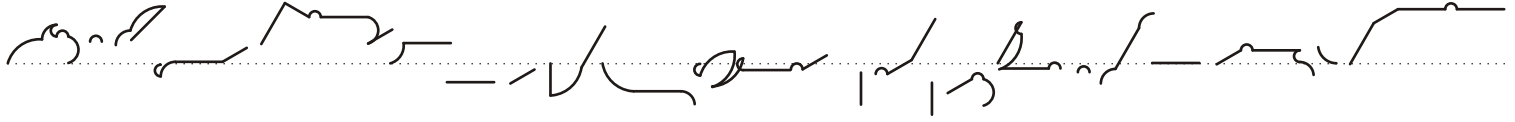
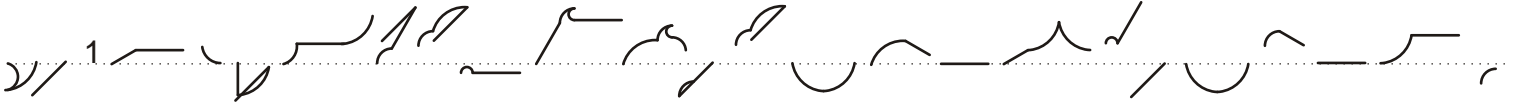


and although starting after him connive and reach the real goal before him shows the ability to apply the art of deception.



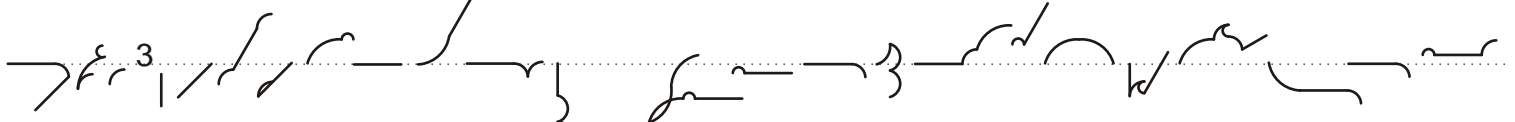
Marching an army creates advantages but it is filled with complications. If instead of using deception, in order to snatch a distant



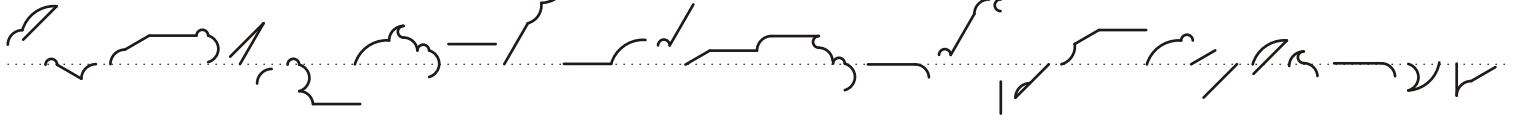
goal, you 1 set a fully-battle-ready army into direct march, your army will move too slowly and you will arrive too late; or



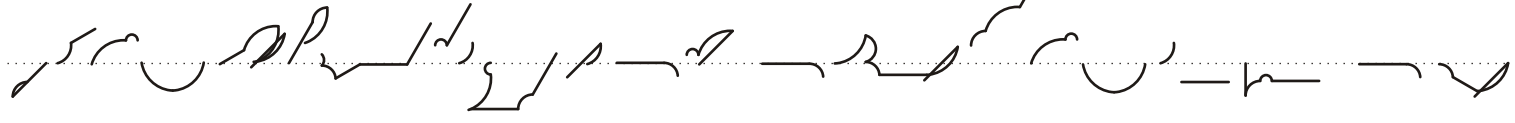
2 if you send a highspeed group for that purpose they must sacrifice their heavy arms and armor and will not be able to defend what



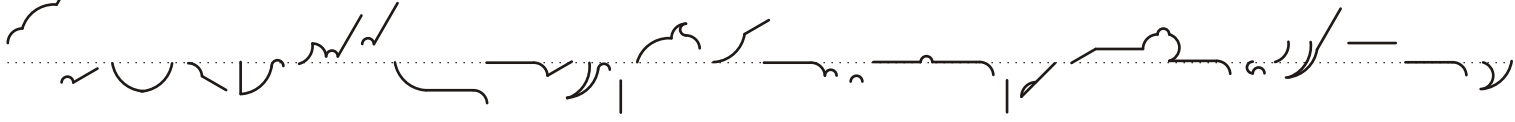
they acquire; or 3 if you order your men to load their fighting equipment into the baggage tram and make forced marches with the entire



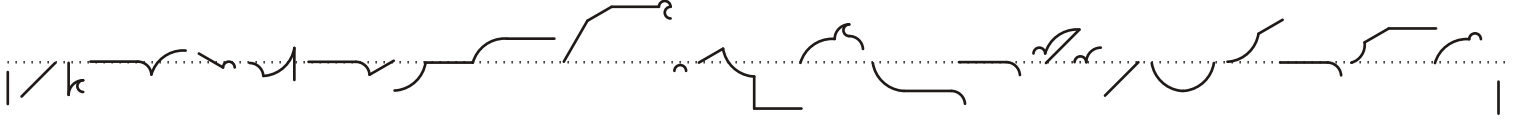
army never resting day or night, marching at double time and stretching the endurance of your best men, so you may reach the goal first,



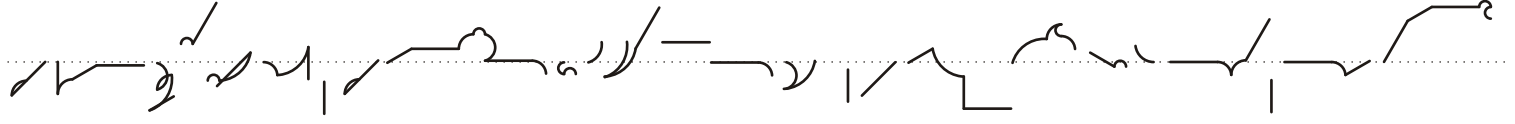
your best men will simply drop exhausted and be captured by the enemy. The lightly armed men will be out front. The heavily



armed ones will have fallen behind, and with this plan of march less than one-tenth of your strength can be applied at the goal.



If you force them even half this ultimate distance in swift march, with the enemy near, you will lose the best men of



your first groups and only half of your strength can be applied at the goal. If you swift march even a third of this distance