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*See Appendix CST – Combat Shifts & Situations Tables*

[large loaded passenger jet accelerates for take-off]

**Co-pilot:** *Excuse me captain, I know it sounds silly, but can you fly?*

**Dirty Harry** [pretending to the air-captain]: *No, never had a lesson.*

– from *Dirty Harry: Magnum Force* (1973)

**Cover and Concealment:** The Marines teach about cover and concealment; cover is to avoid being shot, concealment is to avoid being seen. The best of both worlds is both, but there is a difference this is mortally important to understand. Dirty Harry boards a 747 with two hijackers disguised as the Captain. As they unevenly accelerate for takeoff, the co-pilot asks Dirty Harry, “Excuse me captain, I know it sounds silly, but can you fly?” Dirty Harry replies, “No, never had a lesson,” then slams on the brakes and overpowers the surprised hijacker in the cabin. The second hijacker runs through the passenger seating and into the stewardess area behind a wall. Dirty Harry shot him three times through the wall (it’s just a decoration panel); the wall was concealment, not cover, and the stupid hijacker didn’t get down.

- ✓ I spent a day in 1989 copying the voluminous medical records of a Master Gunnery Sergeant who had been wounded three times in Vietnam. In one instance, he had been hit by a NVA machinegun bullet while hiding in a bush; the bush was concealment, not cover.

Cloaking devices in science-fiction stories are concealment, not cover. If you got lucky or guessed correctly, or had an area attack or rapid fire weapon, you could hit the ship behind the cloaking device; oddly, this never occurs to television sci-fi writers. Ships in Star Trek, however, have both cloaking devices *and* shields operating at the same time.

Armor, whether it is body armor or ship armor, or ‘force screens’ in science-fiction combat, is a mobile form of cover, you are literally taking your cover with you like a turtle or armadillo; a shield is the same thing whether on a starship or being carried in front of you, and the early Romans used shield walls as both cover and concealment. In ancient siege warfare, attackers used mobile wooden covers called mantlets (or later, a pavise) to approach the walls (this can be seen in the movie *Army of Darkness* (1993)), and also larger structures such as wheeled wooden siege towers, testudos (a testudo is also a Roman ‘fish-scale’ shield formation), and galleries to attack the walls with impunity. On the defender’s side, city or fortification walls were both cover and concealment; firing missiles over the wall was basically a blind exercise for the attackers.

- ✓ The first in-air hijacking occurred in 1942 when a British Commonwealth combat aircrew taken POW overpowered their guards and seized control of an Italian aircraft transporting them to a POW camp, which they then flew to Malta. They were strafed by British Spitfires on approach and landed in the sea to be picked up.<sup>1</sup>

*“A military man can scarcely pride himself on having ‘smitten a sleeping enemy’; it is more a matter of shame, simply, for the one smitten. I would rather you made your appraisal after seeing what the enemy does, since it is certain that, angered and outraged, he will soon launch a determined counterattack.”*

– Marshal Adm. Isoroku Yamamoto, Imperial Japanese Navy<sup>2</sup>

**Ambush Combat:** The main tactical ability that T-Ships and warships equipped with “cloaking devices” have in a three-dimensional, open space combat is the ability to physically ambush, and to do so continuously even in the midst of a huge fleet battle.

The ambush and surprise ability of T-Ships and “cloaked warships” is a physical ability to appear out of nowhere (or seemingly) in the middle of nowhere, and fire at very close range, and then to disappear again for a time, and do it again elsewhere. Hello!, BLAM, BLAM, thank ya ma’am, Goodbye!

- ✓ The primary requirement for an ambush is concealment. Sometimes ambushers also find cover along with the concealment; it is very useful to have some cover behind trees, rocks, buildings, but concealment is the primary of the ambusher: If you are well concealed and a good shot, you may not need cover. If you are covered but not well concealed, there is no ambush.
  - ✓ Doubtless, the king of all sci-fi tactical ambushes in open space is at the end of the last episode of Star Trek TNG (“All Good Things...” (1994)) when the future Enterprise, with three Warp Cells, de-cloaks and ambushes the Klingon Bird of Prey at close range. It is clear that Federation technology has outpaced Klingon technology at that point, very much a reflection of the Cold War, as the Klingons were originally the ‘Soviets’ of Star Trek OS.
- **In Open Space:** The essence of the Temporal Ship is an ambush in open space. Consider, with the detection capabilities inherent in GGDM (see Riding the T, 3 Temporal Technology, p. 828, *supra*, and One-Way Mirror, *et. seq.*, 2 Information, p. 1340, *infra*), how difficult it is to ambush in open space? In sci-fi, space ambushes usually involve asteroid belts, comets, planet rings, and moons, a typical example being the ambush at the end of the pilot episode of Space: Above and Beyond (1995) to save Earth. However, it is not impossible.

Consider the *huge open field* Battle of Cannae in 216 B.C. as the greatest ambush in history, everything was on the field, there were no hidden ambushers behind rocks and trees, instead:

- ✓ “Hannibal, a product of Phoenician and Greek culture, imagined gigantic ambushes in which deadly forces were hidden behind ideas, though he showed himself perfectly capable of using trees for the purpose. For Cannae was no less an ambush than the Trasimene, the difference being only that one existed in the moral sphere and the other in the physical.” – Lynn Montross, *War Through the Ages* (3<sup>rd</sup> Ed., 1960), p. 63.

The ambush of the Inca leadership by the vastly outnumbered, isolated Spanish force at Cajamarca was an ambush hidden behind the ideas of Inca culture and rituals, and perhaps some arrogance (see The First is Last, 3 Colleges, p. 493, *supra*).

The Battle at Lake Trasimene (217 B.C.) a year before Cannae, is considered the largest *physical ambush* in military history by numbers of men involved, as Hannibal hid 55,000 men behind the hills over the lake. The Romans also lost several legions in actual physical ambushes by the Germans (e.g., the famous Battle of the Teutoburg Forest) and Jews (e.g., Battle of Beth Horon, 66 A.D.) that stymied the expansion of the Empire.

Napoleon’s greatest victory, Austerlitz in 1805 was an ambush, *both mental and physical*, as 20,000 French troops emerged from a wooded ravine just as the allied Prussian-Russian force thought it was winning. It was an ambush because Napoleon deliberately slowly gave ground to lure them. Ten years later, at the Battle of Waterloo, the Imperial Guard thought

they had broken through the British line when they saw an empty field before them, but were ‘ambushed’ by multiple lines of British troops who hunkered down in the grass (one of the final scenes of the 1972 mini-series Waterloo):

- ✓ “To the left of the 4<sup>th</sup> Grenadiers were the two squares of the 1<sup>st</sup>/ and 2<sup>nd</sup>/3<sup>rd</sup> Chasseurs who angled further to the west and had suffered more from artillery fire than the grenadiers. But as their advance mounted the ridge they found it apparently abandoned and covered with dead. Suddenly 1,500 British Foot Guards under Maitland who had been lying down to protect themselves from the French artillery rose and devastated them with point-blank volleys. The chasseurs deployed to answer the fire, but some 300 fell from the first volley, including Colonel Mallet and General Michel, and both battalion commanders.” – from Wikipedia article, “Battle of Waterloo.”

In the first Japanese attack on Wake Island on December 11, 1941, the defenders lured the Imperial Japanese Navy ships into an ‘ambush’ by holding their fire until the enemy was very close. *It was an ambush hidden behind an idea*: The Japanese confidently thought the weak defenses had been destroyed by three days of preparatory bombing raids, due in part to overenthusiastic reporting by bomber crews (see related discussion, Battle of Churchill Sol, 2 Carriers & Fighters, p. 1061, *infra*). The island still had four F4F Wildcat fighters and 6 5.5” (127mm) coastal defense guns; the guns sank one IJN destroyer with two direct magazine hits, the Wildcats sank a second by dropping a bomb on the stern detonating the depth charges. The Japanese were turned away and had to return with a bigger force 12 days later, including two carriers, on December 23, 1941, and forced the landing by beaching two ‘patrol boats’ (old destroyers), which were also destroyed.

- ✓ The successful Israeli Air Force attack on the REAF base at El Arish on October 15, 1948, shocked the Royal Egyptian Air Force who had not considered that the IAF had that ability: Thus there was no air patrol. The Israelis captured the base in December.

An alternate form of physical ambush is the lure ambush where undisciplined or confused troops are lured away by a ruse to be ambushed, thus leaving less troops in the main force; a sci-fi example of this is the incident in the reimagined Battlestar Galactica when the Raptors were lured away (“The Captain’s Hand” 2006) and used as bait to lure Battlestar Pegasus into an ambush. The lure away trick is a favorite of horror films, as one by one, the characters go running off after something and die.

But even in ambushes attributed to lack of discipline, that lack of discipline can be traced to ideas. For example, at the Battle of Adrianople in early 1205, the Crusader knights and mounted men-at-arms of the Latin Empire, thought that they were superior to the Cumans and Bulgarians, and that impetuous bravery was the military ideal, thus they chased the Cuman horse archers who harassed them for several kilometers and right into a huge ambush.

- ✓ And why were the people of the valley able to so easily overwhelm and kill the mountain people, who had the superior defensive position? Because the mountain people never imagined that anyone would fight and kill for their treasure that they offered to freely share, never imagined that an offer to share their treasure would provoke an angry response in the valley. Thus, the mountain passes were unguarded and the people of the valley were able to sneak through at night and attack the unprepared mountain people in their homes in a dawn ambush. “Peace on Earth is all it said.”

- Ambush Mode: T-Ships and cloaked warships are assumed to be in Ambush Mode in combat unless they have either voluntarily revealed themselves (like an exhibitionist in a store window), or have been prevented from returning to Ambush Mode. Ambush Mode is when the ship is operating invisible to regular ships (and to the naked eye), and are maneuvering and ready to reveal and fire at the opportune moment (i.e. Ambush).
- Cloaking and Stealth: The primary dramatic difference between a cloaking device and a stealth technology is that the cloaking device hides the ship from detection by *normal human vision* (but what about alien vision?), like a cat can't see sheer cloth. It makes good dramatic television. Whereas, presumably a stealth craft is only hidden from non-visual electromagnetic scanning, and could be seen with normal vision – think of what are currently known as stealth fighters, they can still be spotted visually (but they move very fast!). It is unknown why the Cylons were not scanning in normal visual electromagnetic range – for example, motion sensing cameras, during the battle in which the “stealth Viper” (discussed briefly in A Moment of Caveat, 2 Temporal Technology, p. 818, *supra*) disabled the Resurrection Ship. *Not knowing the technological details* is what makes the stealth Viper attack plausible (but it was noted in the episode that if the stealth Viper carried nuclear warheads, it would be detected, so it was only to target the engines conventionally), plus the audience probably felt the Cylons had it coming (writers prefer drama to details, e.g., how could Capt. Kirk not know the names of Spock's parents before they boarded the Enterprise? How could a surgically-altered alien pass security scans?). But under normal circumstances, it doesn't seem likely that ‘stealth’ ships would be able to sneak up on the enemy in open system space, whereas cloaked and T-Ships can. Thus, the opportunities for Ambush Combat by stealth ships and fighters might be limited to planet raids, or situations in which visual range is limited in orbital or system space.
- Ambush or Ambush Not: T-Ships and ‘cloak-equipped’ regular warships may not ambush in a Combat Round if they have revealed for any reason. Of necessity, any ‘cloaking technology’ introduced into the game for regular warships must be able to be turned off (i.e. reveal), to allow the ship to resupply. T-ships and warships with cloaking devices turned on (i.e. in Ambush Mode, not revealed) may not maintain a siege or guard a Conquered Colony *by themselves* as visible presence is necessary for both tasks (but could remain in Ambush Mode if other friendly regular warships are present).<sup>3</sup>
  - ✓ This is questionable, I suppose, as believing there is a warship there that you cannot see, is just as effective as seeing the warship over the planet at all times – until they stop believing (like the pre-Christian gods in Europe); but this is the game rule for purposes of simplicity. It's sort of like Santa's elves peeking in on children or the low-hanging God of Christian Fundamentalism staring down at the faithful to insure they behave. At some point you don't believe in Santa, but still believe in God.
- Ambushwhacked: T-Ships attacking from Ambush Mode receive three Offensive Shifts (see Combat Shifts, 3 Combat, p. 978, *supra*) against targets that do not have Temporal Sensor technology (see Temporal Sensors, 2 Temporal Technology, p. 820, *supra*) or are not in the same system with friendly ships, colonies, or bases that have a Temporal Sensor Array. The presence of a Temporal Sensor Array or ability reduces the ambushing attacker to receiving one Offensive Shift when ambushing. Cloaked warships attacking in Ambush Mode receive one Offensive Shift. Temporal Sensors are probably ineffective against cloaked warships,

but there may be other technologies that can detect cloaking (always an arms race!). Ship Missiles fired by T-Ships and cloaked regular warships in Ambush Mode, do not receive any ambush benefits (unless they are cloaked/T-shifted too!). T-Ships and cloaked warships in Ambush Mode *may not be Intercepted* by any units Combat Screening the target (see Normal Interception and Second Interception, 3 Carriers & Fighters, pp. 1069-1070, *infra*), including Fighter Complements, unless they have a Temporal Sensor.

- ✓ It may be possible to create Ambush Mode for one Combat Round for regular ships by use of Doctrinal Templates (see Combat Formations, 4 Colleges, p. 503, *supra*) developed for that purpose. This would represent the regular sort of ambush based on terrain or ideas (like faking damage and debris, à la Star Trek OS), *ut supra*. The ambush should not be automatic in a Doctrinal Template, but if successful, Ambush Mode is enabled for one Combat Round, and these rules provide general procedures for ambush by Doctrinal Template, though there may be some small necessary differences. There are other possible tactics that act like ambushes, for example, meeting engagements that quickly become envelopments (e.g., Braddock's defeat near Pittsburgh in 1755, or the Battle of Ia Drang in Vietnam, 1965) may seem like ambushes.
- Asymmetric Warfare: Like Combat Screening for Fighters and Carriers, Protective Fire and Switch Fire naturally developed as a defense against ships in Ambush Mode. The idea is to 'ambush the ambushers' by having a specific ship assigned and waiting for the ambushers to appear:
  - ✓ A unit assigned to Switch or Protective Fire for the Combat Round must be assigned a unit which it is protecting, the unit can be itself or another ship or base.
  - ✓ Ship Missiles and Fighters may not participate in or be used in Switch Fire or Protective Fire assignments. Ship Missiles cannot be fired while in Protective Fire mode.
  - ✓ A unit assigned to Switch or Protective Fire may not be also assigned to Combat Screen any unit, including the same unit. Those are two different tasks.
  - ✓ Units given Switch Fire Combat Orders must also list one normal opposing unit as the target for the Combat Round (in addition to the unit it is protecting).
  - ✓ A unit assigned to Protective Fire will do nothing else for the Combat Round.
  - ✓ Whenever an opposing unit in Ambush Mode attacks the protected unit, the unit with Switch Fire or Protective Fire Combat Orders must respond by firing at the ambusher before it can disappear again and change speeds or vector.
    - Firing at, hitting, or destroying the attacking T-Ship or cloak-equipped unit will not prevent that unit from executing its attack this Combat Round. Protective and Switch Fire is opportunistic instant retaliation. Sort of like my mother's famous backhand.
  - ✓ T-Ships and cloaked warships in Ambush Mode may not be attacked by opposing ships and bases except by units with Protective Fire or Switch Fire Combat Orders.
  - ✓ T-Ships and cloak-equipped units may not be assigned to Switch Fire, they may only be assigned to Protective Fire, as they are primarily ambushers.

- ✓ T-Ships and cloak-equipped regular units in Ambush Mode may not target opposing T-Ships and cloak-equipped regular units currently in Ambush Mode, *except by* Switch Fire or Protective Fire.

The use here of asymmetric warfare is not the narrow modern use, which typically refers to terrorist, guerilla warfare and insurgencies against conventional forces. But it does fit within the definitions of *asymmetric warfare* found on the internet, for example, Merriam-Webster online dictionary at *asymmetric warfare*: warfare that is between opposing forces which differ greatly in military power and that typically involves the use of unconventional weapons and tactics (such as those associated with guerrilla warfare and terrorist attacks). RAND simply defines it as: conflicts between nations or groups that have disparate military capabilities and strategies. In this case, the attackers are using ‘ambush’ and the defenders are using what old WWII wargamers would call ‘opportunity fire’ for reaction.

- ✓ See additionally discussion of offset strategies, 2 Special Operations, p. 1285, *infra*.
- Aegis: Any unit assigned to Protective Fire has a 50% chance of being able to fire at the first attacking ambusher if the protected target is attacked. The chance is increased by 25% if the ambusher attacks a unit assigned to Protective Fire. Units assigned to Protective Fire will only be able to fire at one ambush attack in the Combat Round unless that unit is capable of multiple attacks per Combat Round and will attempt to fire at ambushers as long as it has unused attacks. A unit in Protective Fire cannot fire Ship Missiles. If the unit with Protective Fire Combat assignment is Engaged by enemy Fighters or Ship Missiles, the chance of executing the Protective Fire is reduced by 15%, 30% or 45% depending on the Era of the attacking Fighters (see Encounter With Bright Lights, 2 Carriers & Fighters, p. 1057, *infra*).
  - ✓ In the Andromeda episode, “The Tunnel at the End of the Light” (2002), they were engaged in battle with an extradimensional enemy that had “phase-out” capabilities (sort of like a T-Ship). The solution, which they called an asymmetric response, was to “carpet bomb space” by forming a hedgehog with the ships continuously firing outward to random areas to catch the alien ships whenever they uncloaked (“It’s an area denial strategy”). This is similar to anti-aircraft fire in WWII or Napoleonic Wars in infantry squares. This is not exactly what is described in GGDM as Protective/Switch Fire because such a tactic would require nearly endless energy supply and weapons that function infinitely under continuous fire (a modern machine gun cannot fire continuously, the barrel turns glowing red hot after a minute and may be damaged or cause a cook-off reaction). But with the technology of GGDM, it cannot be said definitely that this is not possible in GGDM Protective/Switch fire except that such fire would hamper the maneuver and operation of their own conventional warships against regular enemies; a hedgehog formation is inherently immobile.
- A Twitch’n for a Switch’n: Any unit assigned to Switch Fire follows the same rules as Protective Fire above, but may fire Ship Missiles and the basic chance of being able to fire at an ambusher is 30%. All available attacks of the Switch Fire unit will be used on ambushers until exhausted. If, during Ship Missile resolution, the Switch Fire protection has not been activated, the unit in Switch Fire will fire at the assigned regular enemy target instead, but that target receives two Defensive Shifts as a result of the divided attention of the attacker.
  - ✓ If an attacking ambusher is not destroyed by Switch or Protective Fires, the ambusher returns to Ambush Mode at the end of the Combat Round.

➤ **A FAP in the Night:** Another tactic is to use Fighter Complements in the Fighter Area Patrol (FAP) ‘combat reconnaissance’ assignment.<sup>4</sup> Fighter Complements may be assigned to FAP to attempt to curb the effectiveness of enemy ambushers and/or provide intelligence and pressure on enemy dispositions. A FAP assignment uses *both sorties* of a Fighter Complement for the Combat Round (see Blacksheep, 2 Carriers & Fighters, p. 1054, *infra*) and a Fighter Complement flying FAP may not be targeted by enemy units and may not target enemy units.<sup>5</sup> The essence of the FAP is that nothing covers an area of space better than a circus swarm of fast little Fighters spread thinly sweeping the area with their sensors continuously, providing intelligence on elusive targets (e.g., the Battle of Midway, June 1943). They also provide a skirmish line, pickets, and sufficient threat to channel enemy ships away from flanking areas.

- ✓ A Fighter Complement flying FAP may either provide one Defensive Shift or Offensive Shift to a friendly unit, or increase the chance of a successful Protective Fire Attempt by 10% per 15 RPs of Fighters (*of any Era*) used during each Combat Round (this number can be adjusted if too easy). This latter is not a combat shift, but instead, applies to the *chance* of using the Protective Fire when a target appears.
- ✓ Any unit may only receive one Defensive or Offensive Shift from FAP in any round, and Combat Shifts from FAP must be allocated with the targeting and Combat Screening assignments before the Combat Round.
- ✓ Similarly, a unit assigned to Protective Fire may only receive one bonus from FAP per round. This is not available to Switch Fire assignments.

FAP may also be used in non-Ambush Mode situations, as it provides one shift to regular units. Thus, this is available in all combats where a side has some fighters available. For simplicity purposes, the RP value of the Fighter Complement performing FAP is irrelevant, but both sorties must be used. No modification of RP value is received for using both sorties.

**Slip-sliding Away:** Ships that began the round in Ambush Mode may automatically retreat from any Ship Combat at the end of any round *in which they do not attack* unless they were forced to reveal to defend a colony to cancel a Colony Combat. If the only ships remaining on one side are all in Ambush Mode and they all retreat, the combat is over; the other side will be notified.

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*“Some people have got a mental horizon of radius zero and call it their point of view.” – David Hilbert<sup>6</sup>*

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**Mountains of the Mind:** Most of the greater victories in military history were won by hiding ambushes behind ideas.

- ✓ At the Battle of Leuctra in 371 B.C. the Spartans donned their armor and formed a single line of phalanxes eight rows deep; the Spartans had become accustomed to lining up, marching forward, and beating their opponents in battle with sheer brawn. The Thebans also lined up, but on the left side, they formed a phalanx of their best troops fifty rows deep, leaving the rest of their line woefully thin and undermanned. The two sides advanced, the Thebans advanced with their left while refusing the remainder of the line which was thinner and contained troops of lower quality and less armaments. The Theban left hit the Spartan right and overwhelmed them by sheer



weight, Spartan King Cleombrotus I was killed fighting as the Spartans routed. This defeat shattered the myth of Spartan military invincibility. Philip II of Macedon, father of Alexander the Great, lived as a hostage in Thebes around that time and may have been greatly influenced by the Theban victory based on effective tactics; Philip II later defeated the Thebans and Athenians at the Battle of Chaeronea in 338 B.C.<sup>7</sup>

In 1278 A.D., 1,639 years after Leuctra, Holy Roman Emperor Rudolf I – a relatively minor Swabian Count who was elevated because the Electors thought he was controllable – fought the vengeful King Ottokar II of Bohemia at the Battle of Marchfield in Lower Austria. The infantry of both sides were left to guard the camp, while the mounted knights tilted in a large green grass covered flood plain between a forest and a river. Ottokar had more knights and they were more heavily armored and armed. The battle started in the mid-morning when it was getting hot.

Rudolf had his own force of knights, making this one of the largest knight battles in European history, along with about 5,000 Cuman horse archers who drove off Ottokar's light cavalry and harassed his knights. Still, the main battle was the collision of the two masses of mounted knights in a massive flat-ground slugfest under the hot August sun in a line from the woods to the river. Ottokar's heavier armored knights were winning, slowly driving back Rudolf's knights, but were becoming heat exhausted. At the key moment, 200 German knights charged from the woods on Ottokar's right flank (uh-oh, no flank guards, no scouts in the woods); Ottokar tried to shift his troops to refuse the right flank, but it turned into confusion and rout. Ottokar was killed as his forces fled the field pursued by Cuman horse archers.

The surprise flank charge of 200 knights hidden in the woods – a very small number in comparison to the total number of combatants, though knights were the king of the battlefield in that day – was so rare and un-chivalric that their commander, Ulrich von Kapellen, apologized in advance for what they were about to do. It was also the only way that Emperor Rudolf could win, like General Epaminondas of Thebes. Chivalric battle, like the Spartans, required the sides to line up and fight a contest of brawn, literally beating the other side into submission (e.g., The Combat of the Thirty in 1351). The ambush at Marchfield in 1278, while nominally a physical ambush by a small force, was also an ambush hidden behind an idea: Chivalric Battle. Rudolf won by bending the rules.

- ✓ Chivalric battle was very much like chess, whose ancestor had spread in European courts about two centuries earlier: In chess, nothing is hidden, and no flanks exist until opened either by maneuver or by elimination of pieces.

The victory secured Rudolf of Habsburg as Holy Roman Emperor, which he successfully translated to his sons by appointing them Dukes of Austria and Styria. From this, the minor House of Habsburg grew over the next centuries to become the dominant dynasty (eventually opposed by the Bourbons, Hohenzollerns and Romanovs) ruling both the Holy Roman Empire and most of Spain, and much of the New World, Africa, and eventually reaching the Pacific Ocean.

- ✓ Conversely, with the death of Ottokar II, rule of the Přemyslid dynasty passed to his 6-year old son, who (unlike Henry VI of England) grew to a capable ruler, Wenceslaus II, King of Bohemia and Poland. But his son, Wenceslaus III was assassinated at the age of 16 after renouncing the crown of Hungary from the extinct House of Árpád and losing territories in Poland, and thus ended the Přemyslid dynasty in 1306.

Now, by comparison, the stunning English victory at Agincourt in 1415 was not any sort of ambush hidden behind an idea. The French knights already had experiences against the new English weapon, the Welsh longbow, they had been disastrously defeated by the longbowmen at the Battle of Crecy in 1346, with a follow up lesson at the Battle of Poitiers in 1356, where John II, King of France, his youngest son, and many major French nobles, were captured. Instead of an ambush hidden behind ideas, the French defeat at Agincourt in 1415 was a refusal to adapt.

*“Someone may say, are you not ashamed to be so taken in like a fool?  
Yes, I should be ashamed, if it had been an open enemy who had so  
deceived me. But, to my mind, when friend cheats friend, a deeper stain  
attaches to the perpetrator than to the victim of deceit.”*

– Xenophon, The Persian Expedition (aka Anabasis) (about 370 B.C.)

## Endnotes.

<sup>1</sup> Citation: Ted Streaver, “The World’s First Air Hijack!” WW2 People’s War, BBC, November 14, 2003 (Article Id. A2040643).

<sup>2</sup> Commentary: Marshal Adm. Yamamoto was killed in April 1943 when his transport plane was shot down by American P-38s in a specific mission to intercept and kill him while touring the Japanese forces. The Americans had learned his itinerary and knew where he would be because they had broken the Japanese naval encryption.

<sup>3</sup> Commentary: One of the best cloaking devices was invented by writer Douglas Adams; it is called the “somebody else’s problem field.” It can hide a flying saucer sitting on the ground in plain sight of a cricket match. Anyone who looks at it sees *something*, thinks it’s somebody else’s problem and looks away. Just like the real world:

- ✓ “This is a story about four people named Everybody, Somebody, Anybody and Nobody. There was an important job to be done and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody’s job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn’t do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have.” – anonymous, found on office posters.

<sup>4</sup> Commentary: FAP in the U.S. Marines means “Fleet Assistance Program” by which units can borrow Marines from other units to fill manpower requirements for jobs that don’t require specialized schooling. In a combat unit, that usually equates to a sort of vacation or break, for example, some may be ‘fapped out’ to work as the gym assistant for six months or a year, meaning they report to the weight room every day instead of their regular unit.

On return from my second deployment to Okinawa in November 1988, I was ‘fapped-out’ to the SACO (Substance Abuse Control Office) section of HQ Battalion (the S-1 HQ section), 1<sup>st</sup> Marine Division, which meant that I moved to a high rise barracks in mainside Camp Pendleton, attached to HQ Company, HQ Battalion. The assignment required a Marine Corporal or Lance Corporal eligible to be promoted to Corporal, who had no alcohol or drug-related incidents on his record. I believe I may have been the only one in my battery, and one of the few in the artillery battalion who qualified. I was also nearing the end of my enlistment, and the FAP assignment may have been intended to encourage me to reenlist. I remained attached to the SACO for over eight months, until discharged.

I returned to California in September and October 1989, under subpoena, to testify as a witness at three Courts Martials that related to my work in SACO earlier in the year. This really messed up my first semester of college.

<sup>5</sup> Commentary: The way to eliminate a FAP is to destroy their Carrier or provide a credible threat. It’s a tactical dynamic.

<sup>6</sup> Citation: Alternatively, “Sometimes it happens that a man’s circle of horizon becomes smaller and smaller, and as the radius approaches zero it concentrates on one point. And then that becomes his point of view.” – David Hilbert quoted by Constance Reid, Hilbert-Courant (1984), p. 174.

<sup>7</sup> Commentary: The severe limit on the number of Spartiates made Spartan commanders ultra-conservative.