|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|   |   |   |   |   |   |   |   |
|   |   | F A C T O R S | COARSE OFACTION #1 | COARSE OFACTION #2 | COARSE OFACTION #3 |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | SURPRISE | 10 | 8 | 4 |   |
|   |   | Battlefield surprise is usually caused by the combatants |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | FLEXIBILITY | 6 | 3 | 6 |   |
|   |   | Creative and flexible application of the means available to the commander |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | USE OF TERRAIN | 4 | 7 | 8 |   |
|   |   | Gain an advantage over an enemy by using the terrain |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | COMBAT POWER | 2 | 6 | 5 |   |
|   |   | Total means of destructive capabilities that a military unit can apply |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | SOLDIER'S LOAD | 7 | 1 | 5 |   |
|   |   | Equipment that soldiers carry directly on their person while fighting |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | SPEED | 3 | 8 | 7 |   |
|   |   | Speed and rhythm of military operations over time with respect to the enemy |   |
|   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   | **T O T A L:** | **32** | **33** | **35** |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   | **COARSE OF ACTION #1** |   |
|   |   | WHAT: TYPE OF ACTIONWHEN: TIME THE ACTION BEGINSWHERE: LOCATION OF SECTOR OR ZONEHOW: METHOD OF EMPLOYMENT (TACTICS)WHY: COMMANDER'S INTENT |   |
|   |   |   |   |   |   |   |   |
|   |   | **COARSE OF ACTION #2** |   |
|   |   | WHAT: TYPE OF ACTIONWHEN: TIME THE ACTION BEGINSWHERE: LOCATION OF SECTOR OR ZONEHOW: METHOD OF EMPLOYMENT (TACTICS)WHY: COMMANDER'S INTENT |   |
|   |   |   |   |   |   |   |   |
|   |   | **COARSE OF ACTION #3** |   |
|   |   | WHAT: TYPE OF ACTIONWHEN: TIME THE ACTION BEGINSWHERE: LOCATION OF SECTOR OR ZONEHOW: METHOD OF EMPLOYMENT (TACTICS)WHY: COMMANDER'S INTENT |   |
|   |   |   |   |   |   |   |   |
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