

0:00:09.530,0:00:13.969
you want to follow the undulations in

0:00:12.379,0:00:16.099
the terrain and you just want to be able

0:00:13.969,0:00:18.050
to pop up the turd of a tracked vehicle

0:00:16.099,0:00:19.970
to engage the enemy and then you want to

0:00:18.050,0:00:22.130
back down and maneuver around it if you

0:00:19.970,0:00:24.050
don't have the mobility of that vehicle

0:00:22.130,0:00:25.910
to do that you're more than likely gonna

0:00:24.050,0:00:28.579
have to take a path that exposes

0:00:25.910,0:00:32.439
yourself highlights your vehicle against

0:00:28.579,0:00:32.439
the backdrop which makes you a target

0:00:38.990,0:00:45.990
if we can put we get out of an ambush

0:00:42.480,0:00:48.180
situation that saves live getting stuck

0:00:45.990,0:00:51.300
and not being able to predict mobility

0:00:48.180,0:00:53.040
and is the mission but also makes the

0:00:51.300,0:00:54.900
soldiers very vulnerable to enemy fire

0:00:53.040,0:00:58.259
makes them a sitting duck a target

0:00:58.400,0:01:03.360
mobility equates to survivability but

0:01:01.739,0:01:05.760
how that formations have to go across

0:01:03.360,0:01:08.040
cross-country terrain secondary roads

0:01:05.760,0:01:10.920
primary roads and so we need to be able

0:01:08.040,0:01:13.410
to move throughout the battle space if

0:01:10.920,0:01:16.050
we can't move to where we need to then

0:01:13.410,0:01:17.550
it puts us at a disadvantage against our

0:01:16.050,0:01:19.810
enemy because they can predict when

0:01:17.550,0:01:21.869
we're gonna be at you