

New children will fight the new wars

The new direction of war, of which you are already partly aware, is essential to better understand the Hollywood/military connection, and the financial/military connection. Just as war was once the manly thing to do, war is now the fun thing to do. And since robot war does not require you to be big, strong or mature it does not require you to risk your life, and it also does not require that you be an adult. This fits in perfectly with the central governments' long-term public educational effort to infantilize the population. Hence the games and entertainment, hence Hollywood.

See Nick Turse in [The decade of war to come](#) who says:

In [Decade of War: Enduring Lessons from the Past Decade of Operations](#), the authors admit to failures in Iraq and Afghanistan and lay out a series of lessons for the future, including more effective efforts aimed at winning hearts and minds, integrating regular troops and special operations forces, coordination with other government agencies, coalition operations, partnering with the forces of host-nations and paying greater attention to the use of proxy forces.

The report has created a buzz in military circles and has been hailed as offering new insights, but the move away from ruinous large-scale land wars to a new hybrid method of war-fighting, call it "the Obama formula", has been evident for some time. For the past several years, the US has increasingly turned to special operations forces working not only on their own but also training or fighting beside allied militaries (if not outright proxy armies) in hot spots around the world.



The Obama administration has, in fact, doubled down again and again on this new way of war - from Africa to the Greater Middle East to South America - but what looks today like a recipe for easy power projection that will further US interests on the cheap could soon prove to be an unmitigated disaster - one that likely won't be apparent until it's too late.

The US war in Pakistan is a veritable poster-child for the Obama formula. Beginning as a limited drone assassination campaign backed by limited cross-border commando raids under the Bush administration, US operations in Pakistan have expanded into something close to a full-scale robotic air war, complemented by cross-border helicopter attacks, CIA-funded "kill teams" of Afghan proxy forces, as well as boots-on-the-ground missions by elite special operations forces, including the SEAL raid that killed Osama bin Laden.

The CIA has conducted clandestine intelligence and surveillance missions in Pakistan, too, though its future role may be less important, thanks to Pentagon mission-creep. In April, Secretary of Defence Leon Panetta announced the creation of a new CIA-like espionage agency within the Pentagon named the Defence Clandestine Service (DCS). According to the Washington Post, its aim is to expand "the military's espionage efforts beyond war zones".

Pakistan is a probable candidate for future deployment of DCS operatives. Africa is also likely to see an influx of Pentagon spies in the coming years.



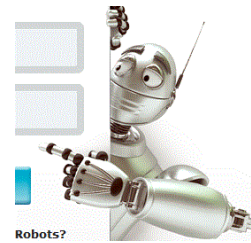
If you read the document that Nick Turse mentions, [Decade of War](#), you'll read:



Over the past ten years of military operations, adversaries of the US realized that physical victory on the battlefield was not the only way to meet their overall objectives; by influencing perceptions on a local or global scale, they could advance their interests. The US also had interests in shaping perceptions, and this resulted in a competition in the information domain. In this paper, we call this competition over influencing perceptions "the battle for the narrative."

At the root of all of this is human beings and what they perceive as "the narrative." And to make the new robot warfare work, it has to be attractive to the people who conduct it. And even better than sexy is fun.

It is very important that you understand just how much **FUN** it is to be a cyber warrior. How inexpensive it is, and how readily available this technology is to us.



Here's Team Fortress 2, a first person shooter cartoon game for the kid in all of us, so it seems. Here is a 48 second [intro video to the characters](#). And [another which has all the key concepts](#): ipods, war, bullets, and fun



And if you miss the old passive-style cartoon experience, they've got that too. Here's a 4 minute [TF2 cartoon introduction](#) whose final message is "the most fun you can have on the web is now free forever."



Yes, that's right. It's free. It now costs you nothing at all to be inducted into the endless fun of the cyber warrior. So... how do you think our nation of perpetual adolescents will feel when it becomes just a little bit more real?

I suggest you watch the [following video](#) created with tools easily available to you over the internet for a modest sum. Yes, you too can be dropping bombs on your enemies. The notion of robot warfare proliferation has not yet entered the public or political mind, but it soon will.



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