<table>
<thead>
<tr>
<th>Question</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>In Iraq, the US has spent at least $200 billion dollars. Let us say 100,000 hostile combatants were defeated.</td>
<td>That represents two million dollars per combatant killed or otherwise removed from the field of battle.</td>
</tr>
<tr>
<td>Are there cheaper ways, in both money and lives, to permanently remove 4GW combatants from the field?</td>
<td></td>
</tr>
<tr>
<td>In a conventional war armistice and demobilization are not individual level decisions.</td>
<td>That power resides with the wage-paying entities that employ the common soldier and provide material.</td>
</tr>
<tr>
<td>4GW is cheap labor warfare in which self-funding combatants select their own level of involvement.</td>
<td></td>
</tr>
<tr>
<td>How to change the priorities of those combatants who might rather be doing other things with their lives?</td>
<td>How much would it cost to enable one combatant to go home and start a family-run business?</td>
</tr>
<tr>
<td>A 4GW war is won when everybody left alive has gone home to raise their families and earn a living.</td>
<td></td>
</tr>
</tbody>
</table>
Let us use a "stocks and flows" model to think about conventional warfare. War begins at declaration.

The population at war can be seen in three groups: the self-sufficient population, the enemy, and the victims.

We are very good at dealing with belligerents, but have a lot to learn about caring for the "dependents."

Some part of the local population begins to fight. In 4GW this is an individual choice in many cases.

How do we make fewer people choose to fight?

Regular Soldiers
Militias
Guerrillas
Looters
misc. hostiles

A large source of new hostiles

Pre-war population.
People in non-damaged areas.
Subsistence farmers.

Some loss of infrastructure is intentional. Other losses are accidental. All have consequences.

Prisoners of War.
Refugees.
 Civilians in War-Torn Areas.
 Civilians in occupied areas.

Refugees, people who's hospitals are without power, etc.

This is a big contributor to dependents becoming hostile.

**Key**

Green is Good
Red is Bad
Blue is Mixed

Dependents are people without infrastructure or tools to self-support.

They are people like refugees and some civilians, and if they die, it looks like our fault.

Dependents get angry and blame us for their plight. As long as we are responsible, we have a problem.

Dependents are a cheap labor pool for insurgent or terrorist organizations.

Lack of productive opportunities makes recruitment to 4GW groups look more attractive.

Nobody gets rich in a refugee camp, only angry.

Strong nation states can have policy changed from the top. In a failed state all change is from the bottom.

The Marshall Plan made stable peace probable by diverting national energies into rebuilding and growth.

What would an individual level Marshall Plan look like for every single 4GW combatant?
Think of the **edge** of an 4GW warfighting group.

The edge is inexperienced and uncommitted. Can some of these potential combatants be diverted?

If 5% of these potential combatants find better lives through our intervention, we are making effective war.

The key pressure points are the **blue lines** - the people who would rather see the recruits alive than dead.

The recruits are sacrificing everything for their cause. With more to lose fewer will make that sacrifice.

How much was the peace process in Northern Ireland driven by economic growth in Eire?
Conventional wars usually end when the soldier's ultimate commanders are defeated. Not so 4GW.

Cutting financial supply lines is very ineffective when RPGs cost $10 in flea markets.

A 4GW war is won when everybody left alive has gone home to raise their families and earn a living.

4GW networks disintegrate as people find new jobs or return to their farms. As labor costs rise in an expanding economy, 4GW combatants find higher paying, less dangerous occupations and leave the field.

Fewer combatants have to be killed or defeated in combat, and those who remain may be less committed.

People we have successfully supported in restarting their lives.

Rebuild new, functional systems.

If possible, make them less useful to hostiles (either as tools or targets.)

The better we are the fewer dependents we will lose. Speed is key.

John Boyd says competition for limited resources is what fuels conflicts.

Restoring individual self sufficiency and opportunity is a way of reducing numbers of 4GW troops.

Belligerents can be killed, or they can go home under their own power and restart peaceful life.

Personal victory can come in war, or in the other goals of life.

If home is safe and sufficient then fewer people will feel compelled to fight us (or each other).

People will not stop defending their homes. It is their right.

Our approach to refugees generalizes into approaching states.

Distributed infrastructure creates resilience. Microfinance creates opportunity.

Building expertise in both areas may help us finally learn how to win fourth generation wars.

BeautifulWorldCrew@HowToLiveWiki.Com
Microfinance supports individuals who wish to become economically self-sufficient. It is cheap.

Distributed infrastructure supports autonomous well being. It is resilient in both war and peace.

Could Iraq, for example, be rebuilt using small business loans and technologies like solar panels?

See "Brittle Power" and "Small is Profitable" from RMI.