

DR. FRECKLES' RULES OF WAR



By
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No one can predict the future. A person may make an "excellent guess", even one based on the methods of science and statistics, but it is still a "guess" - absolute certainty is only available to gods.

No one can, with any consistency, propose "one way" for any task to be solved and warfare is no different.

War is violence and murder, destruction of humanity and an abandonment of the future. War, especially "Civil War", should be avoided at all cost. As long as humans discuss, debate, and even disagree (without violence), then humans can progress. War is ALWAYS a step backwards for humanity - war serves the interest of the atavistic gods.

I do not know what will happen to this country. I hope that the United States will survive its current trials with peace and love and cooperation, but the forces of coercion, control, tyranny, avarice, envy and hypocrisy surround us. As was once said, during the Spanish Civil War, "there are 4 columns outside of Madrid, and a 5th column within".

Honest men and women, moral and courageous, are whispering these days - "Hannibal ad portas...", Hannibal is at the gates! I hope we avoid another US Civil War, but I believe our leaders, for whatever cruel reason, are hell-bent on encouraging this. So be it - make sure you plan well, that you are fighting for the Constitution, and that "belief in liberty" fuels your ethos.

So, these "Rules of War", given the arrogant title, are meant as explorations of higher order strategies, they are not prescriptive rules or heuristics, they are at best "conjectures" on the subject of war and meant to be reviewed, rewritten and dismantled.

I also don't claim originality. In my own studies I

have been exposed to Clausewitz, Sun Tzu, JFC Fuller, Von Seeckt, Guderian, Tukhachevskii, and many others too numerous to list. As with philosophy and storytelling, there is very little that is "new under the sun". I hope that I have distilled and translated the myriad of ideas with respect, but these ideas have been developed, understood and implemented by others, more skillful than myself, throughout recorded and unrecorded history.

Take these as you will, and always respect RULE 1 below!

RULES or HEURISTICS of WAR:

- 1. If you desire peace, then stay fucking neutral and keep your mouth shut** - picking sides means you are seeking conflict. Only ass-holes presume peace despite their own BIG FAT MOUTHS - so keep it shut or expect a fat lip.
- 2. Throw away your cell phones, your iPads, and "smart devices"**. Re-think your use of technology and embrace "old methods" of subterfuge and "trade-craft" (spy craft) to communicate. Your most likely enemy will be at an advantage with respect to technology - not always true, but most likely true in a monolithic world. Use methods that make these technical advantages neutral in impact, or better yet - turn these "tools" into handicaps. DO NOT BECOME A LUDDITE, but use technology rather than letting it "use you".
- 3. Offensive Warfare is rife with hubris and regret.** Be sure, if you attack first, that you are justified - at least in terms of your own moral code, if not in terms of the community's ethos. There are always exceptions, and certainly one should not stand by and accept genocide or mass

murder, but the outcome of WAR is RARELY predictable or auspicious. You will likely need allies - and many of your current friends may not look too kindly upon "being the aggressor". Your friends, most likely, would prefer peace. **Better to avoid war if one can.**

4. In the darkness, when all hope is lost, your spirit can move in one of two directions: a) downward toward collapse or b) upward towards hope. **The war is lost at the moment your faith in yourself is destroyed - armies die in moments of despair.** But, if you cannot muster HOPE, then use HATE instead - hate goes a long way.
5. **Temporary defeat feeds your enemies' ego and makes him/her fat.** Let your enemy have his victory in one battle ... If you are patient, you can still win the war. Remember: if the enemy believes you are dead, then you have the opportunity to plan his demise (the plan is not written in stone, but the plan is everything). Visions of success without proof are the mirage - your enemies will follow this until they die of thirst!
6. **Steal from the enemy - and what you don't need, or can't hide for future use, destroy on site!**
7. **Preparation is an absolute necessity!** If anger is your fuel, then let caution be your clock - anger can easily force premature battle. Battles that are fought too soon are in the hands of fate.
8. **Focus on your own strengths** - only in movies do heroes have a chance to transform themselves from weaklings into steel, real life is not like this. Determine what it is you do well and hone that as your chief weapon - pick up other weapons as you can.

9. **Pick your standards, your flags, your colors and your symbols wisely** and with 2 purposes in mind: a) to motivate your own army and b) to drive fear into your enemy. The greatest contrast between symbol and action confuses your enemy - nothing is more frightening or annoying than the sound of babies crying.
10. If time and space allow it and practicality allow it, **never use the same weapon twice** - never fight the same battle twice. If each battle is different, the enemy has nothing to model against, nothing to pattern.
11. **Leave nothing for your enemy to grab hold of - move your headquarters daily.** Immobility is your enemy also - and so is sloth. However, every rule has an exception and between battles your forces must rebuild - do so with caution! You cannot fight without sleep for long, or food, or drink.
12. **Not all weapons are designed to kill - nor should they be.** If there is an option to stop/defeat an enemy without violence, then you **MUST** seek that path! If there is an option to attack and defeat your enemy with little or (preferably) no damage to the civilian population, then you should seek this path. Finally, all things being equal: "over kill", or the use of more weapons/ordnance than is necessary to accomplish a mission, it not simply stupid from a resource standpoint, but also stupid from a propaganda standpoint. You defile yourself when you do more damage to this world than is justifiable - you carry that sin with you.
13. **Do not fight on a schedule,** timing is everything and your enemy will keep track. If it is possible, make the temporal distance between each

battle random and long enough to lull your enemy into complacency.

14. **A leader in warfare must have 3 characters living inside of him** or her: a) The **Magician**, b) The **Actor** and c) The **Gambler**. The magician uses cunning and illusion (lies) to confuse and mystify the enemy. The gambler wagers on each decision with logic and intuition - never making reckless bets or avoiding the big pay-off. Finally, the actor is stalwart, brave, consistent, steadfast, strong and non-existent - let your troops believe you are more than a man even though you are not. Rational men feel fear - men of war must pretend they don't and seem that way to their comrades and their enemies.
15. **Hubris and overconfidence work against you**. Never forget that every victory you achieve DOES NOT guarantee the next. Success in the past implies nothing in the future - the belief that you are infallible will destroy you.
16. **Propaganda is expensive, but sometimes pays off**. If the image you present to the world frightens those you fight against and engenders those you ally with, then you are doing well. But propaganda is also dangerous - a failed program can turn on you and demoralize your forces. Never get caught in a lie! And, the best lies are composed mostly of truth.
17. **Test your enemy's weakness**, but remember, the test can also act like a signal! There is always a trade-off between probing for points of failure in your enemy's defense and possibly telegraphing your next move. Be careful, cautious, but also be willing to accept some risk -- the pay-off can be large if you are crafty in your pursuit.

18. Whether you face one foe or a multitude, you must remember that **it is your enemy's brain -- and his organized brains -- that drive the battlefield**. ERGO: destroy the brain of your enemy (both small and large scale hive brain) and its ability to communicate recursively, then you will eventually destroy all of your enemy. Command, Control, Communication, Computers -- the super system of thinking that your enemy will attempt to leverage and take away from YOU! Deny your enemy his or her own ability to think. Follow the discipline of the Boyd Cycle and OODA! Peace out!
19. **Your intentions drive you**. You go to war for a reason - a cause. There may be some for whom war is the cause or reason or purpose of their lives - these psychopaths believe that war is an end in itself. However, for the rational man war is an abomination and something to be avoided. The rational man (or woman) abhors war, but does not run from self-defense or cower in the face of Tyranny. Bottom line: hide your intentions from your enemy. Hide the reason you fight - if you don't, he/she/it can use this knowledge against you.
20. **Discover your enemies intentions and basic motivations** for War (Why are they at war?) - It is a corollary of [16]. This will give you great power!
21. If you cannot figure out what drives your enemy, then remember this simple heuristic - **everyone needs money**. Sure, this statement is not ALWAYS true, but it is MOSTLY true.
22. **Patience is everything**. Use the Fibonacci method, or some other contrivance, to force yourself out of your daily patterns. If information can be encrypted, then so also behaviors.

23. **Momentum, once achieved, invigorates yourself and your allies.** However, momentum from the perspective of your enemies is a crashing wave. More so - a relentless series of crashing waves. Never lose momentum!
24. Be "like" the sniper - because **it's good to be smart and great to be lazy.**
25. You should worry about right and wrong - this is important. But if your side be on the side of what is just and good, and to lose would mean an end to all of that, then it is TOTAL WAR - and **you must be a dick for justice.**
26. **Be Invisible.** If you are no one, invisible to those around you - this is poverty in life, but wealth in war. To begin a conflict as the underdog and doomed by status and prejudice is NO handicap. Let your enemy assume your weakness - this makes you stronger.
27. Wars are seldom fought between men/women of pure intentions - with heroism, bravery and villainy. **Wars are most often fought by humans - who are far less than perfect.** Understand your own weakness and learn your enemies - try to forgive all.
28. **Don't be afraid to learn from the best.** Study military history. Study guerrilla armies. Study successful criminals. Learn from other people's mistakes, and reuse their good ideas. "Good artists copy, great artists steal."
29. **Maneuvering around an enemy's broken paradigm** is the EQUIVALENT of tactical/strategic surprise. Understand your enemy's "model of the universe" and discover the weaknesses therein.

30. There is **only one way to achieve PEACE once a WAR has started - victory!**

For the sake of our children, I hope one day the human race learns the futility of war ...

(not likely though)

(we are monstrous beasts - we humans)