- $\text{attack}(\text{distraction}, R1, A2, AS, l) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge \text{scene}(R2, h) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_disqualification\_S\_n}(R1, S, AS) \wedge \text{has\_security\_awareness}(A2, h)$
- $\text{attack}(\text{distraction}, R1, A2, AS, m) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge \text{scene}(R2, l) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_disqualification\_S\_n}(R1, S, AS) \wedge \text{has\_security\_awareness}(A2, h)$
- $\text{attack}(\text{distraction}, R1, A2, AS, m) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_S\_n}(R1, S, AS, Y) \wedge \text{has\_security\_awareness}(A2, m)$
- $\text{attack}(\text{distraction}, R1, A2, AS, m) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge \text{scene}(R2, h) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_disqualification\_S\_n}(R1, S, AS) \wedge \text{has\_security\_awareness}(A2, m)$
- $\text{attack}(\text{distraction}, R1, A2, AS, h) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge \text{scene}(R2, l) \wedge \text{possess}(R2, AS) \wedge \text{mandatory\_disqualification\_S\_n}(R1, S, AS) \wedge \text{has\_security\_awareness}(A2, m)$
- $\text{attack}(\text{distraction}, R1, A2, AS, h) \leftarrow \text{play}(A2, R2) \wedge \text{play}(\text{attacker}, R1) \wedge (\text{scene}(R2, h) \vee \text{scene}(R2, l)) \wedge \text{possess}(R2, AS) \wedge (\text{mandatory\_qualification\_S\_n}(R1, S, AS) \vee \text{mandatory\_S\_n}(R1, S, AS, Y)) \wedge \text{has\_security\_awareness}(A2, l)$