



Warlord

How to Be a Modern Combat General

Copyright © 2009, Breaker McCoy

This book is copyright protected and may not be reproduced in part or whole, or sold, without the express written consent from the author of this book. All Rights Reserved.

www.quikmaneuvers.com

Table of Contents: 9 Chapters

Principles of Generalship

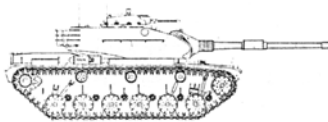
Brief Introduction

Chapters

1. The Art of Maneuver
2. Maneuver and Tempo
3. Combat Analysis for Generals
4. Campaign Planning

5. The General and Deep Battle
 6. Command and Command Intent
 7. Combat Intelligence and Reconnaissance
 8. Intelligence Preparation of the Battlefield
 9. US Ground Force Reconnaissance
- Bibliography

A combat general should have B² (Brains and Brawn)--Breaker McCoy



Principles Of Generalship

- Peace is an abnormal and temporary condition
- In most battles/wars the victory is not brought about the fact that the defeated has suffered the most casualties.