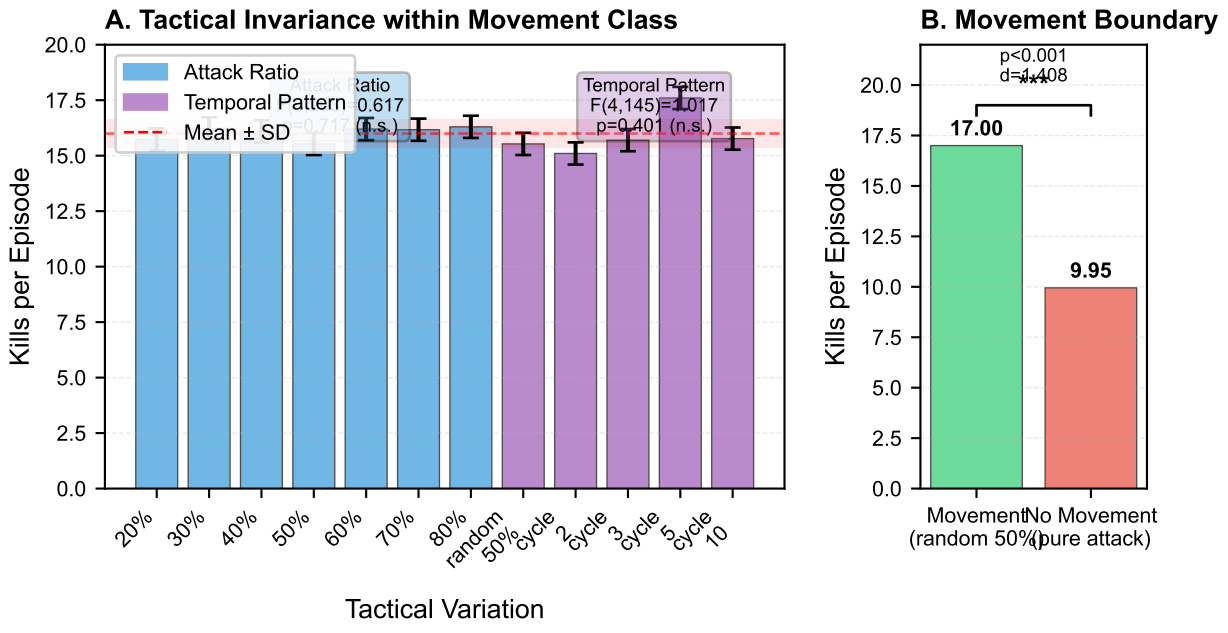
A. Tactical Invariance within Movement Class
Attack Ratio
Temporal Pattern
Mean ± SD
Attack Ratio
0.617
(n.s.)
Temporal Pattern
F(4,145)=1.017
p=0.401 (n.s.)
Kills per Episode
20.0
17.5
15.0
12.5
10.0
7.5
5.0
2.5
0.0
20%
30%
40%
50%
60%
70%
80%
random
50% cycle
2 cycle
3 cycle
5 cycle
10
Tactical Variation
B. Movement Boundary
p<0.001
d=1.408
***
17.00
9.95
Kills per Episode
Movement
(random 50%)
No Movement
(pure attack)