

THE ART OF WAR



by Eskari Foundation for the A.R.K.

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Our thanks go out to our readers and fans of Rising Constellation. But most of all to our lucky donors without whom this book would not be possible: Grant Kurtz, Pierre Leuilliot, Noémie Mahéo, Maxime Baes, Nathalie Karmann, Christel Padilla, Liselotte Hummel, Stéphane Yao-Bama, Théo Roos, Katy Marques, Charles Sab, Fred Cattaneo, Olivier Augé and Nathalie Makosso.

To all of you, thank you for believing in our project, thank you for raving with us!



Initially founded as a joint venture between Ravecroft and Kovaka, Eskari Industries produced high-tech exosuits for the various sectors of its parent companies. First Zero Gravity sports equipment supplier, the company has enabled the development of Driftball including exos fights.

During the merge between Azkos Technologies, Ravecroft and Kovaka, the company had to change its organization and abandoned most of its activity in favor of the military industry.

It was in this context of reorganization that the various section directors decided to interpret an old text "The Art of War".

Eskari Foundation is today a true paramilitary organization and war has become a big business for the company. In order to fulfill its exoskeletons, the foundation has training centers welcoming anyone with skills related to exoskeletons and command.

"The Art of War addressed by Eskari Foundation for the A.R.K." Aims to transmit its dogmas to each of its soldiers, navarchs and dynasts. Victory through awakening.

"Every star has its own shadow."





AVOK DE NOHRE

President

Avok of Nohré was trained by Eskari Industries as an exo-suit pilot. His skills and risk-taking allowed him to rise quickly through the ranks. He was a fine strategist and became the head of a military division, and was noted for his exemplary leadership. The merger of the parent companies allowed him to become the 51st president of Eskari Industries.



NEOGOST

Financial Director

A former civil servant within Ravecroft, Neogost is a member about whom little is known. His real name remains a mystery to this day, but his management skills place him among Ravecroft's best. Following the merger, he was the first choice of many candidates for the position of finance director.



HYDRA TEHENKO

Director of Intelligence

Hydra Tehenko was a suit test pilot for Azkos Technologies - for which she proposed a substantial number of upgrades - particularly on the series for infiltration and ground reconnaissance missions. At the time of the merger, the board offered her the position of Director of Intelligence.



GUSTAV NOVACH

Director of Internal Affairs

Coming from a family of high representatives and shareholders of Kovaka, Gustav Novach joined Eskari Industries and the foundation during the creation of the A.R.K. He was then a pilot instructor for the exosuits produced by the foundation. After a succession of dazzling promotions due to his experiences he became director.

Azcos Technologies . Ravecroft . Kovaka



ESTIMATES.....13

THE CONDUCT OF SPACE WARFARE.....17

THE OFFENSIVE STRATEGY.....23

PROVISIONS.....27

ENERGY.....29

WEAKNESSES AND STRENGTHS.....35

MANEUVER.....39

CAMPAIGN AND OPERATIONS.....45

THE NINE VARIABLES.....47

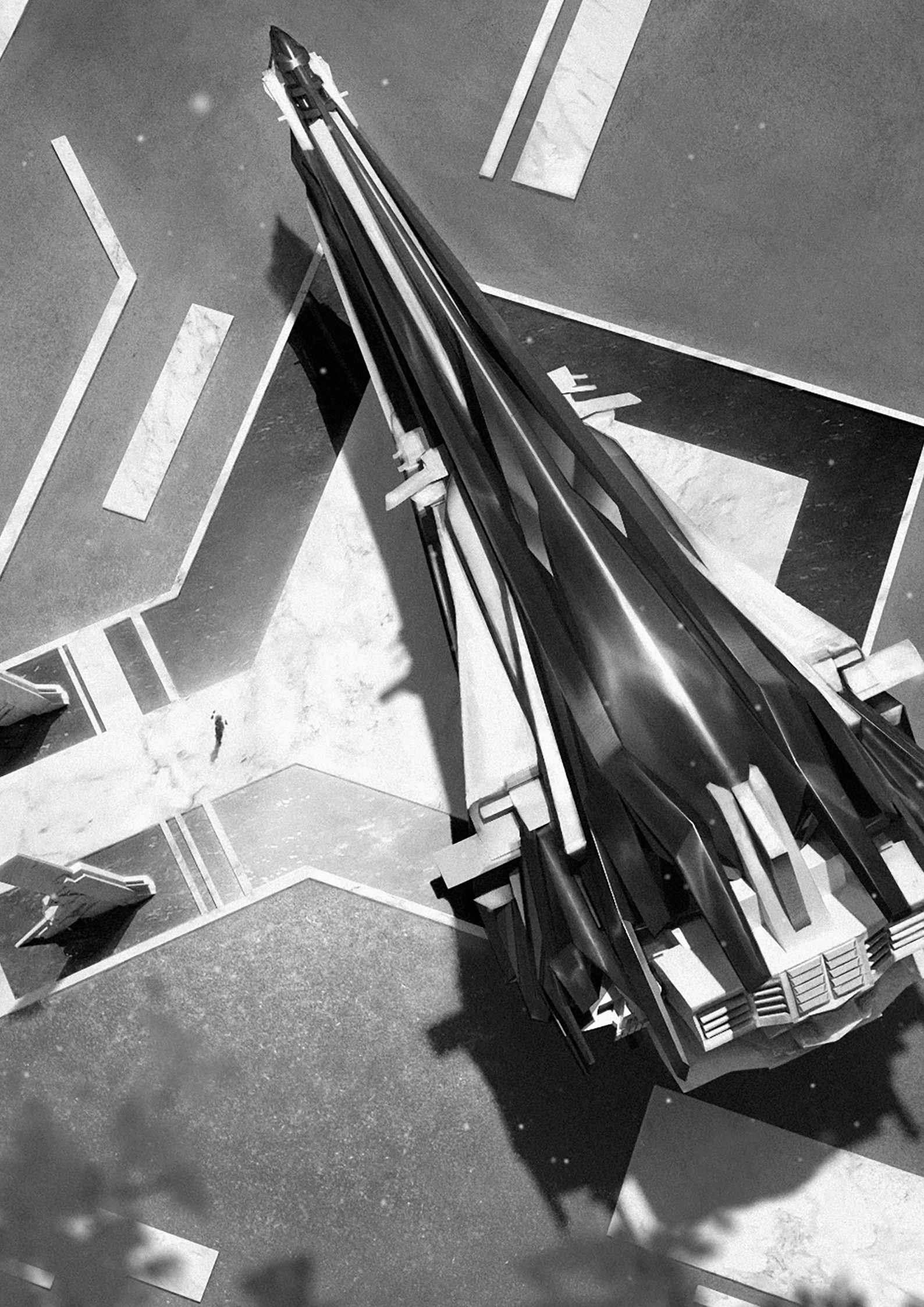
WALKS AND INTERSTELLAR FLIGHTS.....53

PLANETARY TERRAIN AND INTERSTELLAR SPACE.....55

THE NINE TYPES OF LAND.....63

SPACE COMBAT.....71

THE USE OF ERASED AND SIDERIAN AGENTS.....73





ESTIMATES¹

1. War is a matter of **vital importance to the Consortium**, the possibility of life and death, the path to **the emancipation of our Faction or to its annihilation**. We must study it thoroughly.
2. Assess it against the **five basic factors** and compare the seven elements listed below. This will help you to appreciate the essential data.
3. The first of these factors is moral influence ; the second, temporal conditions; the third, terrain; the fourth, command; and the fifth, doctrine.
4. By moral influence I mean that which makes the dynasts² in harmony with its rulers or leaders, so that they will follow them in life and death without fear of endangering their lives³.
5. By time condition I mean the desired duration of a complete campaign which may include several small campaigns⁴, but also the cycles of order transmissions between dynasts, systems, dominions and fleets⁵.

¹ The title means "calculations", "plans" or "assumptions". The first point discussed in this section is the operation we call estimating the situation..

² Dynasts are members of a faction or foundation that can own multiple systems.

³ Moral influence is what makes dynasts agree with the dynasts they have chosen to represent them in this campaign or in the realization of a division of tasks.

⁴ Understand the duration of the RC game according to the chosen mode (FLASH - TACTIC - LEGACY).

⁵ This means the day/night cycles as well as the connection times of the players.

- 6. By terrain, I mean the distances, the ease or difficulty of travel, the size of the area and the chances of survival or death. This includes setting up radar in border systems and reinforcing mandatory crossing systems.
- 7. By command I mean the qualities of wisdom, fairness, humanity, courage and severity of the dynasts, but also of his Navarchs and the crews in his fleet¹.

If the leader is wise, he is able to recognize changing circumstances and act quickly [...]. If he is courageous, he wins by seizing the moment without hesitation.



Avok Eskari

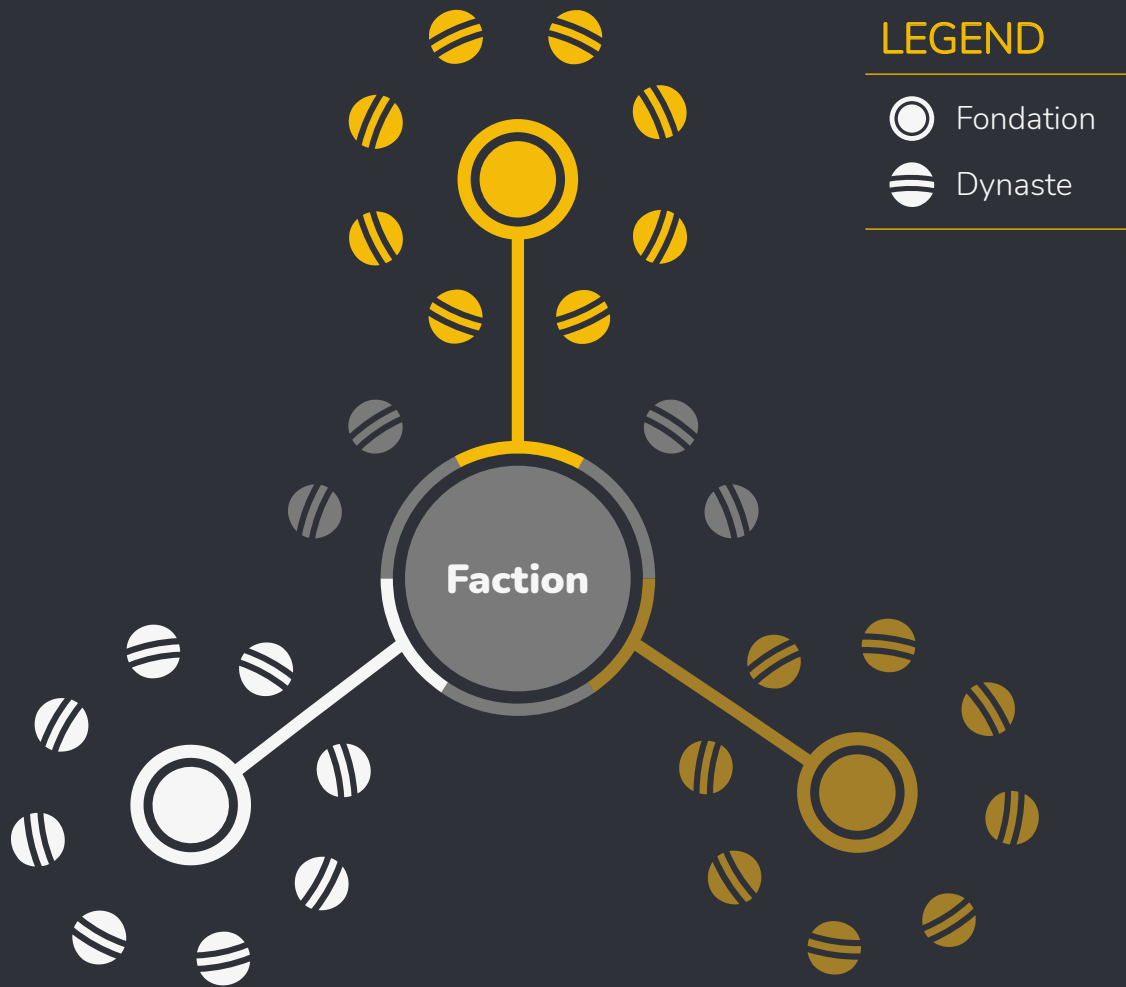
If a dynast is not courageous, he will be unable to overcome hesitation and form great projects.



ZahnKi of the Order of El-Akhar


- 8. By doctrine I mean organization, authority, the promotion of dynasts to the proper rank, the division of tasks within the faction, and the provision of the army's basic needs.

¹ To be understood here as the level of experience of the navarchs and fleets.



9. There is no dynast who has not heard of these five points. Those who have mastered them win, those who have not are defeated.
10. When making plans, therefore, compare the following items, weighing them with the utmost care.
11. If you tell me the sovereign who possesses the greatest moral influence, the most competent commander-in-chief, the army which has for itself the advantage of temporal conditions and terrain, and within which regulations are best observed and instructions best carried out, if you tell me which troops are strongest¹. I will be able to predict on which side victory will be and on which side defeat.

¹ Technological advancement and combat experience and initial.

- 
12. If a dynast who has retained my strategy is employed, he is certain to win. Keep him! If a Dynast who refuses to pay attention to my strategy is used, he is certain to be defeated. Revoke him!
 13. The whole art of war is based on deception¹.
 14. Therefore, when you are able, feign inability; active, passivity².
 15. Therefore, when you are far away, you appear as close and far away, as you are close³.
 16. Bring the enemy to a trap; simulate disorder and strike him.
 17. When he concentrates, be prepared to fight him; where he is strong, avoid him.
 18. Irritate his dynast and lead him astray.
 19. Pretend to be in a state of inferiority and encourage arrogance.
 20. Hold him in the gap and harass him.
 21. When it is united, divide it. Especially on specific foundations or dynasts.
 22. Attack where he is not ready; make an exit when he is not expecting it.
 23. These are the keys to victory for the strategist. It is not possible to discuss them in advance.
 24. Now, if the estimates made on the communications channels before the hostilities point to victory, it is because the guesses indicate a greater power than that of the enemy. If they predicted defeat, it was because the guesswork indicated less power. If one makes many calculations, one can win; if one makes too few, victory is impossible. How he diminishes his chances who does not make any! Thanks to these calculations, I examine the situation and the outcome becomes obvious.

¹ By this I mean the use of non-direct movement and impromptu reaction strategy.

² Use of the technological advantage of a more recently created fleet, thanks to a large production force.

³ Theft of fleets from underneath DSLs and forgetting fleets on empty or uninteresting sectors to make them forget.



THE CONDUCT OF SPACE WARFARE

1. Typically, large-scale military operations require three six-line fleets, each commanded by a Navarch. Two space combat fleets and one reserve and system conquest fleet¹. These fleets may be accompanied by an Ereased or a Siderian.
2. When fleets are moved on significant distances, we have to take into account the expenses in the rear and in theatre, the allowances to cover the maintenance costs of the officers and their fleet. And so we do a troop raising once we have the funds for the campaign and to pay the maintenance costs.

A warrior dynast will have to work closely with his fundraising counterpart.



Neogost Eskari - The Collector

3. Victory is the main objective of war. If it takes too long, weapons become blunt and morale is low. By the time the troops attack the systems, they will be exhausted.
4. When the army engages in prolonged campaigns, the dynast's resources will not be enough. Foundations and even factions will have to meet the demand.

¹ The ratio of combat to support personnel was therefore three to one.

5. When your ships have faded, your ardor is gone, your forces are depleted, and your treasury is reduced to nothing, the opposing dynasts will take advantage of your distress to act. And even if you have good Navarcs and agents, none of them will be able to help you with proper plans for the future¹.
6. If, therefore, we have already heard of unfortunate precipitations in the war, we have not yet seen any skilful operation that has dragged on.

An attack may lack ingenuity, but it must be carried out with lightning speed.



Avok Eskari

7. For it has never happened that a prolonged war has benefited any dynast.

In the Annals of Spring and Autumn we read, "War is like fire; those who will not lay down their arms perish by arms."



Gustav Eskari

8. Thus, those who are unable to understand the dangers inherent in the use of troops are also unable to understand how to use them to advantage.
9. Those who are experts in the art of war do not need a second round of conscripts and one supply is enough for them.
10. They take their equipment with them when they leave; for food they rely on the enemy. The army is thus abundantly supplied².

¹ The greatest risk for a dynast is to go bankrupt in the middle of an offensive or defensive campaign. It is the failure of the foundation and the entire faction that resonates.

² Conquering and transforming advanced systems in advanced sectors allows for fleet repair and reformation. It is therefore wise to choose systems with high industrial potential and to plan fleet construction in the course of a campaign.



11. Accordingly, the wise dynast ensures that his troops reform, rebuild and feed on the enemy, for one system taken from the enemy is equivalent to three systems of his own¹.
12. We plunder the enemy because we covet wealth.
13. This is what is called "winning a battle and getting stronger".
14. What is essential in war is therefore victory, not prolonged operations. That is why the dynast who understands war is the minister of the destiny of the foundation and the arbiter of the destiny of the faction.

1 Once the campaign has begun some of the basic fleet production systems could be converted back to technology, ideology or credit systems depending on the needs of the dynast. The fleet will then be built, repaired and completed on more advanced systems. The adaptability of the systems is paramount.









THE OFFENSIVE STRATEGY

1. Indeed, to win a hundred victories in a hundred battles is not the height of skill.
2. The most important thing in war is to attack the enemy's strategy.

... Akhenaten 1st said: "He who excels in solving difficulties solves them before they arise. He who excels in defeating his enemies triumphs before their threats materialize."



Avok Eskari

3. Failing that, the best thing to do is to attack his army.

Akhenaten 1st said, "He who fights for victory with a naked sword is not a good dynast." Silas Malmonde: "If you cannot nip his designs in the bud, nor break his alliances when they are about to be made, sharpen your weapons in order to gain victory."



Neogost Eskari

4. The worst policy is to attack systems. Only attack systems when there is no other solution or target¹.

¹ This means that the destruction of fleets in a sector must be encouraged before the sector can be conquered.



5. If the dynast is unable to contain his impatience and orders his fleets to cluster around the system like a swarm of bees, a third of them will be killed without the system being taken¹. Such is the inevitability that attaches to attacks of this kind.
6. Thus, those who are expert in the art of war subdue the enemy army without fighting. They take systems without bombardment or plunder and overthrow a dynast without prolonged operations.
7. Your goal must be to take intact "All that is in and under Heaven". In this way your troops will remain fresh and your victory will be total. This is the art of offensive strategy. Do not repeat Menken's mistakes during the Oligarchs' War.
8. Accordingly, the art of leading troops into battle is this: When you have ten-to-one superiority, surround the enemy.
9. Three to one, attack him.
10. Three to two, split it.

... If a two-to-one superiority is not enough to have the situation in hand, we use the diversionary force to divide the army. That is why Akhenas I said, "Anyone . who is unable to act on the enemy to divide his forces cannot speak of exceptional tactics."



Stanimir Kovahk

11. If you are of equal strength, you may engage in combat².

...Under these conditions, only the competent navarch can win.



WheIn from Menken

1 The immobility of fleets in looting or bombing a system are vulnerable to the defender's fleet regrouping.
2 Be careful to take into account the defense system of Rising constellation with the grouping of fleets.

12. When, numerically, you have the upper hand, be able to retreat.

If your troops are outnumbered, temporarily avoid letting the enemy take the initiative in the attack. Later on, you will probably be able to take advantage of a weak point. You will then awaken all your energies and seek victory with a firm determination.

””


Avok Eskari

13. And if you are inferior in every way, be able to evade, for a small army is easy prey for a more powerful one.
14. It is necessary to know that, for a dynast, there are three ways to bring misfortune upon his army. It is to proceed as follows:
15. Ignoring that the army should not advance, order an advance or, ignoring that it should not retreat, order a retreat. This is called "putting the army in a bad way".
16. Ignorant of all military affairs, participated in their administration. This disoriented the officers.
17. Ignoring all command problems, taking part in the exercise of responsibilities. This kills confidence in the minds of officers.

... If a person who is ignorant of military matters is sent to take part in the management of the army, every move will lead to disagreement and mutual frustration, and the entire army will be paralyzed. This is why Gaius Plector petitioned the throne to remove the Controller of the Army; only then was he able to pacify the areas around the Eye.

””

Stanislav Kovahk

- 
18. It should be noted that there are five cases in which victory is predictable:
 19. He who knows when to fight and when not to fight will be victorious.
 20. He who knows how to use a large army and a small army will be victorious.

In a conflict, there are cases where those who are strong in numbers cannot attack a handful of men, and there are cases where the weak can overcome the strong. He who is able to act on these circumstances will be victorious.



Stanimir Kovahk

21. He whose troops are united around a common goal will be victorious.
22. He who is prudent and waits for an enemy who is not prudent will be victorious.
23. He who has competent dynasts and is free from factional interference will be victorious.
24. These are the five specific cases where the road to victory is known.
25. Therefore I say, "Know the enemy and know yourselves; in a hundred battles you will never be in any danger."
26. When you do not know the enemy but know yourself, your chances of victory or defeat are equal.
27. If you are ignorant of both the enemy and yourself, you are sure to find yourself in peril in every battle.



PROVISIONS

1. In ancient times skilled warriors first made themselves invincible and then waited until the enemy was vulnerable.
2. Our invincibility depends on us, the enemy's vulnerability on him.
3. It follows that those who are skilled in the art of war can make themselves invincible but cannot make the enemy vulnerable for sure.
4. That is why it is said that it is possible to know how to overcome, but not necessarily to overcome.
5. Invincibility lies in defence, the chances of victory in attack.
6. We defend ourselves when we have sufficient means at our disposal; we attack when we have more than sufficient means.
7. Those who are expert in the art of defending themselves hide in areas with nine folds¹ : those who are skilled in the art of attacking move as if they were melting from the ninth heaven². Thus they are able to protect themselves and ensure total victory.
8. Predicting a victory that the average person can predict is not the height of skill.

1 Setting up high production defensive systems coupled with D.S.S.L. setting up solid defense fleets in groups of three in key systems or the creation of mobile patrol fleets off enemy radar and therefore invisible that can be sent quickly in the systems to be defended in their sector of rotation.

2 This implies the arrival of the fleet through several entrances and a sufficient information network beforehand.



9. To triumph in battle and be universally proclaimed an "Expert" is not the height of skill. For to win a victory through hard fighting or luck is not a sign of skill.
10. In ancient times, those who were said to be experts in the art of war prevailed over an easily defeated enemy¹.
11. And that is why the victories won by a master of the military art were not worth the reputation of wisdom, nor the merit of valour.

The victory that is won before the situation has crystallized is beyond the comprehension of the common man. Whoever is the artisan of this victory does not gain a reputation for sagacity. Even before he bloodied his blade, the enemy dynast surrendered.



Avok Eskari

12. For he wins his victories without wandering. "Without wandering" means that whatever he does, he secures victory; he defeats an already defeated enemy.

In planning, never move in vain; in strategy, never move in vain.



Gaius Plector

13. That is why a skilful commander-in-chief makes sure that he occupies a position that makes him safe from defeat and he does not lose an opportunity to make himself master of the enemy.
14. Thus a victorious army is victorious before it seeks battle; an army doomed to defeat fights without the hope of victory.

1 The enemy was easily defeated because the experts had created favorable conditions beforehand.



ENERGY¹

1. Generally speaking, ordering many people is the same as ordering a few. It is a matter of organization².

To lead an army, one must first assign responsibilities to the generals and their seconds and determine the strength of the various formations...



“One man is a single fighter; two men, a pair; four, a finger-four; eight men, a squad; sixteen fighters a squadron. Three pairs, three Finger-fours, three squad or three squadrons form a line; six lines form a fleet commanded by a navarch; three fleets a battle group; two battle groups a dynast division; two to five army divisions a foundation corps; two to five corps an army. Each of these elements is subordinate to the one before it in the hierarchy and has authority over the one immediately below it. Each of them is properly trained. In this way, it is possible to lead an army of a million men exactly as if it were a few individuals.

Samuaïl Kovahk

1 “Forces”, influence, authority, energy or potential.
2 Or division, numbering.



2. And commanding many is the same as commanding a few. It's a matter of disposition and a consistent communications network.
3. The possibility for the army to sustain the enemy's attack without being defeated is ensured by "extraordinary" and "normal" force operations¹.

the force that confronts the enemy is the normal force; the force that flanks him is the extraordinary force. No army commander can wrest an advantage from the enemy without the help of extraordinary forces.



Gustav Eskari

I make the enemy mistake my normal strength for the extraordinary and my extraordinary strength for the normal. Furthermore, the normal is likely to become the extraordinary and vice versa.



Wheln de Menken

4. Troops thrown against the enemy like a millstone against eggs is an example of massive action against nothingness.

Against what is most inconsistent, throw what you have most solid.



Gustav Eskari

5. As a general rule, in battle, use normal strength to engage; use extraordinary strength to win.
6. Now, the resources of those who are expert in the use of extraordinary forces are as limitless as space and its confines, as inexhaustible as the eruptions of stars.

¹ Normal force stares down or distracts the enemy: Extraordinary forces come into action at times and places where they are not expected to. If the enemy counters a maneuver of the extraordinary force then it changes to normal force automatically.

7. Indeed, they come to an end and then reform, cyclical as are the movements of the stars and satellites of a system. They expire, then are reborn to life, repeating themselves as do the cycles that pass.
8. The musical notes are only five in number, but their combinations are so numerous that it is impossible to hear them all.
9. The fundamental colours are only five in number, but their combinations are so innumerable that it is impossible for the eye to perceive them all.
10. There are only five flavours, but they are so varied that it is impossible to taste them all.
11. In combat, only the normal and the extraordinary force exist; but their combinations are unlimited; no human mind can grasp them all.
12. For these two forces reproduce each other; their interaction is endless, like that of intertwined rings. Who can say where one begins and the other ends?
13. When the water of the torrent makes the pebbles roll, it is thanks to its impetuosity.
14. If the hawk breaks the body of its prey with one blow, it is because it strikes at exactly the right moment¹.

Strike the enemy as hard as a hawk strikes at the goal. Unfailingly, he breaks the back of his prey because he waits for the right moment to strike. His move is calculated..



Stanimir Kovahk

15. Thus, he who is expert in the military art possesses an irresistible impetus and his attack is precisely regulated.
16. Its potential is that of a crossbow bandaged to the maximum, its action time that of the triggering of the mechanism.
17. In the tumult and din, the battle seems confused, but there is no disorder; the troops seem to be going in circles, but they cannot be defeated.

¹ That is to say, imposed by the distance separating it from its prey.

18. Apparent confusion results from order, apparent cowardice from courage, apparent weakness from strength.

This verse means that if one wishes to feign disorder to attract an enemy, one must be well disciplined oneself. Only then can one feign confusion. He who wishes to feign cowardice and lie in wait for the enemy must be brave, for only then will he be able to feign fear. He who wishes to appear weak in order to make his enemy arrogant must be extremely strong. Only then will he be able to feign weakness.



Avok Eskari

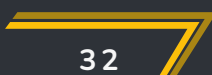
19. Order or disorder depends on organization, courage or cowardice on circumstances, strength or weakness of disposition.
20. Thus, those who endeavour to provoke the enemy to move succeed in doing so by creating a situation to which the enemy must submit; they lure him with the bait of a sure prize and, while dangling the appearance of profit, they wait for him in force.
21. That is why a qualified army leader asks for victory from the situation and not from his subordinates.

Experts in the military arts rely especially on expediency and speed of execution. They do not place the burden of the work to be done on their men alone.



Gustav Eskari

22. She chooses her men, who take advantage of the situation.



... Alba Valseciel said: "In war there are three kinds of situations:

”

When the dynast despises the enemy and his officers love to fight, when their ambitions are as voracious as a black hole and their ardour as fierce as a comet, we have a situation created by morale.

When a single man defends a narrow mountain pass that looks like a sheep's digestive tract or a doghouse door, he can hold off a thousand soldiers. This is a situation created by the terrain.

When you take advantage of the enemy's slackness, weariness, hunger or thirst, or when you strike while his outposts are not firmly established or his army is halfway through a nebula, you are dealing with a situation created by the enemy.

Therefore, when commanding troops, one must take advantage of the situation, just as when one rolls a ball down a steep hill. The force provided is minimal but the results are enormous. "

Silas Malmonde





WEAKNESSES AND STRENGTHS

1. Generally, the one who occupies the field first and waits for the enemy is in possession of strength; the one who arrives on the scene later and rushes into battle is already weakened.
2. And that is why those who are experts in the military art bring the enemy to the battlefield and do not let him bring them there.
3. He who is able to make the enemy come of his own accord does so by offering him some advantage. And he who is able to prevent him from coming succeeds in doing so by undermining his strength.
4. When the enemy is in a position of strength, know how to attack him, when he is well fed, starve him, when he is at rest, push him into action.
5. Pop-up where you need to be; move quickly to where it doesn't expect you.
6. If you are flying several sectors without tiring, you are following routes where the enemy is not.

Run into nothingness, rush into the gaps, bypass what it defends, reach it where it does not expect you.



Gustav Eskari

7. To be sure of taking what you attack is to attack a point that the enemy does not protect. To be sure of holding what you defend is to defend a point that the enemy does not attack.
8. Therefore, against those who are experts in the art of attacking, an enemy does not know where to defend himself; against those who are experts in defense, the enemy does not know where to attack.
9. Impalpable and immaterial, the expert leaves no trace; mysterious as a deity, he is inaudible. This is how he puts the enemy at his mercy.

... I make the enemy take my strengths as weaknesses, my weaknesses as strengths, while I transform his strengths into weaknesses and discover his weaknesses... I hide my tracks so that they cannot be seen; I observe silence so that no one can hear me.

”

Wheln from Menken

10. He whose advance is unstoppable melts into the enemy's weak points; he who, when retreating, cannot be pursued, moves so swiftly that he cannot be reached¹.

... Arrive like the wind and leave like the lightning.

”

Silas Malmonde

11. When I wish to engage in battle, the enemy, even when protected by decoy constellations and interceptor galleries, is forced to engage, as I am attacking a position which he is forced to rescue.
12. When I wish to avoid combat, I may simply defend myself by drawing a line in space; the enemy will not be able to attack me because I divert him from the direction he wishes to follow².

1 It is impossible to catch up with a fleet in space. It is therefore necessary to anticipate the stopping points and objectives of a fleet. It is also difficult to intercept a passing fleet.

2 It is a matter of choosing the direction of the leak and the regrouping point.

13. If I can determine the enemy's disposition while concealing mine, then I can concentrate, and he must disperse. And if I concentrate while he scatters, I can use my entire strength to attack a fraction of his. So I will have numerical superiority. Then, if I can use large numbers and hit a handful of men at the chosen spot, those dealing with me will be reduced to the last extremity.
14. The enemy must not know where I intend to fight. For if he does not know, he will have to be ready at many points. And if he is ready at many points, the opponents I will find at any one of these points will be few.
15. For if he prepares in the front line, his rear guard will be weak, and if in the rear, his front ranks will be fragile. If he prepares on the left, his right will be vulnerable and, if on the right, his left will be helpless. And, if he prepares everywhere, he will be weak everywhere.
16. He who has small numbers must be ready against the enemy¹; he who has large numbers causes the enemy to prepare against him.
17. If one knows where and when a battle will take place, one can make the troops jump and gather them on the battlefield. But if one does not know the time and place of the battle, the left will not be able to assist the right, nor the right the left; the vanguard will not be able to support the rear, nor the rear the vanguard. All the more so when the various elements are located dozens of systems away from each other, or even only a few systems away!
18. So I say that victory can be created. For even if the enemy is outnumbered, I can prevent him from attacking.


Even if the enemy is outnumbered, if he doesn't know my military situation, I can still get him to urgently make his own preparations, so that he won't have time to make battle plans against me.



Neogost Eskari

19. So get to the bottom of the enemy's plans and you'll know which strategy will work and which won't.

¹ This may be a possibility to have a good DSSL network and a high production to be able to build an extra defense fleet quickly (allows to feign an extra weakness if the enemy doesn't have the information of the fleets currently moving).

- 
20. Shake it and see the general pattern of its movements.
 21. Determine its disposition and thus ensure the location of the battle.
 22. Test it and find out where it is strong and where it is weak.
 23. It is from the forms that I make the plans that lead to victory, but this escapes the common man. Although everyone has eyes to grasp appearances, no one understands how I created victory.
 24. That is why, when I have won a victory, I do not use the same tactics a second time but, in response to the circumstances, I vary my way infinitely.
 25. Now, an army can be compared exactly to water, for as the flowing stream avoids the heights and presses towards the lowlands, so an army avoids the strong and strikes the weak.
 26. And, just as the flow of water follows the accidents of the terrain, so an army, in order to achieve victory, adapts its action to the situation of the enemy.
 27. And just as water has no stable form, there are no permanent conditions in war.
 28. Consequently, the one who knows how to win by modifying his tactics according to the enemy's situation deserves to be considered divine.
 29. Of the five elements, none constantly predominates; of the four seasons, none lasts forever; of the days, some are long and some short; and the moon waxes and wanes.



MANEUVER¹

1. Nothing is more difficult than the art of maneuvering. The difficulty in this way consists in turning a tortuous path into the most direct route and turning bad luck into advantage.
2. Thus, advance by circuitous routes and distract the enemy by baiting him. Thanks to this process, it is possible that, having left after him, you will arrive before him. Whoever is able to do this understands the strategy of direct and indirect.

... Give the impression of being far away. You can set out after the enemy and arrive before him because you know how to estimate and calculate distances.



Gustav Eskari

He who wants to score a point takes a long and winding route and turns it into a short one. He turns misfortune to his advantage. He deceives and abuses the enemy, to induce him to procrastination and negligence, and then he advances quickly.



Avok Eskari

¹ Literally "struggle" or "fight between the two armies", each striving to gain an advantageous position.

3. Both advantage and danger are inherent in the manoeuvre.

The specialist will benefit from it; for the non-specialist, it is dangerous.



Gustav Eskari

4. He who throws the whole army in pursuit of an advantage will not obtain it.
5. If he abandons the system in order to contest the advantage, the material will be lost.
6. Those who ignore astronomical conditions - systems, interstellar medium, planetary clouds, solar winds, supernova, molecular cloud, jump limit, HI¹ region, galactic corona, black towers - cannot lead the march of an army.
7. Those who do not have recourse to the already installed erasers are unable to take advantage of the interstellar medium and the types of systems present in the sector.
8. War is based on deception. Move when it is in your interest and create changes in the situation by dispersal and concentration of forces.
9. In the field, be swift as the wind; when you advance in small steps, majestic as the forest; in raiding and plundering, like the fire; at a standstill, immovable as the mountains². As unfathomable as the clouds, move like lightning.
10. When looting an area, spread your forces. When you conquer a territory, reorganize it according to your needs.
11. Weigh the situation and then act.
12. He who knows the art of direct and indirect advance will be victorious. Such is the art of maneuver.
13. Early in the morning, thoughts turn to empire and fear of the night's actions; during the day, zeal slows, and in the evening, one feels full of ardor.

1 Defined as a component of interstellar dust whose gaseous state consists primarily of neutral hydrogen and other ionized atoms.

2 Adopted as a motto in Sengoku Era Japan by the Japanese warrior Takeda Shingen.

14. And that is why the experts in the military art avoid the enemy when he is fiery; they attack him when he is softened up and has the evil of empire. This is what is called having the "spirit" factor in hand¹.
15. They do not attack an enemy who advances with well-arranged standards, nor one whose formations line up in impressive order. This is called having the "opportunity" factor in hand.
16. When he pretends to run away, do not pursue.
17. Do not attack his elite troops.
18. Do not greedily eat the bait that is offered to you.
19. Do not block the path of an enemy who is returning home².
20. A surrounded enemy must be given a way out³.

Show him that there is still a way out and thus put him in the mind that there is a solution other than death. Then strike.



Avok Eskari

21. This is how the troops should be led.

1 The early morning is a time for deception and "reaction" rather than "thoughtful action" by the opponent regarding actions taken during the night.

2 A fleet that is too weak and can no longer fight is not a threat but an asset, as it comes at a cost to the enemy.

3 Choosing the direction is important.









CAMPAIGN AND OPERATIONS¹

1. A campaign is a set of maneuvers and operations, operations are a set of skirmishes with a specific and predetermined goal.
2. Avoid unnecessary skirmishes in operations and operations in the field that do not provide any advantage.
3. There are four types of offensive operations;
4. Operations to capture strategically important targets, such as a sector or system. Eliminate fleets and then target them.
5. Destabilisation operations force the opponent to move or push him into error.

Enter your enemy's detection zone as one then to protect a system disperse as miles. Target multiple strategic points, see the opponent act then regroup as one on his weakness and use it.




Gustav Eskari

6. These types of destabilization operations can be performed alone or in advance of another operation².

¹ The following set of verses 1-15 do not exist in the original verses of the Art of War according to Sun Tzu.

² Patrols, or circular offensives in enemy sectors, are part of destabilization operations.

- 
7. Blockade operations are used to destroy the economic profitability of a particular system for a time. They are also used to restrict travel to a place of passage.
 8. There are three types of defensive operations;
 9. Active defense operations, or patrols on potential axes of progress and systems.
 10. In his sector a navarch during the night time cycle patrols aggressively, during the active cycle cautiously, in wartime furiously.
 11. Static defence operations protect systems that are not invincible or key systems.
 12. Static defense requires the presence of counterintelligence, assassins, and at least one full battle group.
 13. The battle group should consist of one experienced navarch who is aggressive in peace and furious in war and two other navarchs who are defensive.
 14. Defensive operations in a sector must eliminate fleets as quickly as possible, preventing movement in depth and loss of intelligence on an enemy fleet.
 15. It will usually take the defender two combat groups to handle one attacking combat group.



THE NINE VARIABLES

1. We must not colonize or conquer useless or indefensible systems¹.
2. On a favourable sector, unite with your allies.
3. On a bare system or area, do not linger.
4. In a closed area, ingenuity is required.
5. On a deadly sector, fight.
6. There are roads not to be taken, troops not to be hit, systems not to be assaulted and sectors not to be contested.

In my opinion, troops exposed as bait, elite troops and an enemy with well-ordered and impressive formations should not be attacked.



Stanislav Kovahk

¹ Systems without moons or asteroids to build solid defenses or composed of only one or two planets.



This is an enemy entrenched in a strategic position, behind constellations of decoys and massive interceptor galleries, and with a strong, counterintelligence stability, whose purpose is to hold back my army. If I attack the system and take it, I will gain no advantage worth mentioning. If I don't take it, the assault will certainly shatter the power of my army. So I must not attack it.



Avok Eskari

7. A Dynast who has a perfect knowledge of the nine variable factors knows how to lead the troops.

The dynast must be confident that he can control the situation to his advantage, as circumstances require. He is not bound by fixed procedures.



Neogost Eskari

8. The dynast who does not understand the benefits of the nine variable factors will not be able to take advantage of the land, even if he knows it well.

... A dynast evaluates the changes in circumstances as they occur.



Neogost Eskari

9. In military leadership, one who does not understand the tactics for the nine variable situations will be unable to use his troops effectively, even if he does understand the "five advantages.

... "The five variations" are as follows: a route, even if it is the shortest, should not be taken if it is known to be dangerous and there is a risk of ambush.



"An army, though it may be attacked, must not be attacked if the circumstances are desperate and the enemy is likely to fight to the death.

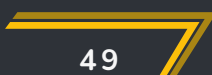
"A system, even if isolated and ready to be attacked, should not be attacked if it is assumed that it is well supplied with population, defended by troops of the first strength held well in hand by a wise dynast, that its ministers are loyal and their plans unfathomable.

"A piece of land, even if its ownership is questionable, should not be fought over if it is known that once taken it will be difficult to defend, or that there is no advantage to be gained from its conquest, but that it is likely to be counter-attacked and that there will be losses.

"The orders of the Faction, while they must be carried out, must not be followed if the dynast knows that they carry the danger of harmful capital control over affairs.

"These five contingencies must be accommodated as they arise and in accordance with the circumstances, for it is not possible to decide them in advance."

Neogost Eskari



10. And for this reason, the wise dynast must, in his deliberations, take into account both favorable and unfavorable factors.

It weighs the dangers against the benefits and the benefits against the dangers.



Gustav Eskari

11. By taking into consideration the favorable factors, he makes his plan viable; by taking into consideration the unfavorable factors, he may solve the difficulties.

... If I wish to gain an advantage over the enemy I must not only consider the advantage I will gain, but I must first consider the ways in which he may harm me if I do so.



Avok Eskari

Advantage and disadvantage have a reciprocal action on each other. The enlightened leader deliberates.



Wheln from Menken

12. He who makes himself feared by his neighbours does so by causing them harm.

Plans and schemes to harm the enemy are not confined to any method. Sometimes dismiss the wise and virtuous from his entourage, so that he has no advisers. Or send traitors into his country to undermine his administration. Sometimes, by means of devious deceptions, detach his ministers from the Sovereign. Or dispatch clever craftsmen to incite the population to squander their wealth. Or give them licentious musicians and dancers to change their habits. Or give him beautiful women to make him lose his mind.



Neogost Eskari

13. He wears them down by keeping them constantly on the edge and pushes them to run here and there by presenting them with supposed advantages.
14. It is a principle of military art not to assume that the enemy will not come, but rather to rely on his readiness to face him, not to expect that he will not attack, but rather to make himself invincible.
15. Five qualities are dangerous in a navarch.
16. If he is reckless, he can be killed.

A stupid and brave navarch is a calamity.

Avok Eskari

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When people talk about a dynast, they always attach importance to his courage. As far as a dynast is concerned, courage is only one quality among others. Indeed, a valiant dynast will not fail to commit himself lightly, and if he does so, he will not appreciate what is dangerous.”

Neogost Eskari

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17. If he is a coward, he will be captured.
18. If he values life more than foundation, the dynast risks irresolution.

In the Methods of the Syns we read, "He who places life above all things will be paralyzed by irresolution. Irresolution in a dynast is a great calamity.”

Wheln from Menken

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What is essential in a dynast is consistency.

Victor Crux

”



19. If he has too ticklish a sense of honor, he can be slandered.

He who is jealous of defending his reputation pays no attention to anything else.



Warlof Eskari

20. If he has a compassionate soul, he can be tormented.

He who possesses feelings of humanity and commiseration and fears only the loss of men cannot give up a temporary advantage for a long term profit and he is unable to give up this in order to take hold of that.



Avok Eskari

21. Now, these five traits are serious flaws in a dynast and, in military operations, they are catastrophic.
22. The destruction of the army and the death of a navarch inevitably result from these weaknesses. These must be weighed carefully.




WALKS AND INTERSTELLAR FLIGHTS

1. Each time cycle has its own steps and manoeuvres¹.
2. As a rule, when occupying a position and facing the enemy, after leaving your sphere of influence, stay near key crossing points. Park on a high system facing the unknown².
3. Fight on the way down. Do not attack on the way up.
4. After crossing a key crossing point, you should move away from it somewhat.
5. When an advancing enemy crosses a key crossing point, do not confront him directly on the system. It is more advantageous to let half his forces cross and then intercept them at the next jump.
6. Move quickly through areas with system clouds. Do not linger in them.
7. Park in systems where several exits are viable, blocking the enemy in systems and landlocked areas.
8. When the enemy's envoys speak humbly, but he continues his preparations, he will advance.
9. When the words of his envoys are deceitful but the enemy advances with ostentation, he will retreat.

1 The positioning of the fleets will depend on your ability to react and the possibility to give the necessary orders in time.

2 Park in an "elevated" system for easier interception of a fleet heading for your main sectors.

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10. When his envoys speak in flattering terms, it means that the enemy wants a truce.
 11. When, without prior agreement, the enemy asks for a truce, he plots.
 12. When his troops advance on several axes, he plans to divide your forces or/and loot a system.
 13. When half of his force advances and the other half retreats, he tries to lure you into a trap.
 14. When the enemy troops have high morale and, although facing you, are slow to give battle without leaving the field, you must examine the situation thoroughly.
 15. In war, there is no advantage in numbers alone. Do not advance by relying exclusively on military power.
 16. All you must do is correctly estimate the enemy's situation and concentrate your forces to take him. That is all. He who lacks foresight and underestimates his enemy will certainly be taken by him.
 17. In defense, organize patrols around the main axes. Maintain mobility to avoid detection and sabotage. Park on interceptor routes but keep your distance from the systems.
 18. In attack progress at the same time quickly but be detected as late as possible. Once detected melt in a second time on your target, forced the reaction of your opponent.



PLANETARY TERRAIN AND INTERSTELLAR SPACE

1. The notion of terrain where we will group the terrains of the different stars and interstellar space can be classified, according to its nature, in accessible, insidious, without influence, constricted, rugged and "distant".
2. A ground so easily traversed by either party is said to be accessible. On such ground, he who first occupies an elevated position in the sun suitable for the conveyance of his supplies may fight to his advantage.
3. A terrain from which it is easy to leave, but difficult to return, is insidious. The nature of it is such that if the enemy is not ready and one makes a sortie, victory is possible. If the enemy is ready and you go out to attack, but you cannot win, it will be difficult to come back. You cannot take advantage of this terrain.
4. A ground where it is equally disadvantageous to enter for the enemy and for us is without influence. The nature of it is such that, although the enemy holds out a bait, I do not go forward, but try to draw him in by withdrawing. Once I have drawn out half his numbers, I can strike him with advantage.

... In *L'école militaire Albes-la-Vaillante* we learned: "On ground that offers no advantage to either side, the enemy must be lured away by pretending to withdraw, wait until half his strength is out and then launch an attack to block his path."



Silas Malmonde

5. If I am the first to occupy narrow terrain, I must block the accesses and wait for the enemy. If the enemy is the first to occupy such terrain and block the passes, I must not follow him; if he does not block them completely, I may do so.
6. In rough terrain, I must establish my positions on sunny heights and wait for the enemy. If he is the first to occupy such ground, I draw him off. I do not follow him.
7. When one is at a distance from an enemy of equal strength to one's own, it is difficult to provoke him into battle and there is nothing to be gained by attacking him from the positions he has chosen for himself and where he has the initiative.
8. These are the principles relating to six different types of land. It is the supreme responsibility of the dynast to inform himself of them with the greatest care.

The nature of the terrain is the fundamental factor in helping the army to secure victory.



Warlof Eskari

9. Now when troops flee, are insubordinate or in distress, collapse in confusion or are routed, it is the fault of the dynast. None of these disasters can be attributed to natural causes.
10. Other circumstances being equal, if one army attacks another whose numbers are ten times greater than its own, the result is rout.

When attacking one against ten, one must first compare the sagacity and strategy of the navarchs involved, the valour and cowardice of the troops, the weather conditions, the advantages offered by the terrain, and assess whether the troops on each side are well fed or starving, tired or fresh.



Avok Eskari

11. When the troops are strong and the officers weak, the army is insubordinate.



12. When the officers are brave and the troops ineffective, the army is in distress.
13. When senior officers are angry and insubordinate and, faced with the enemy, rush into battle without considering whether the engagement is likely to succeed and without waiting for orders from the commander-in-chief, the army collapses.

"Senior officers" means subordinate navarchs. If... they attack the enemy in a rage without measuring the forces involved, then the army will surely collapse.

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Gustav Eskari


14. When the navarch is morally weak and his authority is not rigorous, when his orders and directives are not enlightened, when there are no firm rules to guide the officers and men, and when the formations lack dress, the army is disoriented.

... Chaos born of itself.

””

Silas Malmonde

15. When a commander-in-chief who is unable to gauge the opponent uses a small force against a large force, or weak troops to hit strong troops, or fails to select shock troops for the vanguard, the result is rout.
16. When any of these conditions are met, the army is on the road to defeat. It is the supreme responsibility of the dynast to carefully examine these six conditions.
17. The configuration of the place can be a major asset in combat. Therefore, to estimate the enemy's situation and to calculate the distances, as well as the degree of difficulty of the terrain to gain victory, is the art of the eminent dynast. He who fights with a perfect knowledge of these factors is sure of victory; otherwise, defeat is assured.
18. If the situation is one that favors victory, but the Sovereign has given orders not to attack, he may override.

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19. And therefore the dynast who, in advancing, does not seek his personal glory, and, in retreating, is not concerned to avoid punishment, but has for his sole purpose the protection of the people and the service of the best interests of his Sovereign, is to the State a precious jewel.
 20. If I know that my troops can strike the enemy, while ignoring that the enemy is invulnerable, my chances of victory are only fifty percent.
 21. If I know that the enemy is vulnerable yet ignore the fact that my troops are unable to strike him, my chances of victory are only fifty percent.
 22. If I know that the enemy can be attacked and that my troops can attack him, but do not realize that because of the terrain configuration I should not attack, my chances of victory are only fifty percent.
 23. That is why when those who have experience of war act, they do not make mistakes; when they act, their means are unlimited.
 24. And that is why I say, "Know the enemy, know yourself, your victory will never be threatened. Know the terrain, know the weather conditions, then your victory will be total."









THE NINE TYPES OF LAND¹

1. In terms of the use of troops, terrain can be classified as "dispersal terrain, frontier terrain, key terrain, communication terrain, convergence terrain, serious terrain, difficult terrain, encircled terrain, and lethal terrain²."
2. When a dynast fights in its own territory, it is in a dispersal field.

Here the officers and men are anxious to return to their nearby homes.

Gustav Eskari



3. When he only penetrates a little deep into enemy territory, he is on frontier ground.
4. Land that is equally advantageous to both parties is key land.

¹ The original layout of this chapter leaves much to be desired. Many of the verses are not in the proper context. Others are repeated; these may be comments that have crept into the text. I have rearranged some verses and eliminated those that appear to have been added.

² There is some confusion in this passage. The "accessible" terrain of the previous chapter is defined in the same terms as the "communication" terrain.

5. An area that is equally accessible to both parties is a communication area.

It is a flat, wide area of land that can be moved back and forth, providing enough space for battle and for fortified obstacles.

”

Avok Eskari

6. When a Faction is limited by three others, its territory is a convergence ground.
7. When the army has penetrated deep into enemy territory, leaving many systems far behind, it is on serious ground.

It's a difficult terrain to come back from.

”

Gustav Eskari

8. When the army crosses nebulae, asteroid belts, ionizing interstellar mediums, a rugged region, or advances near black holes, they are in difficult terrain.
9. Terrain that is entered by a bottleneck, exited by tortuous paths, and allows a smaller enemy force to strike my larger one is called encircling.

... Here, it is easy to set up ambushes and you risk being beaten to a pulp.

”

Avok Eskari

10. A terrain in which the army can only survive by fighting with the energy of desperation is said to be "deadly".
11. Therefore I say to you, do not fight in the field of dispersion; do not stop in the border regions.

12. Do not attack an enemy that occupies key terrain; in communication terrain, ensure that your formations are not separated.
13. In convergence terrain, ally with neighboring factions and foundations; in "deep" terrain, loot.
14. In difficult terrain, press on; in surrounded terrain, invent stratagems; in deadly terrain, fight.
15. In the field of dispersion, I would make the army a single, firmly determined block.

During marches, the various units are linked; when stationary, the camps and fortified posts are linked to each other.

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Warlof Eskari

16. In key terrain, I would pass my back.

The meaning of this verse is that if... the enemy, confident of his numerical superiority, comes to fight me for such ground, I will employ large numbers to push him back.

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Gustav Eskari

... Someone has said that this expression means "to go after the enemy and arrive before him".

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Silas Malmonde

17. In the field of communication, I would pay rigorous attention to my defence system.
18. In the field of convergence, I would strengthen my alliances.
19. In serious terrain, I would ensure a steady flow of supplies.
20. In difficult terrain, I would burn out.

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21. If I was surrounded, I would block all access points and exits.
 22. In deadly terrain, I could show that there is no chance of survival. For it is soldiers to resist when surrounded, to fight to the death when there is no other way, and, when they are at a loss, to obey blindly.
 23. In the past, those who were considered experts in the military art prevented in the enemy camp the junction between front and rear guards, the reciprocal cooperation between large and small elements, the assistance of the valuable troops to the mediocre ones and the mutual support between superiors and subordinates.
 24. They concentrated and moved when it was to their advantage; if not, they halted.
 25. Let someone ask me, "How can I overcome a well-ordered army that is about to attack me?" I answer, "Take hold of something he holds dear and you will do with him as you wish."
 26. Promptness is the essence of warfare. Take advantage of the enemy's unpreparedness; take unexpected routes and hit him where he has not protected himself.
 27. In the case of an invading force, the general principle is that once the army has entered deep into enemy territory, it is united, and the defending country cannot triumph over it.
 28. Plunder the fertile regions to supply the army abundantly.
 29. See to the feeding of the troops; do not impose useless drudgery on them. See to it that they are animated by the same spirit and that their strength remains intact. As for the movements of the army, make unfathomable plans.
 30. Now the troops of those who are expert in the military art are used like the Serpent "which strikes back with all its rings at once. When it is struck at the head, it attacks with its tail; when it is struck at the tail, it attacks with its head; when it is struck at its centre, it attacks with both its head and tail.

31. He changes his methods and modifies his plans so that no one knows what he is doing.

Previously used processes and old plans that have been carried out in the past must be modified.



Silas Malmonde

32. He changes the location of his camps and advances by circuitous routes, thus making his designs impenetrable.
33. Gathering the army and throwing it into a desperate situation is the business of the dynast.
34. He takes the army deep into enemy territory and pulls the trigger.
35. Whoever ignores the plans of neighboring Foundations and Factions cannot form alliances in time; if one ignores astronomical conditions, one cannot lead an army; if one fails to use native guides, one cannot acquire the advantage of the terrain. It is enough for a dynast to neglect one of these three factors to be unfitted to command the armies of a dominating foundation.
36. When a dominant foundation attacks a powerful faction, it imposes itself on the enemy and prevents its allies from joining it.

When attacking a large state, if you can divide the enemy forces, your means will be more than sufficient.



Warlof Eskari

37. As a result, he does not compete with powerful coalitions and does not favor the power of other Factions. To achieve his goals, he relies on his ability to impose on his opponents. And in this way, he can give the enemy back his cities and overthrow his government.
38. Give rewards without regard to common practice; give orders without regard to precedent.

39. This way you can use the entire army as if it were one man.

... If the code of rewards and punishments is clearly written and expeditiously applied, then you can use the multitude as if they were a handful of men.



Warlof Eskari

- 40. Put the troops to work without disclosing your plans, use them to gain advantage without revealing the dangers involved. Throw them into a perilous situation, they escape. For when the army is placed in such a situation, it can, when driven to defeat, snatch victory.
- 41. The most important thing in military operations is to make it appear as if you are adjusting to the enemy's plans.
- 42. Concentrate your forces against the enemy and, at a thousand leaps, you can kill his navarch.
- 43. On the day the system of attack is set in motion, obstruct the passages, cancel safe-conducts, cease all intercourse with the enemy's envoys, and urge the temple council to carry out the plans.
- 44. When the enemy provides an opportunity, seize it without delay. Preempt him by seizing something he values and act at a secretly appointed time.
- 45. Military doctrine teaches that the enemy's military situation should be closely monitored to decide on combat.
- 46. For this reason, first, be as timid as a virgin. When the enemy presents a loophole, be swift like the hare, and he will be unable to resist you.





SPACE COMBAT

1. There are five states of a fleet's Navarch, depending on the dynast's conduct of the war, his dispositions, the state of the troops and what the terrain dictates; cautious, defensive, aggressive, furious, and fleeing.
2. When prudent, the navarch does not act unless explicitly attacked or under direct order of the dynast.
3. When defending, the navarch takes part in the battles of his allies and interposes himself during a colonization, a conquest, a pillage, or a bombardment.
4. When aggressive, the navarch attacks any enemy navarch within range.
5. When furious, the navarch attacks any non-allied navarch within range.
6. When fleeing, the navarch tries to flee as soon as he is attacked.
7. To use space combat, certain means must be used.

Rely on informants within the enemy ranks.

Warlof Eskari

8. Fleets must always be available. Logistics and background must be prepared in advance. In case of non-payment of maintenance, fleets will behave like runaways regardless of other conditions.
9. There are favourable times and appropriate cycles for using fleets.



10. In the event of a space attack, you must react to the changing situation¹.
11. At the enemy coordinate your troops, keep moving, cycle between systems. Wait for the error and then act.
12. On a restricted crossing point fortify yourself, a well-organized fighting group supported by erasers will be able to take out several enemy fleets and adopt a defensive and aggressive attitude.
13. In defense stay mobile patrol along the axes of progression and intercept the enemy navarcs when you are ready.
14. When defending your sectors; in peacetime adopt an aggressive posture, in wartime revoke all rights of way and adopt a fury posture².
15. When in a key area, adopt a cautious attitude until the decisive moment.
16. When in a deadly or deep area, engaged in aggressive behavior.
17. When in a convergence area, adopt a fleeing behaviour.
18. Winning battles and seizing the objectives you have set for yourself, but failing to capitalize on those results, is a bad omen and is called "wasting time".
19. And that is why it is said that enlightened dynasts deliberate on plans and good navarchs carry them out.
20. If it is not in the interest of the faction, do not act. If you are not able to succeed, do not use armed force. If you are not in danger, do not fight.
21. A dynast cannot raise an army in exasperation nor fight in resentment. For while it is possible for an irritated man to recover serenity and for an ulcerated man to feel satisfied again, a faction that has been annihilated cannot be restored, nor can the dead be brought back to life.
22. That is why the enlightened dynast is prudent and the good navarch warned against rash movements.

1 When an enemy fleet moves non-corollary to the terrain or changes direction quickly, it is preparing to melt or flee.

2 In a war, only a faction that is allied or whose non-belligerent intentions are certain should be allowed to move into our faction's sectors.



THE USE OF ERASED AND SIDERIAN AGENTS


1. He who faces the enemy for many years in order to fight for victory in a decisive battle, but who, because he is reluctant to grant ranks, honors and a few hundred gold coins, remains ignorant of the enemy's situation, is totally devoid of humanity. Such a man is no dynast; he is no support for his faction; he is no master of victory.
2. Now, if the enlightened dynast and the wise navarch defeat the enemy every time they take action, if their achievements surpass those of the common man, it is because of prior information.

The chapter of the Rites of the Glorians entitled "Military Officers" mentions "The Director of National Espionage". This officer was in charge of foreign covert operations, presumably.



Wheln from Menken

3. What is called "advance information" cannot be derived from spirits, nor from deities, nor from analogy with past events, nor from calculations. It must be obtained from men who know the enemy's situation.
4. Now, there are four kinds of deleted agents to use: infiltrators, saboteurs, assassins and spies.

- 
5. There are three kinds of Siderian agents to be used; proselytizers, agitators and seducers.
 6. When the seven types of agents are all at work simultaneously and no one knows their processes, they are called "the divine skein" and they constitute the treasure of a dynast.
 7. Infiltrators are the agents who provide information on systems and fleets.
 8. Saboteurs are the agents who slowly nibble away at enemy fleets and prepare for the arrival of the army. They follow and monitor the fleets from their construction to their destruction.
 9. The assassins kill the agents who cannot be converted by the seducers¹.
 10. Spies enhance the information they gather.
 11. Proselytes convert system governments.
 12. Agitators use propaganda to crystallize tensions and undermine the stability, production, and population of a system.
 13. Whoever is not wise and prudent, humane, and just, cannot use secret agents. And whoever is not shrewd and subtle cannot extract the truth from them.
 14. A delicate subject indeed? Very delicate indeed! There is no place where espionage is not used.
 15. In general, if you want to strike at armies, attack cities and murder people, you must know the names of the garrison commander, the staff officers, the bailiffs, the gatekeepers, and the bodyguards. Your agents must be instructed to find out about this in detail.

¹ It is more interesting to convert an enemy navarch by eloquence than to eliminate him by force and lose the possibility of benefiting from his experience and the information he holds.

If one wishes to conduct the offensive, one must know the men the enemy employs. Are they wise or foolish, clever, or clumsy? Once these qualities are assessed, appropriate preparations are made. When Akhena I sent Alba Valseciel, Samuail Kovahk, and Gaius Plector to attack the empire's enemies, he asked:

”

*“Who is the commander-in-chief of the Imperial Province of Nerve?”
“Tyrl Gloriastre,” was the reply.*

The emperor said, “His mouth still smells of mother’s milk. He could not match Alba Valseciel. Who commands the southern fleets?”

“Yaroslav Chaika,” was the reply.

The emperor said, “He is the son of General Vadim Chaika. Though he is a good man, he is not worth Gaius Plector. And who commands the fleets from above the Eye?”

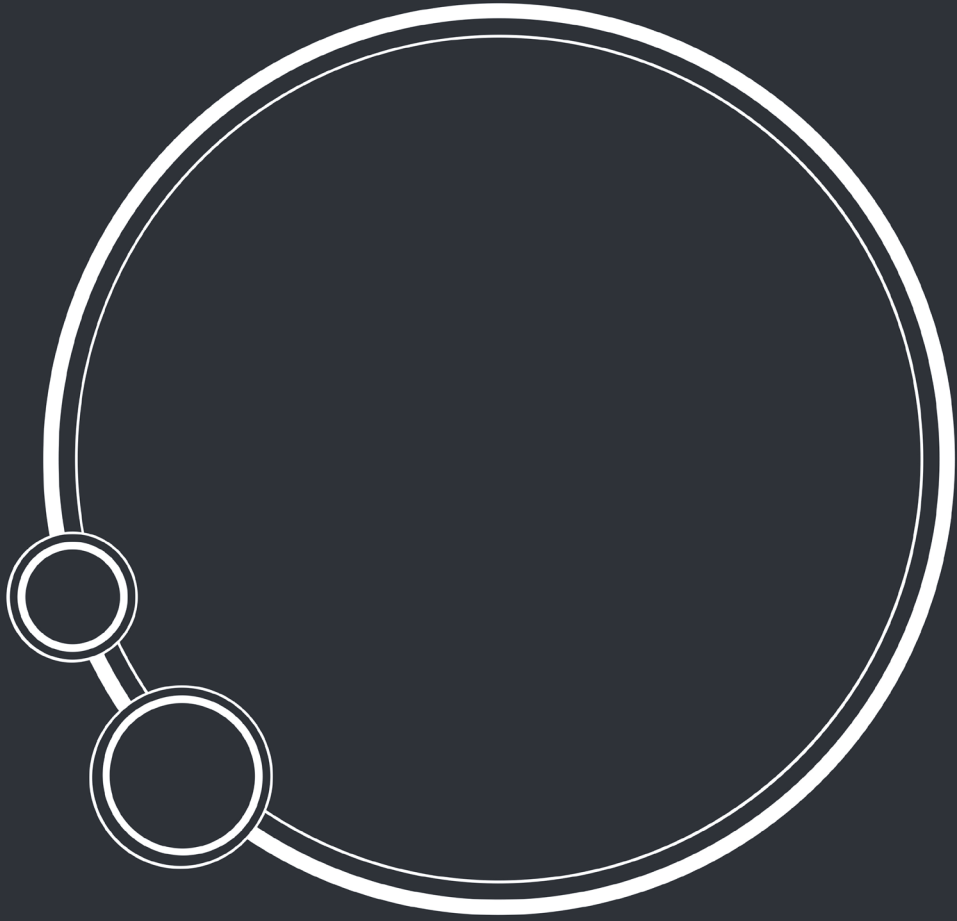
“Alyxander Hawk,” was the reply. The emperor said, “There is no comparison between him and Samuail Kvahk. I have no reason to worry.”

Avok Eskari

16. It is essential to identify enemy agents who come to conduct espionage activities against you and bribe them into your service. Instruct them and take care of them. This is how double agents are recruited and used.
17. And that is why only the enlightened dynast and the valuable navarch who can use the most intelligent people as agents are assured of accomplishing great things. Covert operations are essential in warfare; it is on them that the army relies on to carry out its every move.

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