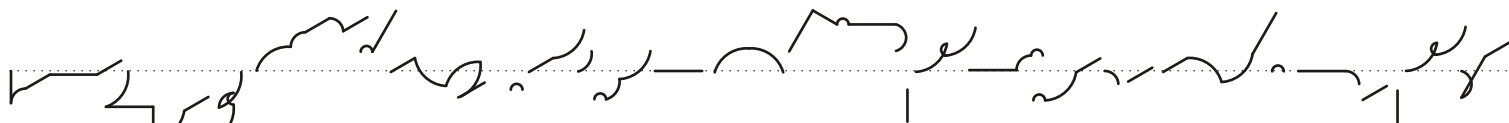
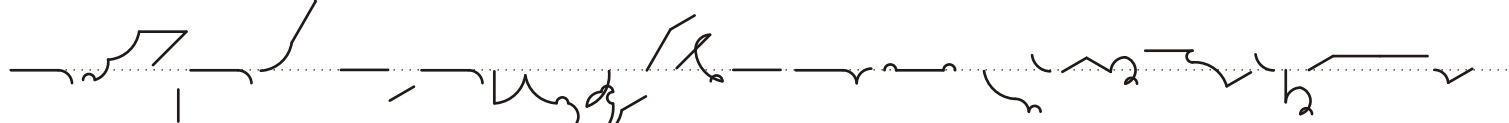




sovereigns until he is familiar with their intentions. One isn't qualified to lead an army on marches unless he is experienced with mountains,



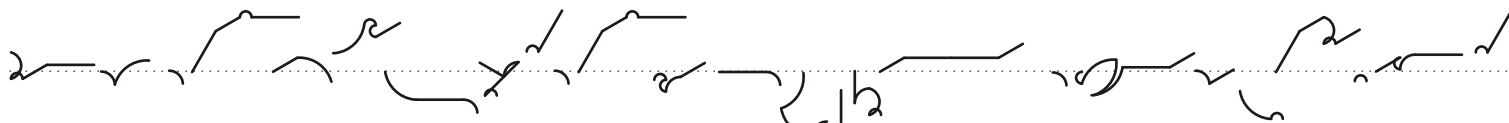
forests, pitfalls, marshes and precipices, swamps. One shall be unable to make advantage of local terrain unless he is skilled in the use of local guides.



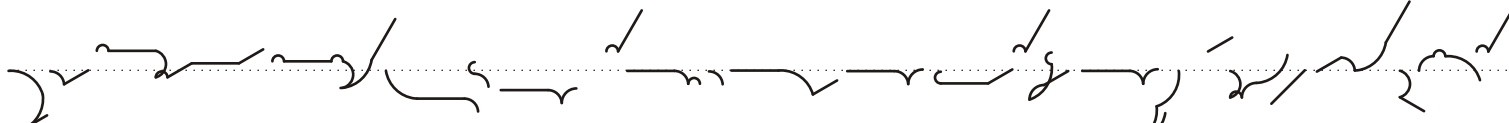
The inability of the leaders to use the following principles does injury to their nation. When a sovereign attacks a foreign state, his



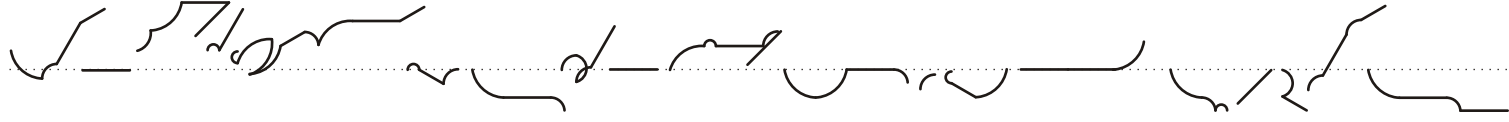
diplomacy is proven if he prevents the assembling of the enemy's forces, also if he awes his opponent's allies so that they are prevented from joining together



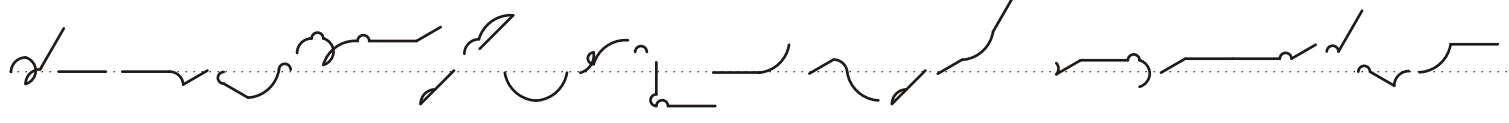
against him. He doesn't seek alliances with everyone and he doesn't increase the power of foreign states. He completes his own designs in secret and



keeps his antagonists entangled with each other. And then he takes their cities and acquires their people. As general you should give rank and



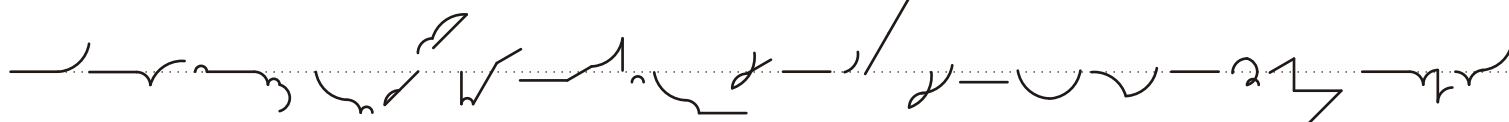
awards to ability and accomplishments, never with regard to monetary wealth or civil title. When you give orders without



regard to those civilian arrangements your army will become an efficient tool. Show your soldiers existing situations and never let



them see your plot. When the view will make the soldiers cohesive bring those facts before their eyes. When the situation is dispersive



tell them nothing. When your army finds itself in what appears to be deadly peril it will kill to regain safety. Therefore hurl