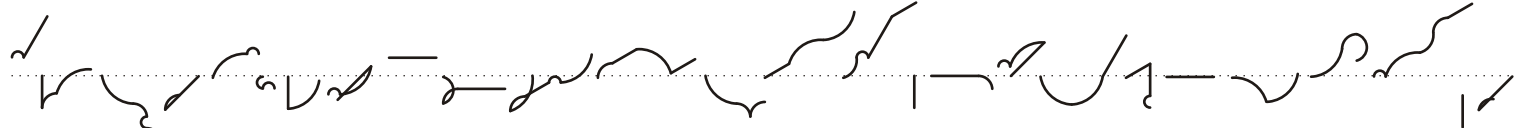
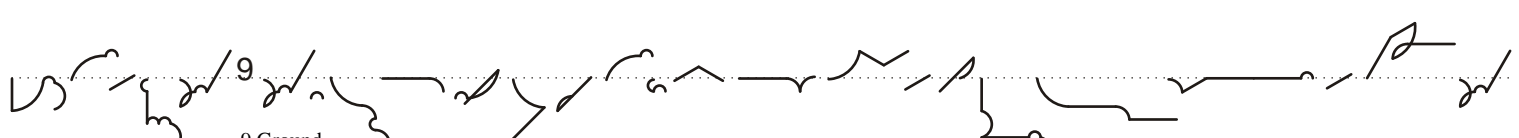
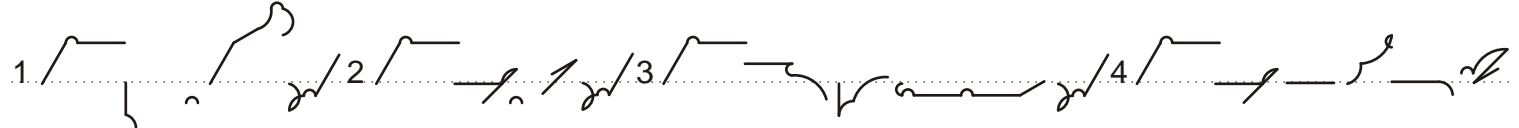
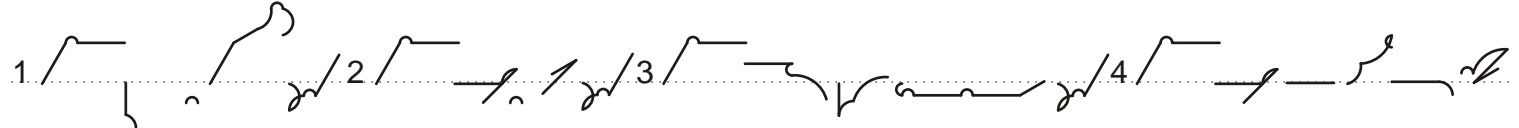
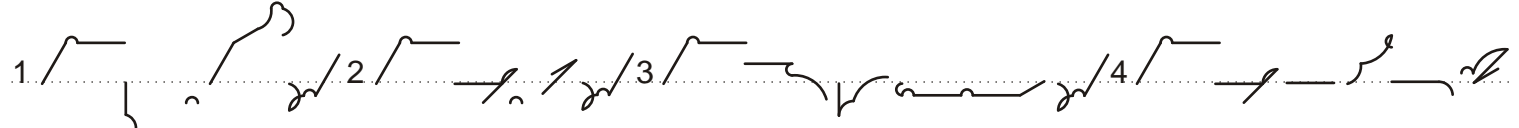
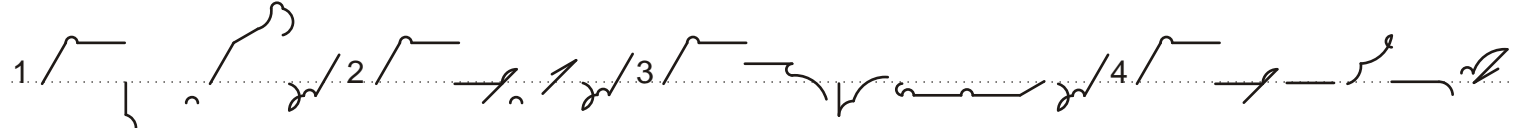
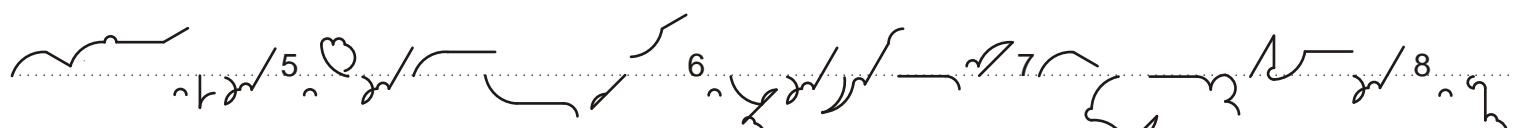
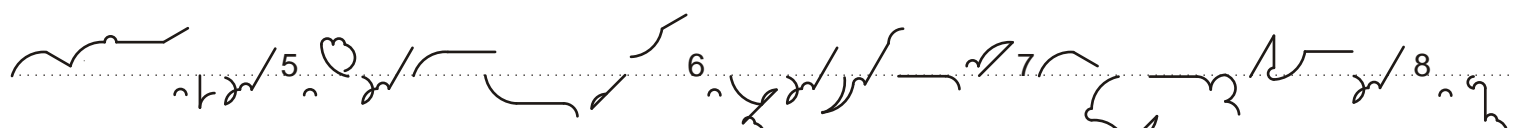
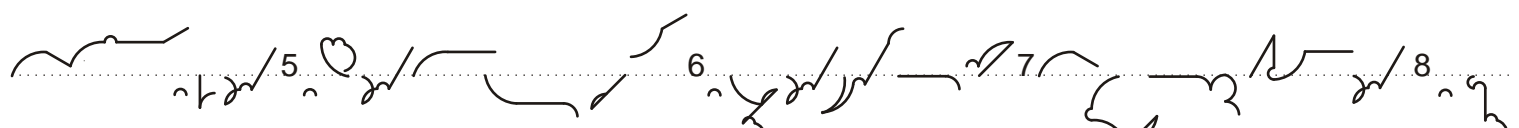
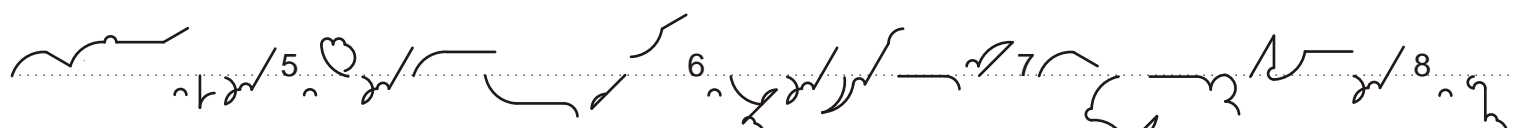
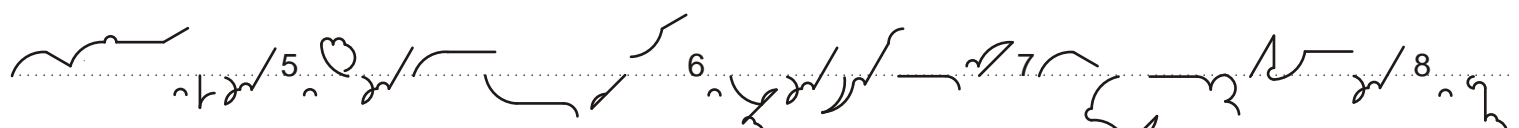


 ground. 8 Ground  
precipitously gorged plains, marshes and all country through which it is confusing to travel, is perplexing which was reached by confusing routes

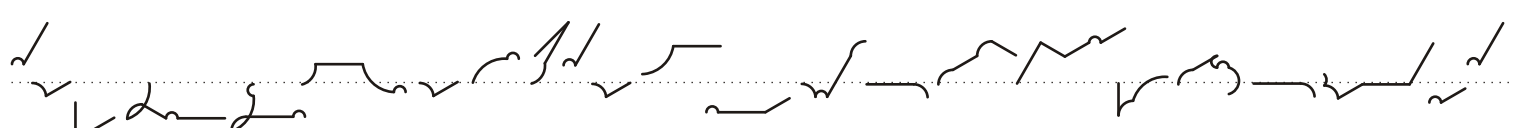
  
and from which your men can flee only at great personal risks, where small bands of the enemy would suffice to kill large numbers of your

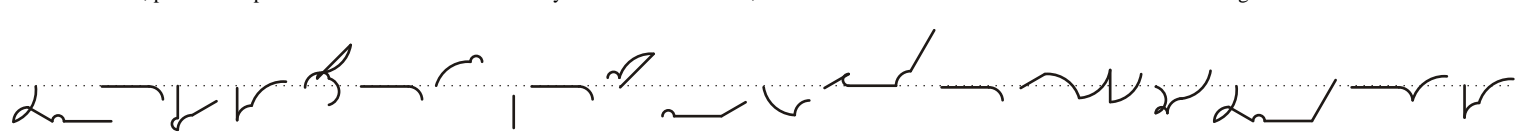
 9 Ground  
fleeing men, is confining ground, on which the only way your men can save their lives is by fighting without hesitation is desperate ground.

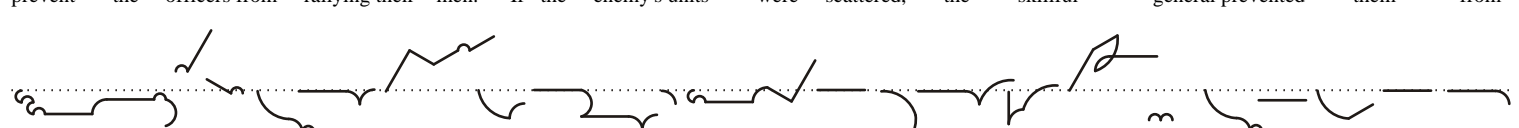
1  2  3  4   
1 Don't fight on disbanding ground. 2 Don't tarry on easy ground. 3 Don't attack from contentious ground. 4 Don't try to block the enemy's

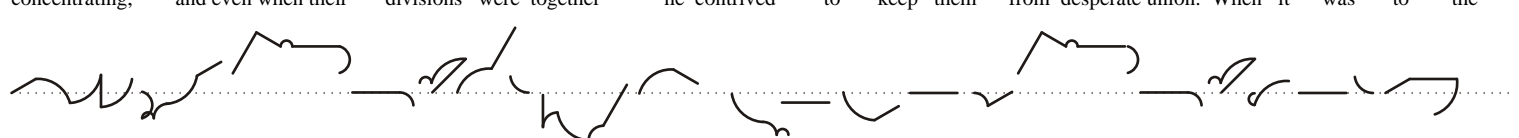
 5  6  7  8   
movements on free ground. 5 On joining ground meet with your allies. 6 On worrying ground plunder the enemy. 7 Move quickly through difficult ground. 8 On confining

 9   
ground complete your desperate plan. 9 On desperate ground, fight! The ancient masters of war were able to drive a wedge between the enemy general

  
and his officers, prevent cooperation between his main body and his elite units, hinder the reserve divisions from rescuing the exhausted ones and

  
prevent the officers from rallying their men. If the enemy's units were scattered, the skillful general prevented them from

  
concentrating, and even when their divisions were together he contrived to keep them from desperate union. When it was to the

  
skillful general's advantage the enemy made a forward move; when it was to his advantage the enemy came to a stop.