[head](file:///E:\岩倉紙芝居\koten\koten.htm)（岩倉紙芝居館古典館<http://hjueda.on.coocan.jp/koten/koten.htm>）　宰主　上田啓之(Hiroyuki UEDA)

　 The Art of War by Sun Tzu by Lionel Giles (29 December 1875 ~ 22 January 1958)   
He was the son of British diplomat and sinologist, Herbert Giles. Lionel Giles served as assistant curator at the British Museum and Keeper of the Department of Oriental Manuscripts and Printed Books. Lionel Giles is most notable for his 1910 translation of The Art of War by Sun Tzu and The Analects of Confucius.

　Attack by Stratagem  
  
、、、、、、、、、、、、、、、  
Sun Tzu said: In the practical art of war, the best thing of all is to take the enemy's country whole and intact; to shatter and destroy it is not so good. So, too, it is better to recapture an army entire than to destroy it, to capture a regiment, a detachment or a company entire than to destroy them. Hence to fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting.

|  |
| --- |
| The Art of War, Sun Tzu by Thomas Cleary (born 1949) The general rule for use of the military is that it is better to keep a nation intact than to destroy it. It is better to keep an army intact than to destroy it, better to keep a division intact than to destroy it, better to keep a battalion intact than to destroy it, better to keep a unit than to destroy it.Therefore those who win every battle are not really skillful—those who render others’ armies helpless without fighting are the best of all. |

■ *intact* *often as complement* Not damaged or impaired in any way; complete. ■ *shatter* Break or cause to break suddenly and violently into pieces. ■ *regiment* A permanent unit of an army typically commanded by a lieutenant colonel and divided into several companies, squadrons, or batteries and often into two battalions. ■ *detachment* A group of troops, aircraft, or ships sent away on a separate mission. ■ *company* A body of soldiers, especially the smallest subdivision of an infantry battalion, typically commanded by a major or captain. ■全quán complete/ entirely/full/whole →maintain/keep whole or intact ■破pò break/ruin/destroy/defeat 全(maintain) vs 破(break) ■為wéi do/handle/govern/act/be ■上shàng top/superior/ highest/best/first ■次cì next/second/following ■According to Zhou Li(周礼), 伍wǔ 5 soldiers 5伍→ 25 soldiers 両liǎng 4両→ 100 soldiers 卒zú 5卒→ 500 soldiers 旅lǚ 5旅→ 2,500 soldiers 師shī 5師→ 12,500 soldiers 軍jūn ■百戦百勝 win one hundred victories in one hundred battles ■善之善 supreme good ■不戦而屈人之兵 subdue the enemy without fighting (and get them on his side)  
  
、、、、、、  
Thus the highest form of generalship is to balk the enemy's plans; the next best is to prevent the junction of the enemy's forces; the next in order is to attack the enemy's army in the field; and the worst policy of all is to besiege walled cities. The rule is, not to besiege walled cities if it can possibly be avoided.

|  |
| --- |
| Therefore the superior militarist strikes while schemes are being laid. The next best is to attack alliances. The next best is to attack the army. The lowest is to attack a city. Siege of a city is only done as a last resort. |

■ *generalship* The skill or practice of exercising military command. ■ *balk* Thwart or hinder (a plan or person) ■ *besiege* Surround (a place) with armed forces in order to capture it or force its surrender. ■ *siege* A military operation in which enemy forces surround a town or building, cutting off essential supplies, with the aim of compelling the surrender of those inside. ■伐fá cut down/subjugate/attack 謀móu plan/scheme/stratagem 伐謀 Sense what’s occupying the enemy’s attention and block the intention ■交jiāo join/meet/mutual/relationship/ communication 伐交jiāo Isolate the general from other generals or isolate the enemy from other countries ■伐兵 Split the enemy’s forces and attack the weak point of the enemy .■上兵shàng bīng 上the best、次cì the next best、次the next、下xià the worst 兵bīng generalship■修xiū 修繕 repair/mend/fix 具jù fix/set/install 已yǐ finished/completed ■攻城 Chinese cities were walled and it was reckless to make an attack without so called siege engines designed to break walls or gates or to install towers or to dig underpass and so forth. [攻城術（[戦車一](http://thnf-web.vm.nthu.edu.tw/history/shows/show01/sung.siege/offence-b01.html)、[戦車二](http://thnf-web.vm.nthu.edu.tw/history/shows/show01/sung.siege/offence-b02.html)、[雲梯](http://thnf-web.vm.nthu.edu.tw/history/shows/show01/sung.siege/offence-b03.html)）] ■為不得已　Have no choice but to do so.  
  
、、、、、、、、、  
The preparation of mantlets, movable shelters, and various implements of war, will take up three whole months; and the piling up of mounds over against the walls will take three months more. The general, unable to control his irritation, will launch his men to the assault like swarming ants, with the result that one-third of his men are slain, while the town still remains untaken. Such are the disastrous effects of a siege.

|  |
| --- |
| Take three months to prepare your machines and three months to complete your siege engineering. If the general cannot overcome his anger and has his army swarm over the citadel, killing a third of his soldiers, and yet the citadel is still not taken, this is a disastrous attack. |

■ *mantlet* A movable shelter or screen used to protect soldiers. ■ *take up* Occupy time ■ *assault* A military attack or raid on an enemy position ■ *swarm* Move somewhere in large numbers. ■ *slay* Kill (a person or animal) in a violent way. ■櫓lǔ A big shield ■轒轀fénwēn A wheeled platform with roof for about ten soldiers ■距闉jù yīn A siege tower ■勝shēng endure/sustain（勝shèng win）不勝其忿 unable to keep his temper → being aroused to anger ■蟻附yǐ fù A swarm of ants  
  
、、、、、、、、、、、  
Therefore the skillful leader subdues the enemy's troops without any fighting; he captures their cities いしｓwithout laying siege to them; he overthrows their kingdom without lengthy operations in the field. With his forces intact he will dispute the mastery of the Empire, and thus, without losing a man, his triumph will be complete. This is the method of attacking by stratagem.

|  |
| --- |
| Therefore one who is good at martial arts overcomes others’ forces without battle, conquers others’ cities without siege, destroys others’ nations without taking a long time. It is imperative to contest all factions for complete victory, so the army is not garrisoned and the profit can be total. This is the law of strategic siege. |

■ *dispute* Compete for; strive to win. ■ *mastery* Control or superiority over someone or something ■ *stratagem* A plan or scheme, especially one used to outwit an opponent or achieve an end. ■ *faction* Late 15th century (denoting the action of doing or making something): via French from Latin factio(n-), from facere ‘do, make’. /1960s ：blend of fact and fiction.■全quán complete/full/whole/maintain/keep 以全爭於天下means to keep intact when you conquer the whole world.■頓 dùn pause/stop/bow/arrange/garrison 兵不頓 This不頓　means neither injured nor lost. ■利lì gains/advantage/profit/merit ■謀攻 Incapacitate enemy’s stratagem and disrupt enemy’s co-operations and let the enemy know that there could be no chance of winning.   
  
、、、、、、、、、  
It is the rule in war, if our forces are ten to the enemy's one, to surround him; if five to one, to attack him; if twice as numerous, to divide our army into two. If equally matched, we can offer battle; if slightly inferior in numbers, we can avoid the enemy; if quite unequal in every way, we can flee from him. Hence, though an obstinate fight may be made by a small force, in the end it must be captured by the larger force.

|  |
| --- |
| So the rule for use of the military is that if you outnumber the opponent ten to one, then surround them; five to one, attack; two to one, divide. If you are equal, then fight if you are able. If you are fewer, then keep away if you are able. If you are not as good, then flee if you are able. Therefore if the smaller side is stubborn, it becomes the captive of the larger side. |

■ *obstinate* Stubbornly refusing to change one's opinion or chosen course of action, despite attempts to persuade one to do so. ■ *stubborn* Having or showing dogged determination not to change one's attitude or position on something, especially in spite of good arguments or reasons to do so. ■十shí This 十means ten times. ■圍wéi comes from □and 韋. 韋 shows two men stand back to back. 圍means to either protect or surround 圍之 You will need to ten times of forces to surround on all four directions and block up a passage and a relief column(military force). ■五wŭ This 五means five times. Divide 5 into 3 and 2. Arrange 3 to 3 directions of the enemy, and try to split the enemy’s force and with the rest two beat up the weak part of the enemy. ■倍bèi Twice Divide 2 into 1 and 1. One faces to the strong part of the enemy and with the rest one beat up the weak part of the enemy. ■敵dí This敵 means equal. If both sides are equal, the side making a good fight or going all out against will win. ■少shǎo few/less/inadequate ■逃táo escape/flee　能逃之 had better flee from the enemy, or never attack but remain firm in protection. ■不若bù ruò have no chance to win ■避bì avoid/turn aside/hide　能避之had better turn aside from the enemy’s force. ■A small force that neither turn aside nor flee from a large force will be captured, however, those who had a good fight may have a chance to be taken as the strong partner.   
  
、、、、、、、、、、、、、、、、、、  
Now the general is the bulwark of the State; if the bulwark is complete at all points; the State will be strong; if the bulwark is defective, the State will be weak. There are three ways in which a ruler can bring misfortune upon his army:-- By commanding the army to advance or to retreat, being ignorant of the fact that it cannot obey. This is called hobbling the army. By attempting to govern an army in the same way as he administers a kingdom, being ignorant of the conditions which obtain in an army. This causes restlessness in the soldier's minds. By employing the officers of his army without discrimination, through ignorance of the military principle of adaptation to circumstances. This shakes the confidence of the soldiers. But when the army is restless and distrustful, trouble is sure to come from the other feudal princes. This is simply bringing anarchy into the army, and flinging victory away.

|  |
| --- |
| Generals are assistants of the nation. When their assistance is complete, the country is strong. When their assistance is defective, the country is weak. So there are three ways in which a civil leadership causes the military trouble. When a civil leadership unaware of the facts tells its armies to advance when it should not, or tells its armies to retreat when it should not, this is called tying up the armies. When the civil leadership is ignorant of military affairs but shares equally in the government of the armies, the soldiers get confused. When the civil leadership is ignorant of military maneuvers but shares equally in the command of the armies, the soldiers hesitate. Once the armies are confused and hesitant, trouble comes from competitors. This is called taking away victory by deranging the military. |

■ *bulwark*　 A person or thing that acts as a defence. ■ *ruler* A person exercising government or dominion. ■ *defective*　 Imperfect or faulty. ■ *kingdom* A realm associated with or regarded as being under the control of a particular person■ *hobble*　 Restrict the activity or development of. ■ *restless*　Unable to rest or relax as a result of anxiety. ■ *prince* A male monarch of a small state, actually, nominally, or originally subject to a king. ■ *fling away*　Throw something out of the way ■ *tie* Restrict or limit (someone) to a particular situation or place. ■ *derange* Intrude on; disturb ■輔fǔ Assistant/aide/protective ■周zhōu(close/knit/intimate) is antonym of 隙xì (crack/split/gap) Usually, 周is regarded as complete and 隙, as defective. This talks about the relationship between the duke and the general whether it would be tight or gap. ■君jūn　sovereign/monarch/king/ruler/prince/duke In.Spring and Autumn Period, family members of the Zhou king Wu(武王) were feudalized in each country as dukes, and later, some of their descendants called themselves king. ■患huàn disaster/peril/trouble/worry The 隙 between the duke and the general could cause three types of 患, which are 縻mí(hobbling), 惑huò (confusing) and疑yí(doubting). ■縻 bind down/tie down When the general commands to advance or retreat, the duke orders him to suspend it.　 ■惑　If a duke does not follow the grant of honors according to the military records made by his general but try to re-evaluate them according to the court standards, the general and the soldiers will be confused. 　 ■疑 If a duke appoint a general who does not know the flexible military approaches, officers and soldiers will doubt it. ■引yǐn　casue/cite/lead/leave/lure/make/quote/stretch 　This引 is 引of 引潮(ebb tide). 引勝　The chance of victory is vanishing.  
  
、、、、、、、、  
Thus we may know that there are five essentials for victory: He will win who knows when to fight and when not to fight. He will win who knows how to handle both superior and inferior forces. He will win whose army is animated by the same spirit throughout all its ranks. He will win who, prepared himself, waits to take the enemy unprepared. He will win who has military capacity and is not interfered with by the sovereign.

|  |
| --- |
| So there are five ways of knowing who will win. Those who know when to fight and when not to fight are victorious. Those who discern when to use many or few troops are victorious. Those whose upper and lower ranks have the same desire are victorious. Those who face the unprepared with preparation are victorious. Those whose generals are able and are not constrained by their government are victorious. These five are the ways to know who will win. |

■ *animate*　 Give inspiration, encouragement, or renewed vigour to. ■ *sovereign* A supreme ruler, especially a monarch. ■可以kĕ yǐ be possible to ~ 與yŭ and 不可以bù kĕ yǐ not be possible to ~ Make a right decision whether you should attack him, or stop it, or retreat from it, or protect yourself. ■識shí recognize 衆zhòng　many 寡guǎ few Many and few depend not only on the number of soldiers but also on their ability, morale, terrain, weather and so forth. ■上下同欲　Kind of “One for all, and all for one” ■虞yú worry/ predict/deceit/prepare 待dài deal with/wait /treat/entertain/receive 虞待不虞 Those who count the forces of both sides in advance will deal with those who do not count them. He who has prepared himself will be able to wait to take the enemy unprepared. ■能néng　 capable/able/skill ■御yù　 drive/govern/control/resist In hereditary system in the Spring and Autumn period, it is quite important to select a military leader of great ability with loyalty and not to interfere him. Originally as dukes were the relatives and tied up with marriages, the courts were not solid being exposed to interactive communications. ■此五者知勝之道也 These five essentials are the way to know how to win.  
  
、、、、、、、  
Hence the saying: If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle.

|  |
| --- |
| So it is said that if you know others and know yourself, you will not be imperiled in a hundred battles; if you do not know others but know yourself, you win one and lose one; if you do not know others and do not know yourself, you will be imperiled in every single battle. |

■*succumb*　 Fail to resist pressure, temptation, or some other negative force.■殆dài　dangerous/perilous　百戰不殆　If you are quite aware of the forces on both sides in each battle , if you would not be able to win, you could never lose. ■一yī　one 　一～一　either or 一勝一負　either win or lose. ■必bì　surely/ most certainly/must ■In Spring and Autumn Period, as dukes were all relatives and tied up with marriages, there always went interactive communications in their courts. So it was quite important for a duke to choose a minister with loyalty as a military commander who would not be driven by the games ii his court.  
  
Finished on 04.04.2018 Revised on 17.04. 2020