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War is always a struggle in which each contender tries to annihilate the other. Besides using force, they will have recourse to all possible tricks and stratagems in order to achieve the goal. Military strategy and tactics are a representation by analysis of the objectives of the groups and of the means of achieving these objectives. These means contemplate taking advantage of all the weak points of the enemy. The fighting action of each individual platoon in a large army in a war of positions will present the same characteristics as those of the guerrilla band. It uses secretiveness, treachery, and surprise; and when these are not present, it is because vigilance on the other side prevents surprise. But since the guerrilla band is a division unto itself, and since there are large zones of territory not (controlled) by the enemy, it is always possible to carry out guerrilla attacks in such a way as to assure surprise; and it is the duty of the guerrilla fighter to do so. Hit and run some call this scornfully, and this is accurate. Hit and run, wait, lie in ambush, again hit and run, and thus repeatedly, without giving any rest to the enemy. There is in all this [it would appear] a negative quality, an attitude of retreat, of avoiding frontal fights. However, this is consequent upon the general strategy of guerrilla warfare, which is the same in its ultimate end as is any warfare: to win, to annihilate the enemy.

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