**General Rules**

* War should never be avoided, but to be delayed to one’s own advantage.
* A price who causes another to become powerful works his own ruin
  + He as contributed to the power of the other either by his own ability of force
  + Therefore, the prince now mistrusts whom he has made powerful

**Of hereditary principalities**

* The prince should not transcend the order of things established by his predecessors.

**Of mixed principalities**

* In order to retain a newly acquired state of similar nature.
  + The line of the ancient sovereign be entirely extinguished.
  + The laws aren’t changed.
* The best way for a prince to hold a state of different nature
  + Is for the price to reside there.
  + Establish colonies that are the “keys to the country”
    - Otherwise keep troops ready and instill a punishment that won’t be followed by revenge.
    - Enforcers
  + The prince must be the protector of the state.
* Exterminate all present and future troubles as soon as possible.
  + Preemptive strike?
* Errors to avoid
  + Destroying the weak
  + Increasing power to members who already have it
  + The enforcer being a stranger
  + Not residing nor planting colonies.
  + Changing the law!!

**Conquered kingdoms**

* One captain. One leader, to whom citizens are loyal.
  + Difficult to defeat because citizens are loyal to one leader, easier to maintain.
* A layered noble hierarchy
  + Difficult to defeat, difficult to maintain.

**Conquered sovereign kingdoms**

* If the country previously held a republic
  + Inevitably, there will be a rebellion.
  + Ruin them or reside there
* If the country previously held a prince
  + Less prompt to rebel.
  + Allow them to continue their law and create a subcommittee of ambassadors.