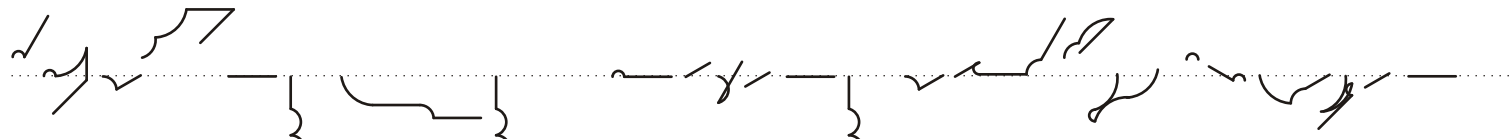
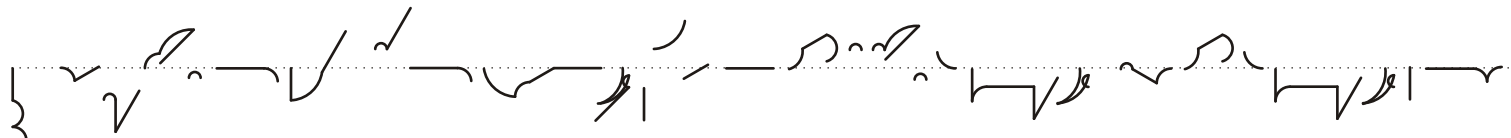


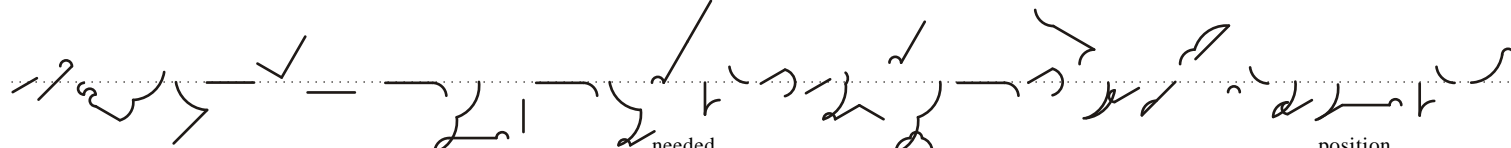
them. To fight and win every battle is not the acme of generalship. The acme is to subvert the enemy's strategy



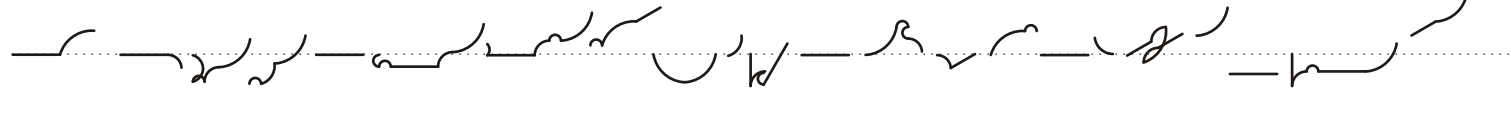
and nullify his ability to fight without fighting.) Not so good is to fight his scattered army piecemeal. An even worse policy is to



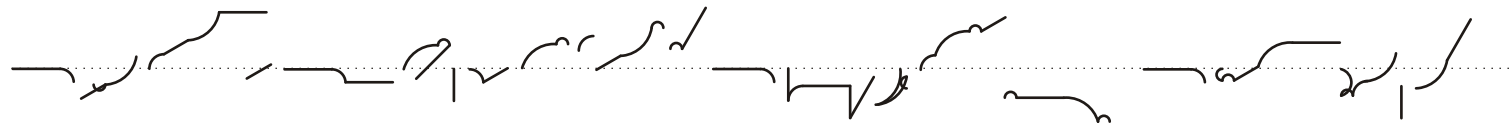
fight his unified army in the field. And the worst policy of all is to besiege an enemy in a fortified place. Never besiege a fortified place if there



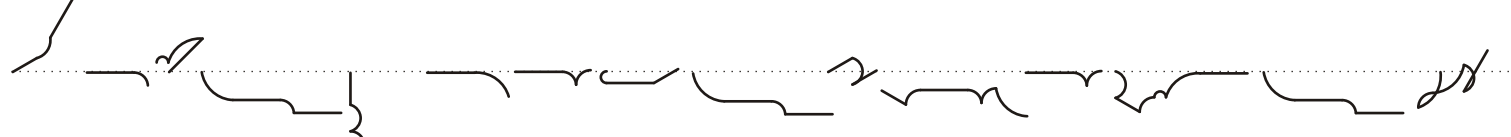
is any conceivable way to avoid it. The preparation of the weapons ^{needed} for a siege is expensive, the siege area places your army in a precarious ^{position} for a long and preparing



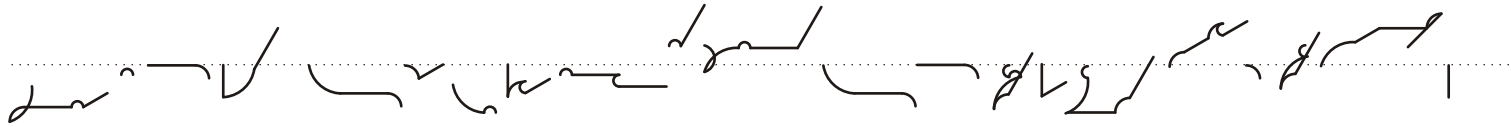
time. The general, unable to control external enemies, will be forced to launch his men to a surprise all-out frontal assault.



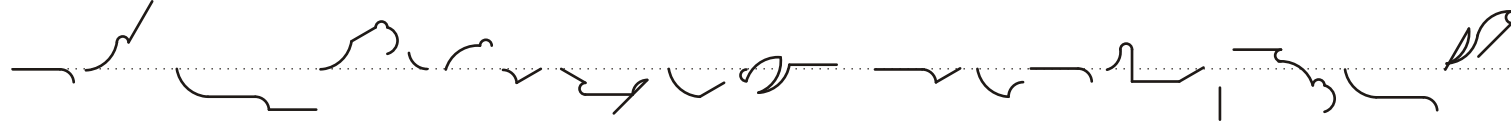
The usual result is that many of his men are slain and the fortified place remains untaken. The consummate general of old



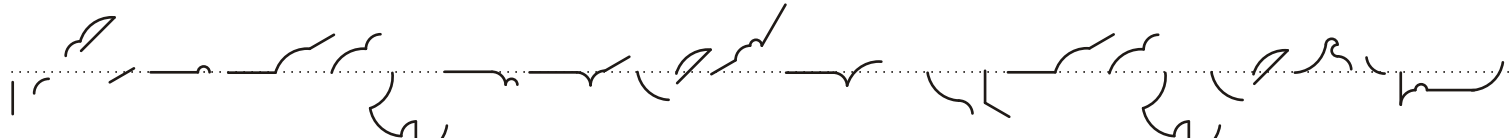
subdued the enemy without fighting, took their cities without sieges, overthrew their government without prolonged



operations in the field. With his own forces intact and augmented with the conquered foes' captured resources, he acquired mastery of



the land. Without losing a man, his victory was complete. Those were the benefits of attacking with diplomacy.



If our army is ten times more powerful than theirs we may surround them; when five times more powerful we may launch a frontal