

**Landscape** is a description of the environment that you're competing in. It includes the position of troops, the features of the landscape and any obstacles in your way.

**Climate** describes the forces that act upon the environment. It is the patterns of the seasons and the rules of the game. These impact the landscape and you don't get to choose them but you can discover them. It includes your competitors actions.

**Doctrine** is the training of your forces, the standard ways of operating and the techniques that you almost always apply. These are the universal principles, the set of beliefs that appear to work regardless of the landscape that is faced.

**Leadership** is about the strategy that you choose considering your purpose, the landscape, the climate and your capabilities. It is to "the battle at hand". It is context specific i.e. these techniques are known to depend upon the landscape and your purpose.

I started to consider strategy in terms of these five factors. I understood our purpose, or at least I thought I did, but what about landscape? Normally in military conflicts or even in games like chess we have some means of visualising the landscape through a map, whether it's the more geographical kind that we are familiar with or an image of the board. These maps are not only visual but context specific i.e. to the game or battle at hand. A map allows me to see the position of pieces and where they can move to.