



TERRAIN

THE SUN TZU BRIEF

AMES :: The Terrain

CLAVELL :: Terrain

WING :: Situational Positioning

HANZHANG :: Terrain

SAWYER :: Configurations of Terrain

KRAUSE :: Competitive Situations

HUANG :: Terrain

GRIFFITH :: Terrain

CLEARY :: Terrain

The ability to prosecute campaigns on varying terrain is of utmost importance. The ability to maneuver adversaries to terrain least advantageous to their strengths and most exploitative of their weaknesses allows the commander to win with little or no conflict.

“If you know your soldiers are capable of striking, but do not know whether the enemy is invulnerable to a strike, you have half a chance of winning. If you know the enemy is vulnerable to a strike, but do not know if your soldiers are incapable of making such a strike, you have half a chance of winning. If you know the enemy is vulnerable to a strike, and know your soldiers can make the strike, but do not know if the lay of the land makes it unsuitable for battle, you have half a chance of winning.” CLEARY

“The contour of the land is an aid to an army; sizing up opponents to determine victory assessing dangers and distances, is the proper course of action for military leaders. Those who do battle knowing these will win, those who do battle without knowing these will lose.” CLEARY

“Know the other, know yourself, And the victory will not be at risk; Know the ground, know the natural conditions, And the victory can be total.” AMES

“By perceiving the geographical factors and perceiving the cyclic natural occurrences, victory thereby is complete.” HUANG