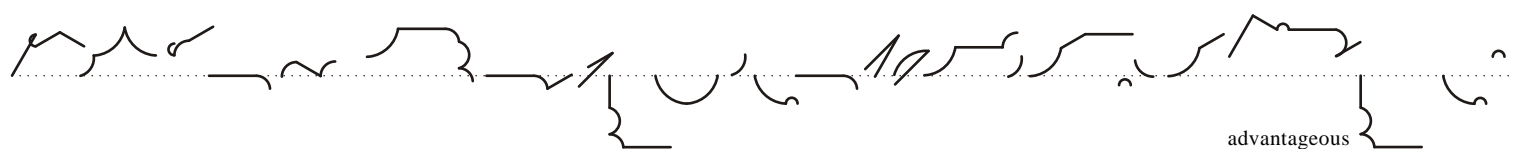
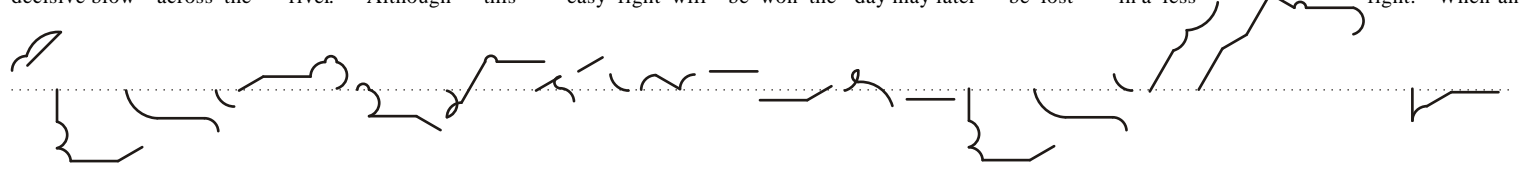


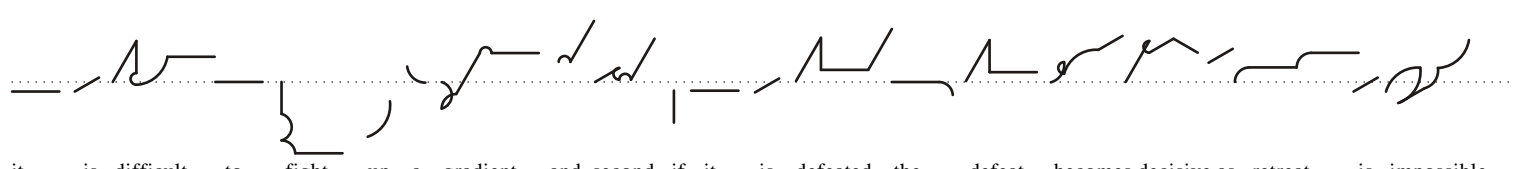
of your army remains greater. If his army is only halfway across a river when you attack it, you will win the fight but you can't deliver a



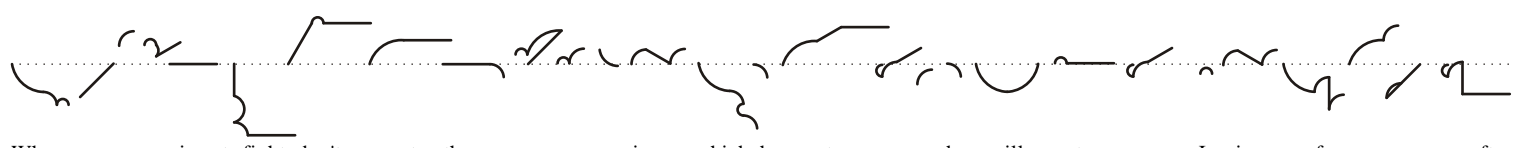
decisive blow across the river. Although this easy fight will be won the day may later be lost in a less advantageous fight. When an



army fights with a strong negative gradient, such as a river, at its back it fights with a double disadvantage. First



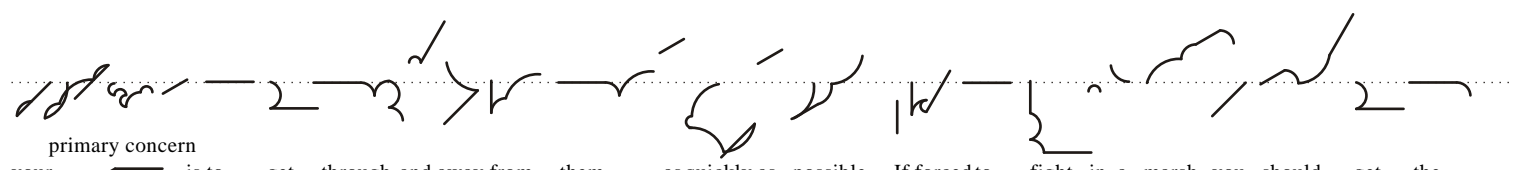
it is difficult to fight up a gradient and second, if it is defeated the defeat becomes decisive as retreat is impossible.



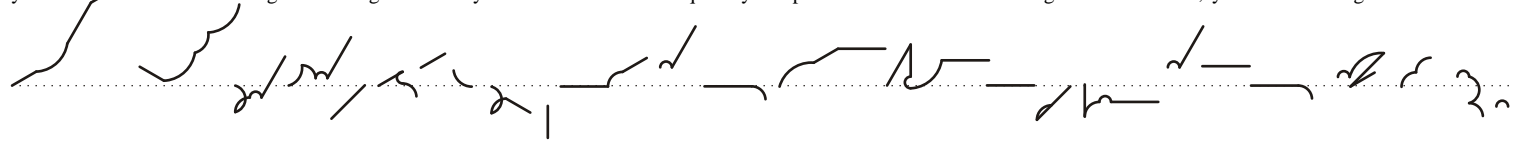
When you are anxious to fight, don't meet the enemy near a river which he must cross or he will not cross. In river warfare moor your craft



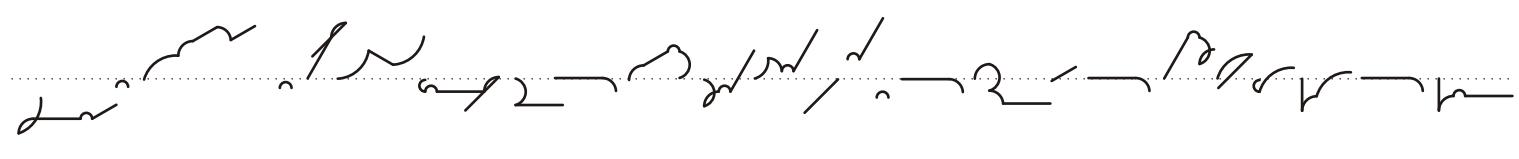
up stream from the enemy and fight when and where he faces the sun. Never fight upstream. Enough on river warfare. When crossing marshes,



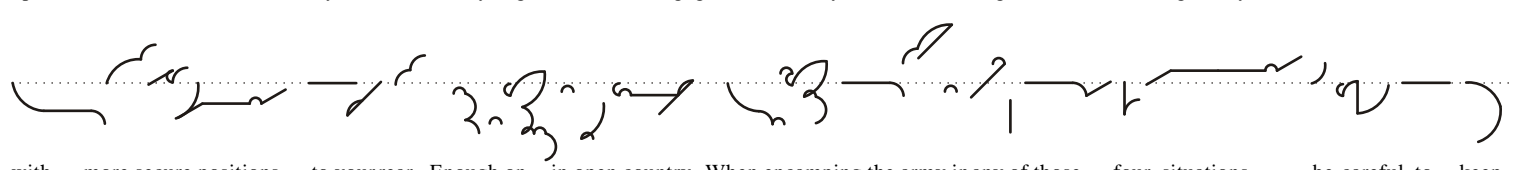
your primary concern is to get through and away from them as quickly as possible. If forced to fight in a marsh, you should get the



solidest available ground behind you such as a grove of trees and the most difficult to your front, and at the enemy's rear. Enough on



operations in marshes. In dry, level country get the rising ground behind you and on the right so the danger may come from the front



with more secure positions to your rear. Enough on in open country. When encamping the army in any of those four situations be careful to keep campaigning