
TABLES

S.1.	Measuring Dominant Maneuver and Full-Dimensional Protection	xvi
2.1.	Relative Knowledge	16
3.1.	The Effect of Knowledge on Game Outcomes	26
4.1.	Lanchester Information Laws	47
4.2.	Linear to Mixed Cases	52
4.3.	Square to Mixed Cases	54
4.4.	Pure Mixed Case (Base)	56
4.5.	Pure Mixed Case (Knowledge Variant)	56
4.6.	Pure Mixed Case (Variations in Blue External Knowledge)	57
4.7.	Pure Mixed Case (Variations in Red External Knowledge)	59
4.8.	Pure Mixed Case (Base Case: Variance Comparisons)	59
6.1.	Measuring Dominant Maneuver in Combat	68
6.2.	Measuring Full-Dimensional Protection in Combat	89
7.1.	MOOTW Contingencies	97
7.2.	Humanitarian Assistance MOEs	101
7.3.	Dominant Maneuver in Humanitarian Assistance	102
7.4.	Local Environment	103
7.5.	Information Sources	105