

Confederacy of Annihilation Clan War Policy | 2012

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Introduction

Clan Wars are fought mostly on Headquarters maps (Forts/Castles) Some clans fight Clan Battles in vary unfair ways. Examples of which would be when you spawn with a pistol facing backward to the enemy team and they have all other weapons. On our COA Clan maps we try to make the map as fair as we can. In most of our Clan Maps we have a Castle or a Fort and the enemy has a small field base, which is made up of a small weapons cash and a large vehicle depo. This War policy also has a strategy section to try and help you win and fight in our clan wars.

Winning Stratagems

"Deceive the heavens to cross the ocean"

Prepare too much and you lose sight of the big picture, what you see often you do not doubt. To much transparency hides your true ruses.

"Besiege one to recue another"

When the enemy is too strong to be attacked directly, then attack something he holds dear. Know that he cannot be superior in all things. Somewhere there is a gap in the armour, a weakness that can be attacked instead, such as a weaker point in his army, a weaker vehicle or a bad player.

"Kill with a borrowed knife"

Attack using the strength of another (in a situation where using your own strength is not favourable). Trick an ally into attacking him or bribe an official to turn traitor, or use the enemy's own strength against him. In short get a third party to do the dirty work.

"Leisurely await for the laboured"

It is an advantage to choose the time and place for battle. In this way you know when and where the battle will take place, while your enemy does not. Encourage your enemy to expend his energy in futile quests while you conserve your strength. When he is exhausted and confused, you attack with energy and purpose. The idea is to have your troops well-prepared for battle, in the same time that the enemy is rushing to fight against you. This will give your troops a huge advantage in the upcoming battle, of which you will get to select the time and place.

"Loot a burning house"

Keep gathering internal information about an enemy. If the enemy is currently in its weakest state ever, attack it without mercy and totally destroy it to prevent future troubles. Such a time is when a clan is beset with internal issues.

"Attack with your sword and kill with your knife"

In any battle the element of surprise can provide an overwhelming advantage. Even when face to face with an enemy, surprise can still be employed by attacking where he least expects it. To do this you must create an expectation in the enemy's mind through the use of a feint. The idea here is to get the enemy to focus his forces in a location, and then attack elsewhere which would be weakly defended.

Enemy Dealing Stratagems

“Create something from nothing”

A plain lie. Make somebody believe there was something when there is in fact nothing. One method of using this stratagem is to create an illusion of something's existence, while it does not exist. Another method is to create an illusion that something does not exist, while it does.

“Watch the fires burning across the river”

Delay entering the field of battle until all the other players has become exhausted fighting amongst themselves. Then go in at full strength and pick up the pieces. Works well with “Kill with a borrowed knife”

“Hide a knife behind a smile”

Charm and ingratiate yourself to your enemy. When you have gained his trust, move against him in secret.

“Sacrifice the hand to save the head”

There are circumstances in which you must sacrifice short-term objectives in order to gain the long-term goal. This is the scapegoat stratagem whereby someone else suffers the consequences so that the rest do not.

“Take the opportunity to pilfer a goat”

While carrying out your plans be flexible enough to take advantage of any opportunity that presents itself, however small, and avail yourself of any profit, however slight.

Attacking Stratagems

"Stomp the grass to scare the snake"

Do something unaimed, but spectacular ("hitting the grass") to provoke a response of the enemy ("startle the snake"), thereby giving away his plans or position, or just taunt him. Do something unusual, strange, and unexpected as this will arouse the enemy's suspicion and disrupt his thinking. More widely used as "[Do not] startle the snake by hitting the grass". An imprudent act will give your position or intentions away to the enemy.

"Borrow a corpse to resurrect your own"

Take an institution, a technology, a method, or even an ideology that has been forgotten or discarded and appropriate it for your own purpose. Revive something from the past by giving it a new purpose or bring to life old ideas, customs, or traditions and reinterpret them to fit your purposes.

"Entice the tiger to leave its mountain lair"

Never directly attack an opponent whose advantage is derived from its position. Instead lure him away from his position thus separating him from his source of strength.

"In order to capture, one must let loose"

Cornered prey will often mount a final desperate attack. To prevent this you let the enemy believe he still has a chance for freedom. His will to fight is thus dampened by his desire to escape. When in the end the freedom is proven a falsehood the enemy's morale will be defeated and he will surrender without a fight.

"Tossing out a brick to get jade"

Bait someone by making him believe he gains something or just make him react to it ("toss out a brick") and obtain something valuable from him in return ("get a jade gem").

"Strike the shepherd to disperse the heard"

If the enemy's army is strong but is allied to the commander only by money, superstition or threats, then take aim at the leader. If the commander falls the rest of the army will disperse or come over to your side. If, however, they are allied to the leader through loyalty then beware, the army can continue to fight on after his death out of vengeance.

Chaos Stratagems

“Remove the wood from the fire”

If something must be destroyed, destroy the source.

“Disturb the water and catch a fish”

Create confusion and use this confusion to further your own goals.

“Shut the door to catch the thief”

To capture the enemy, you must plan prudently if you want to succeed. Do not rush into action. Before you "move in for the kill", first cut off your enemy's escape routes, and cut off any routes through which outside help can reach them.

“Befriend a distant state while attacking a neighbour”

It is known that nations that border each other become enemies while nations separated by distance and obstacles make better allies. When you are the strongest in one field, your greatest threat is from the second strongest in your field, not the strongest from another field.

“Obtain safe passage to conquer”

Borrow the resources of an ally to attack a common enemy. Once the enemy is defeated, use those resources to turn on the ally that lent you them in the first place.

Proximate and Desperate Stratagems

“Replace the beams with rotten timbers”

Disrupt the enemy's formations, interfere with their methods of operations, change the rules in which they are used to following, go contrary to their standard training. In this way you remove the supporting pillar, the common link that makes a group of men an effective fighting force.

“Point at one while curse another”

To discipline, control, or warn others whose status or position excludes them from direct confrontation; use analogy and innuendo. When names are not used directly, those accused cannot retaliate without revealing their complicity.

“Feign madness but keep your balance”

Hide behind the mask of a fool, a drunk, or a madman to create confusion about your intentions and motivations. Lure your opponent into underestimating your ability until, overconfident, he drops his guard. Then you may attack.

“Remove the ladder when the enemy has ascended to the roof”

With baits and deceptions, lure your enemy into treacherous terrain. Then cut off his lines of communication and avenue of escape. To save himself, he must fight both your own forces and the elements of nature.

“Deck the tree with false blossoms”

Tying silk blossoms on a dead tree gives the illusion that the tree is healthy. Through the use of artifice and disguise, make something of no value appear valuable; of no threat appear dangerous; of no use appear useful.

“The Lion becomes the Lamb”

Usurp leadership in a situation where you are normally subordinate. Infiltrate your target. Initially, pretend to be a guest to be accepted, but develop from inside and become the owner later.

“The beauty trap”

Dress up a villain as a hero. An example would be the Trojan horse. Also you could try Pretending to be injured has two possible applications. In the first, the enemy is lulled into relaxing his guard since he no longer considers you to be an immediate threat. The second is a way of ingratiating yourself to your enemy by pretending the injury was caused by a mutual enemy.

“The empty fort strategy”

When the enemy is superior in numbers and your situation is such that you expect to be overrun at any moment, then drop all pretense of military preparedness and act calmly so that the enemy will think you are setting an ambush. This stratagem has to be used sparingly and only after one has first developed a reputation for military prowess. This also depends on having a clever opponent who, in perceiving a trap, may over-think his reaction.

“Let the enemy's own spy sow discord in the enemy Clan”

Undermine your enemy's ability to fight by secretly causing discord between him and his friends, allies, advisors, commanders, soldiers, and population. While he is preoccupied settling internal disputes, his ability to attack or defend, is compromised.

Nine situations

Dispersive ground- fighting in his own territory, it is dispersive ground.

Facile ground- When he has penetrated into hostile territory, but to no great distance, it is facile ground.

Contentious ground- Ground that imports great advantage to either side is contentious ground.

Open ground- Ground on which each side has liberty of movement is open ground.

Ground of intersecting highways- Ground that is key more than one base (intersection)

Serious ground- When an army has penetrated into the heart of a hostile country, leaving a number of fortified cities in its rear, it is serious ground.

Difficult ground- all country that is hard to traverse: this is difficult ground.

Hemmed-in ground- Ground which is reached through narrow gorges, and from which we can only retire by tortuous paths, so that a small number of the enemy would suffice to crush a large body of our men: this is hemmed in ground.

Desperate ground- Ground, on which we can only be saved from destruction by fighting without delay, is desperate ground.

Spies

Local spies- mean employing the services of the inhabitants of a district. (Members within the enemy clan)

Inward spies- making use of officials of the enemy (members within the enemy clan)

Converted spies- getting hold of the enemy's spies and using them for our own purposes. (Using there spies against them)

Doomed spies- doing certain things openly for purposes of deception, and allowing our spies to know of them and report them to the enemy. (Both enemy and friendly spies)

Surviving spies- are those who bring back news from the enemy's camp. (Mostly your spies)