

purpose? Is there a strict order in which we move through these things? At least, we had our purpose even though it was a bit sucky. That crumb of comfort didn't last long.

The best way I've found to think about this problem is with the game of paintball. You start off with a purpose, maybe it's to capture the flag in a building. The next step is to understand the landscape and the obstacles in your path. Naturally, a bunch of newbies will tend to charge out onto the field of battle without understanding their landscape. The consequences are usually a very quick game. Assuming you understand the landscape then you might determine a strategy of covering fire with a ground assault against the target. You will apply some form of doctrine i.e. breaking into two small teams. Then you will act. Chances are, during the course of the game than the climate will change — you will come under fire. At this point doctrine kicks in again. The group leading the ground assault might dive for cover whilst the other group returns fire. Your purpose at this point will change. It might become to take out the sniper in the building that is firing at you. You will update your map, even if it's a mental one, noting where the sniper is. A new strategy is formed for example one group might provide suppressing fire whilst the other group flanks the opponent. And so you will act.

The point of this example is to demonstrate three things. First, the process of strategy is not a linear process but an iterative cycle. The climate may affect your purpose, the environment may affect your strategy and your actions may affect all. Second, acting is essential to learning. Lastly your purpose isn't fixed, it changes as your landscape