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See Appendix ORD – Conversion & Pacification Examples

“We need to grasp security as pacification... whereas for most people ‘pacification’ is associated with the actions of colonizing powers, has a close connection to counter-insurgency tactics and is therefore widely understood as the military crushing of resistance, an examination of the theory and practice of pacification reveals a far more ‘productive’ dimension to the idea. ‘Productive’ in that what is involved is less the military crushing of resistance and more the fabrication of order, of which the crushing of resistance is but one part.”

– Mark Neocleous, “The dream of pacification: Accumulation, class war, and the hunt,”
Socialist Studies / Études socialistes, Winter 2013
(<https://socialiststudies.com/index.php/ss/article/viewFile/23516/17401>)

Making War Through Peace: Pacification Combat, which I wrote into the game rules perhaps in or before 2002 (colony conversion existed in the ancestral Stellar Conquest board game *published in 1976*), seems to accord with what is now called Pacification Theory. Pacification Theory is a post-millennial reworking of some elements of Marxism:

- ✓ “...serving an essential component of pacification is its immediate connection to making subjects economically ‘productive’ both historically within the plans of military and colonial overseers and by contemporary police actions, both domestic and international. Neocleous has characterized this process as making war through peace.” – from Wikipedia article, “Pacification Theory,” August 3, 2018.

This spot on describes Conversion attempts and Pacification Combat in GGDM, as described in 3 Order, p. 554 *et seq., supra*. Thus, participants should recognize that Conversion and Pacification Combat in GGDM is inherently based on capitalist accumulation/bourgeois ideologies in the Marxist view. Stellar Conquest (1975) had Pacification Theory before it was a theory. 😊

“Both Hitler and Himmler saw a twisted logic to press-ganging ex-convicts into policing, bullying and terrorising the populace of their newly conquered lands – utilising the useless dregs of their jails to instil order through fear.”

– Tim Williamson, “Oskar Dirlewanger: The SS Butcher of Warsaw,” History of War (UK), April 16, 2015

Making War for Peace is like...:¹ As mentioned in *Converted Colony*, 2 Order, pp. 539-540, *supra*, there are three processes for converting a Conquered Colony: Conversion via activation of the Order Power for that purpose, and Pacification Combat or Orbital Bombardment, or a combination of both. Pacification Combat requires:

- 1) Ground Units on,
- 2) A Conquered Colony, and
- 3) Activation of the Combat Power for the purpose of Initiate Combat at that location.

In order to be a Conquered Colony, the colony must have surrendered and been 100% occupied ... we’ve already discussed that.

- ✓ Merriam-Webster online dictionary at *pacification*: **1:b** the act of forcibly suppressing or eliminating a population considered to be hostile.

It is thus that, from the perception of the colony population, it seems that the conqueror has continued to make war on the colony after surrender. This then makes Naturalization of the colony (see 3 Order, p. 557, *supra*) much more difficult later. Although the United States was not in any way trying to ‘naturalize’ Iraq (in GGDM terms), the history of, sometimes fatal, cultural misunderstandings, negligence, and crassness and carelessness by U.S. forces contributed to the perception of a hostile occupation, oppression and ongoing conflict. This recent history should make clear generally the spirit of the GGDM rules on this issue.

- ✓ Ships and Ground Units that participate in Pacification Combat or Orbital Bombardment have a chance of *apostasy*, see Alienev Apostasy, 3 Disruption, p. 283, *supra*.
- Tar Baby Pacifier: Armies are built for winning battles against other armed forces. There are limits to what they can do beyond that;² the purpose of the Pacification Combat is to eliminate or marginalize all active armed resistance and discourage future armed resistance, to restore order, civil control and basic functions of civilization. Armies are less effective at winning the hearts and minds of the population, especially *alien* population.
 - ✓ Suppose that the Japanese had defeated the United States and occupied the West Coast of the United States – a situation featured in many WWII alternate history fiction. In the eyes of the conquerors, everything about their culture and militant, nationalistic aggression would have been vindicated and to an equal extent, the culture and institutions of the conquered would have been devalued. It would certainly have been a complete clash of cultures between the occupiers and the conquered population (because American culture is European descended), there would have been resistance, reprisals, and exploitation of the circumstances. Neither side would have been restrained from the most extreme and brutal measures.

The first problem of pacification by occupying forces *is that the military forces must act as police forces*, a task for which they are less than suited (e.g., Iraq, etc.), and the population of the occupied areas becomes naturally the enemy (see Alex Abad-Santos feature quote and Roslin Maneuver, 2 Government Titles, pp. 590-591, *supra*).³ The more that military forces diverge from simple occupation, the more a ‘tar baby problem’ pacification becomes.⁴

- ✓ The state police of Rio de Janeiro actually have ‘pacification units’ (*Unidade de Polícia Pacificadora*) – heavily armed paramilitary elite police units stationed in the city’s favelas and who engaged in firefights with drug gangs that control the favelas before, during and after the 2016 Summer Olympics. State bankruptcy and political scandal threaten to curtail operations and wipe away all gains after the Olympics.
- Peace in Our Time: Due to the time periods represented by GGDM Regular Turns, Pacification Combat can only be initiated on the Regular Turn *immediately following the surrender* of the colony. The decision must be made, troops present. Each colony may only be subject to one Pacification Combat each time it is conquered. The Order Power *may not be* activated at the colony for the *purpose of Conversion* on the same turn as the Pacification Combat. The Pacification Combat lasts one round, is one sided, and no Combat Orders are required.
 - ✓ Pacification efforts form a significant part of military history. Arguably, the English required four centuries to ‘pacify’ Scotland, this process becoming entangled in the personal union of the crowns, and with the War of the Roses, the English Civil War, and various attempts by exiles in France to usurp the throne of England (last time in

the 1745 Jacobite Rebellion led by Bonnie Prince Charlie). In ancient empires in the Middle East, there are records of campaigns to the same areas every 10 or 20 years due to uprisings, which were usually entangled with proxy wars and palace intrigue. Unhappy subjugated population or client states are always fodder for palace intrigue and usurpers; Mark Anthony went to Egypt to get an army and navy and some

- Resistance is Futile: There are three steps to resolving a Pacification Combat. The first step is to determine the Suppression Value. Suppression Value is the total RP value of the conqueror's Ground Units that are occupying the colony, plus half the value of all supporting Fighter Complements on Carriers in the system, plus 1 for each 1st Era Warship, 4 for each 2nd Era Warship and 9 for each 3rd Era warship of the conqueror in the system, *not* counting Carriers as warships in this case.
 - ✓ For example, the conqueror has 15 RPs of Ground Troops, 30 RPs of Fighters, two 2nd Era Warships and a 1st Era Warship. The Suppression Value is 39.
- You Will Be Assimilated: After determining the Suppression Value, the Concierge must assign a Resistance Value. The Resistance Value is the total population remaining, divided by 10, plus one half for each defending Ground Unit that remained at the time of surrender or occupation, and total number of remaining Fighters at the time of conquest divided by 10.⁵ To this, the Concierge will add a number between 1 and 10 based on judgment, where 1 represents little will to resist, and 10 represents fanatical resistance. Factors include cultural and political considerations of the two cultures, attitudes, possibility of later liberation, and events of the recent combat, such as urban destruction, Orbital Bombardment, how long the Ground Combat lasted, etc. Again, the Concierge is in the position of *representing generally, the people on the ground*.
 - ✓ Continuing the previous example, the colony has 90 population factors after a massive battle; there were more before the battle. $90 \div 10 = 9$. There were also two defending Ground Units remaining, which adds 1, and 10 RPs of Fighters remaining, which adds 1 for a total of 11.
 - ✓ Population released from disbanding defending Ground Units counts for both the total population and for the extra resistance value from defense veterans.⁶
 - ✓ Fractions are rounded up.
 - ✓ The Concierge then determines that 4 is a good number here, so the Resistance Value is 15 ($11 + 4 = 15$).
- Fabrication of Order: There are three possible outcomes to a Pacification Combat, determined by the final number.
 - ✓ If the final suppression number is less than (but not equal to) *one third* of the population, an *insurgency* has developed on the colony.
 - ✓ If the final suppression number is greater than or equal to *two thirds* of the population, the colony has been successfully converted and becomes a *Converted Colony*.
 - ✓ Any result between these two is a suppression result. Put another way, if more than two thirds of the population are against the conquerors, there is an insurgency, if two thirds of the population accept the conquerors, the colony is Converted, any other result is a suppression.

- I have read a few times over the years that approximately one third of the colonial population supported the American Revolution, one third either opposed it or supported the crown, and one third were undecided. It is well known that after the war, there was an exodus of Tories to Canada, the Caribbean, and some to England.

An insurgency result has no immediate effect, but the colony is tagged with an insurgency and the Resistance Level assigned by the Concierge (e.g., Insurgency-8). The insurgency level will decrease by one per Turn Cycle under normal circumstances but may gain levels by Interventions or subsequent player actions; the insurgency is a story element which provides opportunity for Concierge Interventions, and possibly affects subsequent Special Operations Black-ops and Counter-Operations at the colony (e.g., Irish Republican Army-Abwehr collaboration 1937-1943).⁷ A suppression result means that armed resistance has been militarily crushed, aiding later Conversion attempts (see Conversion, 3 Order, p. 554, *supra*).

- ✓ The 2009 Age of Conan board game is the only one I know that has a post-conquest pacification mechanic. After a territory is ‘conquered,’ additional combats through various terrain types (probably representing attempts to subdue native tribes) on the same or following turns is required before the territory is fully controlled – one may conquer the main city in the territory, but not control the plains and forests around it.
- Occupation of Haiti: The Suppression and the Resistance Values are converted directly into population factors that have taken, passively accept or are sympathetic to each side.⁸ It is irrelevant if the two numbers add up to more than the total population of the colony.
 - ✓ Continuing the previous example, the Suppression Value of 39 means that 39 of the 90 population factors have been suppressed at this point; while the Resistance Value of 15 means that 15 population actively resist or are sympathetic to the resistance.
 - ✓ This means that 36 of the population have not sided ($90-39-15 = 36$) or at least, have not been actively suppressed (e.g., passive-aggressive resistance).

Thereafter, random numbers are separately determined (i.e. dice are rolled), the first between 1 and the Suppression Value – which is added to the suppressed population, and the second between 1 and the Resistance Value – which is added to the Resistance Value – the total of which is then subtracted from the total suppressed population.

- ✓ Continuing, a random number between 1 and 39 is generated for the conqueror, the result is 26, which is added to the Suppression Value of 39, meaning that 65 population have been suppressed.
- ✓ A random number between 1 and 15 is generated for the resistance, the result is 9, which is added to the 15 Resistance Value ($15+9 = 24$) and the total is subtracted from the total suppressed population of 65, leaving 41 population suppressed.

The Final Number, representing the amount of population that has been pacified, is then compared to the population of the colony to determine if the Pacification Combat results in a Conversion, suppression or insurgency (*ut supra*).

- ✓ In the example, 41 population out of 90 have been suppressed, thus less than two thirds, but more than one third, of the colony’s 90 population factors have been suppressed, the final result of the Pacification Combat is a *Suppression*.

If the resistance had rolled a 15 and the conquerors had rolled a 1 ($1 + 39 = 40$), the conquerors would have lost suppression on 30 population, reducing their share to 10 population, an *insurgency* result. If the conquerors rolled a 30 and the resistance rolled a 1, the conquerors would have gained 29 population to 94 population suppressed (the entire colony), an *automatic Conversion*.

- Not Occupying Haiti: There are alternatives to the alternatives given in GGDM. The baseline game rules in GGDM are for *the game to proceed smoothly and naturally* from turn to turn; however, GGDM is a wide open sandbox for (almost) anything the participants are willing to imagine and work for in the game.
 - ✓ For example, in Timothy Zahn's 1983 novel, *The Blackcollar*, and the 1986 sequel, *The Backlash Mission*, the alien Ryqril conquerors pacified Earth by loyalty-conditioning human administrators and security personnel ("Collies," from collaborator, also implying dogs), backed up by small contingents of Ryqril soldiers isolated in their habitats. The loyalty conditioning is not explained exactly, but involves drugs, and apparently before surrender, the Terran Democratic Empire had developed a chemical counter, "Whiplash" that is effective in overcoming the Ryqril loyalty conditioning in some people, but not everyone. Once drug-conditioned, psychological factors, fear and habit of obedience also take effect. The side effect of the loyalty conditioning is a lack of creativity, ambition, and other emotional abstract thinking.
- See-Through Fabric: If the majority of the units present used to calculate the conqueror's Suppression Value have their Epistemological Constructural Element currently inactive, Enlightenment may not be used in the Pacification Combat. The Conquered Colony never receives the benefit of Enlightenment in the Pacification Combat (i.e. the former owner cannot supply Enlightenment).
 - ✓ [Narrator] "They call this rampage 'mopping up,' putting the uprising completely to rest, ending the pretense of ruling by consensus, where the chiefs had some say, instead, they were now determined to rule by force." – from *Bhambatha: War Of The Heads* (documentary, 2009).⁹

*"Machiavelli's ideas are basically sound ones for the Nietzschean People.
Unfortunately, he was an optimist."*

– Opening lines, *Andromeda*, "Double Helix" (2000) ¹⁰

Genocide: It is an open question in GGDM whether Pacification Combats can convert a colony where Conversion Attempts would be blocked by the Concierge due to *acute alterity* (see *Incurable Acute Alterity*, 3 Order, p. 556, *supra*). In terms of timing, Pacification Combats occur before regular Conversion Attempts, and thus a ruling may not have been made by the Concierge; however, rulings may have been made previously and precedent may dictate that the target colony may not be Converted. In order to initiate a Pacification Combat, however, the colony must have either surrendered or been 100% occupied; if the former is the case, it may indicate some level of understanding and less acute alterity. If the colony has simply been 100% occupied – for example, humans storming a giant beehive (to loot the honey!), then it may be determined that Pacification Combat is also blocked from either suppressing or Converting the colony.

- **Speciesism:** This is the point at which we arrive at genocide in a space-opera setting and *intentionalism vs. functionalism* Holocaust arguments. Genocide is a GGDM story arc event. If the Conquered Colony can never be converted, what was the reason for landing there?

But if the situation ever should occur, it may be to destroy the colony with Ground Units instead of planet damaging Orbital Bombardment (*à la Starship Troopers*). In these cases, the final suppressed population in a Pacification Combat may be considered to have been killed/destroyed. However, Pacification Combat only lasts one Combat Round, and it must therefore be assumed that any surviving population has fled, scattered on the planet (refu-bees!), and the colony is permanently in an insurgency (since they can never be Naturalized).

This should not, however, be construed to mean that genocide can only occur in cases of *acute alterity*; rather, it is possible between any two species, or even among the same species, as we have witnessed too many times on Earth (e.g., the Armenian Genocide, the Holocaust).

- ✓ It is claimed by Plutarch that up to 1 million Gauls may have been killed by Caesar during the Gallic Wars (58-50 B.C.) and another million enslaved. This was about one fifth of the Gallic population, completely disrupting the demographics.

Acute alterity simply brings the matter to the point of discussion in GGDM. Thus, any Pacification Combat could intentionally or unintentionally, partially or in the whole, turn into a genocide or massacre. This is territory for Concierge Interventions. If a normal Pacification Combat attempt is underway, any population factors killed in the genocide or massacre should both reduce the entire population of the colony and still count for the resistance.

- **Brandenburg Tor:** Science-fiction writers have developed a number of reasons for planetary genocides, from the alien-invaders-hate-humans movies to more sophisticated stories.^{11, 12} In the *Andromeda* television series, the Sack of Brandenburg Tor, where 3 billion out of the 5 billion human population were killed in five days by Magog, is a central issue. The Magog, a species created to serve the Spirit of the Abyss, reproduce by laying their eggs in other living creatures (like some human-detested creatures on Earth) and are cannibals; and thus, their ‘genocide’ is the use of others for reproduction that always results in their deaths.¹³

GGDM could include different sorts of sci-fi situations (like the *Alien* movies) that lead to genocide for non-human purposes. The vaguely humanoid Magog represent a case of less acute alterity; they can communicate and comprehend concepts, they had previously entered into a treaty with the Systems Commonwealth.

“The Ottoman defenders were too few to defeat the landing but inflicted many casualties and contained the attack close to the shore. By the morning of 25 April, out of ammunition and with nothing but bayonets to meet the attackers on the slopes leading up from the beach to the heights of Chunuk Bair, the 57th Infantry Regiment (Ottoman Empire) received orders from Kemal ‘I do not order you to fight, I order you to die. In the time which passes until we die, other troops and commanders can come forward and take our places’ and every man of the regiment was either killed or wounded.”

– from Wikipedia article, “Gallipoli Campaign,” December 28, 2018

Suicide Attacks: The 57th Regiment was never reconstituted or recreated in the Turkish Army.

A suicide attack can be defined in modern terms as any attack in which the death of the attacker is inseparable from the anticipated results. Or, put another way, a suicide attack is one in which the attacker has no expectation of survival, regardless of the results of the attack. A suicide attack necessarily implies the foreknowledge, understanding of the certainty of their demise and a fatal decision. Arguments on this usually compare Japanese *banzai* charge (i.e. a human wave attack) to Japanese *kamikaze* attacks in WWII; the participant of a *banzai* charge has some expectation of possible survival, while the *kamikaze* pilot has no expectation of survival.¹⁴

- ✓ “The establishment of a suicide squadron (*staffel*) was originally proposed by Otto Skorzeny and Hajo Herrmann. The proposal was supported by noted test pilot Hanna Reitsch. The idea proposed was that Germany would use volunteers as suicide pilots in order to overcome the Allies’ numerical advantages with their fanatic spirit. The idea had roots in German mythology that was glorified by Nazi propaganda. Hitler was reluctant, but eventually agreed to Reitsch’s request to establish and train a suicide attack air unit, with the proviso that it would not be operated in combat without his approval. The new unit, nicknamed the ‘Leonidas Squadron,’ became part of KG 200....” – from Wikipedia article, “Leonidas Squadron,” captured November 3, 2019.

It’s a thin line however, as others have argued that with machine guns and automatic small arms, the *banzai* charge is effectively a suicide attack (and the historical results support this assertion, the last and largest attack occurred at the Battle of Saipan, July 1944; it was forbidden by some Japanese commanders). A modern suicide attack – whether as a military human wave attack, suicide bomber, or attack using a machine – is also usually a form of ritual suicide.¹⁵

- ✓ “In the last seven years, 14 per cent of all suicide bombings – one in seven – have been by children.” – Iain Overton, “The price of paradise: 82 facts you didn’t know about suicide bombers,” The Irish Times, April 8, 2019.

It also should be noted that for 99% of human history, human wave attacks (i.e. shock attacks, charges to melee¹⁶) were the main military attack, and continued long after the widespread use of gunpowder weapons (early World War I was particularly disastrous); thus, the concept of a suicide attack is mostly a *modern construction* arising from post-WWI sensibilities about technological warfare. A forlorn hope (*enfants perdus*) is not a suicide attack as the object is to survive.

- ✓ On August 24, 1942, the 2nd Squadron of the Italian *Savoia Cavalleria* regiment wound around to the left, emerged from a gully, and charged on horseback with sabers and hand grenades, the entrenched riflemen of the Soviet 812th Siberian Infantry Regiment. Upon reaching the Soviet entrenchments, the horses leapt over and the 2nd Squadron was carried into the rear of the Soviet regimental position by the momentum of their charge. The Soviet riflemen were still entrenched firing at the backs of the 2nd Squadron when the dismounted 4th Squadron attacked the line, overrunning it. The 3rd Squadron then hastily, without cover, attacked the center of the Soviet Siberian line. In the end, the Soviet Siberian Regiment retreated with heavy losses, but the Italians were unable to pursue. Against modern weapons, cavalry charges were increasingly suicidal attacks; the *Savoia Cavalleria* got lucky, it was great propaganda for the Italian Fascists, and the Izbushensky charge is considered the last major action in history. Information from Wikipedia article, “Charge of the *Savoia Cavalleria* at Izbushensky” and History Channel article, “Remembering History’s Last Major Cavalry Charge,” retrieved November 15, 2018.

- Go Tell the Spartans: GGDM *does not prohibit suicide attacks* either by regular forces or by insurgents/resistance forces, as long as the attacks are legitimately based on the culture of the Native Population Type in the game and circumstances, and not merely on the desires of the position players at the moment. This will be a determination for the Concierge to make *as representative of the local commanders* in the story. This determination can be made in any combat situation or in Special Operations Black-ops or Counter-Operations. If positions wish to employ suicide attacks in GGDM, they must build a political-ideological culture that supports it, as the Meiji regimes did, with all the consequence that entails.
- ✓ “Because the battle consisted of a small force holding a piece of fortified territory against a vastly larger invasion for three days at great cost before being annihilated, Wizna is sometimes referred to as the ‘Polish Thermopylae’ in Polish culture. One of the symbols of the battle is Captain Władysław Raginis, the commanding officer of the Polish force, who swore to hold his position as long as he was alive. When the last two bunkers under his command ran out of ammunition, he ordered his men to surrender their arms and committed suicide by throwing himself on a live grenade.” – from Wikipedia article, “Battle of Wizna,” captured August 10, 2019.¹⁷

Of necessity, this discussion only applies to suicide attacks, and not desperation defenses or the choice to die rather than surrender or flee. The distinction easily becomes fuzzy, but rarely are *suicide defenses* discussed in the same manner as suicide attacks, rather, they are praised as *heroic last stands*, for example, the 21 Sikhs who refused surrender and defended a signal post in Afghanistan against thousands of Pashtun tribesmen in 1897, the Swiss at the Battle of St. Jakob in 1444 (a foolhardy 1 vs. 15 attack that turned into a famous 15 vs. 1 last stand), or the Polish at the Battle of Wizna (1939). By definition, a ‘last stand’ requires that the defenders are annihilated (or nearly so, as a unit), a fatal form of propaganda of the deed.

- ✓ Example of how the distinction can become fuzzy: As part of the American defense against a surprise Japanese attack at the Battle off Samar (the center column action of the Battle of Leyte Gulf), four American destroyers charged at flank speed against a massive Japanese Force of four battleships, eight cruisers and eleven destroyers to cover the escape of the escort carrier group. The captain of the destroyer USS Samuel B. Roberts “told all hands via bull horn that this would be ‘a fight against overwhelming odds from which survival could not be expected.’” (from Wikipedia article, citing C. Vann Woodward, The Battle for Leyte Gulf (2007)).
- ✓ Thus, although the American force was the defender in GGDM terms, the ferocious and dogged attack of the four American destroyers was a suicide run and they knew it. Three of the four American destroyers – the USS Johnston, USS Samuel B. Roberts and USS Hoel were sunk, while the USS Heerman was damaged. Two of the six American escort carriers were sunk, three were damaged.

Of necessity, this discussion applies only to sapient opponents; that is to those who can consciously choose to be solely famous for dying. If a bee stings you, it will die. Almost all bees are females (except the few drones) and the female reproductive organ evolved into the stinger, because the Queen Bee produces all the young (i.e. they are eusocial). The stinger breaks off when the bee stings and the bee dies. Bees are always stinging creatures against which they would have no chance otherwise. No one thinks that a bee makes a conscious decision required for a suicide attack. No one thinks a bee has a concept of its own death.

“We all put up with Bob anyway because he was, after all, one of us – a gamer. Besides, Bob was a player, too, and seeing Bob play sort of made up for his being a GM. I was running a TRAVELLER game in which the group was fleeing a space battle when Bob’s character, a scout with his own 100-ton scoutship, showed up to join the fun. The enemy forces were escaping battle in a 30-ton lifeboat and the players were happy to let them go, but Bob wouldn’t think of it. ‘I want to ram their ship!’ Bob announced. He obviously assumed that starships and ancient galleys were built alike. ‘You’re sure about that?’ I asked.

Everyone else stopped talking and looked on in horrified fascination. ‘Sure!’ Bob said. ‘I have the bigger ship!’ I had Bob roll his character’s Piloting skill, and he made the roll. Bob’s 100-ton scout plowed into the 30-ton lifeboat at a speed of tens of miles per second, normal orbital velocity. Both ships were instantly reduced to clouds of scrap – Bob’s character, too. It was the shortest character lifespan in any game I’d ever run, about one minute. ‘Your man’s dead,’ I told Bob. ‘Kaput. Gone. He blowed up.’ A look of total confusion crossed Bob’s face. ‘What?’ he asked. ‘How?’ I have no idea where Bob is these days, but despite everything I still wish him well.”

– Roger Moore, Editor, “A little of Bob in all of us,” Dragon Magazine #196, August 1993 (all caps in original)

For the Babylon Bobs: Occasionally, video sci-fi (e.g., Babylon 5) still has cringe-worthy intentional ramming scenes in ship or fighter combat, like ancient or medieval galleys or American Civil War ironclads. Ramming in space is a suicide attack; it is the captain and helm crew’s choice and everyone else onboard has no say. All of the instances of ramming in Babylon 5 – I can count three without thinking too hard – were treated as a suicide attack.

- ✓ “Ram it? I had always thought of that as poor taste. Ramming is the last resort.” – Maj. Genadi Osipovich, pilot of the Su-15 interceptor that shot down Korean Air Lines Flight 007 in 1983, from interview with Michael R. Gordon, “Ex-Soviet Pilot Still Insists KAL 007 Was Spying,” New York Times, December 9, 1996.
- ✓ Seven hours *after* a ceasefire order on November 22, 1948, Israeli Navy explosive motorboats rammed the Egyptian flagship *El Amir Farouq* (sloop) and sank it, also damaging a tanker. The explosive motorboats were purchased in Italy, and were the same motorboats used in the Italian Navy attack on Souda Bay in 1941 that sunk a British heavy cruiser and a tanker. *Neither instance was a suicide attack*, all motorboat sailors ejected and survived. An Italian sailor trained the Israelis in Galilee. The explosive motorboat is the asymmetrical naval war successor to the fireship of old.¹⁸

GGDM makes no provision for and does not envision ramming combat, but it might be possible as described above, whether as a suicide attack or eject-and-pick-up (e.g., like Lee Adama in Battlestar Galactica, “Resurrection Ship, Pt. 2” (2006)). If it occurs in the game, the participants will need to ‘wing it’ on the rules and the Concierge should only allow it to occur if it fits the story and the position’s civilization (e.g., Kamikazes). It cannot occur out of the blue...

- ✓ In 1602, a moonlit running battle occurred between six oar- and sail-powered galleys carrying reinforcements and treasure from Spain to the Spanish troops in Netherlands and a combined English and Dutch sailing naval force of nine galleons, carracks, and

galiots in the narrow part of the English Channel off Dover. On 3 October, the English sighted the Spanish galleys in the moonlight and engaged with broadsides while the galleys tried to evade. Some galley slaves jumped overboard and swam to shore, a strong gale came up behind the English ships driving them forward in pursuit, and the Dutch tacked in from the other direction when they heard the English guns. In an odd turnabout of the usual tactics, the Dutch sailing ships fired upon then *rammed* and sunk two of the Spanish galleys, two more sinking galleys were intentionally grounded and the crews escaped, one galley wrecked near Calais, and the last galley, with the commander and thirty-six chests of gold, ran through a gauntlet of Dutch warships and escaped into Dunkirk.

GGDM makes no provision for ship boarding combat either. Of course, *à la* Star Trek, Babylon 5, Andromeda, Star Wars, etc., technology and abilities may develop that would potentially allow ship-boarding combats. If a boarding situation arises in the game, I suggest it be handled as a Black-op (see 2 Special Operations, p. 1297, *infra*) within the ongoing Combat where the SOMs and operational expenditure represents special boarding teams and equipment. In short, GGDM often has better provisions for a special or unusual action in Special Operations.

Note however, that nearly all shipboard fights in video science-fiction are between humans – i.e. members of the same race – or humanoids at least, with technology and physiology similar to humans (in this, the Aliens franchise stands out as different), so everyone is breathing the same air.

Boarding alien ships for combat would be a completely different matter, like fighting on a Hostile Habitability Class planet; the attackers would need to be suited and bring their own air. Just for starters. And in truly smart sci-fi stories, warships evacuate all air before combat to avoid explosive decompression, but not in most TV or movie sci-fi. In the Babylon 5 episode “Severed Dream” the station was boarded by Marines using special pods to punch through the hull; with 250,000 civilians, human and alien, on the station, it would have been impossible to evacuate the air. So it’s a judgment call by the Concierge and participants.

And after they win, could they operate the alien ship? If not, then what was the point of the boarding fight? Reverse Engineering (see 3 Technology, p. 712, *supra*) is a possible motivation.

- ✓ The most famous naval boarding incident of the 20th Century was German U-boat *U559* in the Mediterranean in October 1942 by three British sailors. *U559* had been damaged by depth charges and forced to the surface where it was then fired upon by 20mm guns. It was floundering and the German seamen jumped into the sea in haste. They failed to open the seacocks to scuttle the ship and they failed to destroy the Enigma code books on board. There was no boarding fight, the three British seamen recovered the code books, but two of them drowned as *U559* sank. The capture of the code books broke the Kriegsmarine coded communications for the rest of the war.

The Doctor: *What’s an Osterhagen Key?!*

Martha: *There’s a chain of twenty-five nuclear warheads. Placed in strategic points beneath the Earth’s crust. If I use the key, they detonate and the Earth gets ripped apart.*

The Doctor: *What?! Who invented that – well, someone called Osterhagen, I suppose. Martha, are you insane?! – Dr. Who, “Journey’s End” (2008)*

Osterhagen & Corbomite: That’s funny coming from the guy who destroyed Pompeii, claiming these were decisions he had to make regularly! Who’s insane? Sadly, Star Trek appears to have introduced ship self-destruct sequences into the science-fiction vocabulary.

It is also possible within the technology milieu of GGDM for civilizations to develop planet self-destruct; the current incarnation of the idea comes from Dr. Who in 2009 (i.e. the Osterhagan Key), but I am sure that is how Mike Resnick’s 1982 book *Birthright: The Book of Man* ended, so the idea may have been out there previously. Given the threat of global thermonuclear apocalypse, the idea has not been popular even in science-fiction literature.

Whether and when either occurs in the game is at the discretion of the Concierge (but must be initiated by the position players), taking into account the story, plus relevant political and cultural factors of the position; it should never be an easy decision.

- ✓ I recall reading a sci-fi short story where an outpost sentinel space station detected an incoming human fleet, reported it, then disintegrated itself before it could be captured to protect the location of the home planet. Unfortunately, the humans had developed technology to counter this self-disintegration. I do not know the name or date of the story, but it may have preceded or been concurrent with the concept in Star Trek.

“As German casualties escalated with the combination of Operation Bagration and the Lvov-Sandomierz Operation in the east, and Operation Cobra in the west, members of the Hitlerjugend were recruited at ever younger ages. By 1945, the Volksturm was commonly drafting 12-year-old Hitler Youth members into its ranks.

During the Battle of Berlin, [Artur] Axmann’s Hitler Youth formed a major part of the last line of German defense, and were reportedly among the fiercest fighters. Although the city commander, General Helmuth Weidling, ordered Axmann to disband the Hitler Youth combat formations, in the confusion this order was never carried out. The remnants of the youth brigade took heavy casualties from the advancing Russian forces; only two survived.”

– from Wikipedia article, “Hitler Youth,” captured August 9, 2019

Child Soldiers: Surrender is one of the toughest ethical dilemmas common to military, religious, and civilian leaders in history.

- ✓ “Axmann avoided capture by Soviet troops and lived under the alias of ‘Erich Siewert’ for several months. In December 1945, Axmann was arrested in Lübeck when a Nazi underground movement which he had been organising was uncovered by a U.S. Army counterintelligence operation. In May 1949, a Nuremberg denazification court sentenced Axmann to a prison sentence of three years and three months as a ‘major offender.’ He was not found guilty of war crimes. On 19 August 1958, a West Berlin court fined the former Hitler Youth leader 35,000 marks ... about half the value of his property in Berlin. The court found him guilty of indoctrinating German youth with National Socialism until the end of the war in Europe, but concluded he was not guilty of war crimes.” – from Wikipedia article, “Artur Axmann.”

The Germans in particular were criticized for the use of Hitler Youth in 1944-1945. There are two particular instances that stand out: The formation of the infamous 12th SS Panzer Division in 1944 from Hitler Youth Brigades, the majority of the soldiers were under 18, the division

committed war crimes on the way to fight in Normandy, and took 80% losses at the Battles of Caen. The second instance is the Hitler Youth in defense of Berlin in March-April 1945, boys from 14 to 17 years old being sent to stop overwhelming, veteran Soviet forces, they were nearly annihilated.

- ✓ In the Wikipedia article, “Merrill’s Marauders,” is a photo of a boy in uniform captioned, “A 10-year-old Chinese soldier from a unit of the X Force, placed under Merrill and Charles N. Hunter’s command, after the capture of the Myitkyina airfield.” He does not have a rifle or any weapons apparent in the picture but does have kit.

This criticism of the use of child soldiers reflects modern *sensibilities* just as the concept of chemical warfare as ‘dirty’ or less honorable is a result of WWI or the concept of suicide attacks as ‘wrong’; the Germans certainly were not the first (or last) to use males under 18 in combat. For example, the VMI cadets who participated at the Battle of New Market were as young as 15 and most were between 17 and 21 years old (see VMI official website, Battle of New Market FAQ). Most recently, during the final stages of the Siege of Kobanî (‘Syria’s Stalingrad’), media reporting, quoting a local Kurdish commander, suggested that the Islamic State had committed as their final reserves underage units that were still in training.

- ✓ I sensed, as did most observers, that the Islamic State had just mortgaged the future of the Caliphate to secure one victory of questionable value. Those youth units and the Lions of the Caliphate were supposed to be the future, the next generation. What began as a relatively small fight became one where the Islamic State leadership could not admit loss. The Caliphate was already far down the wrong road by that time; a little diplomacy and restraint after their initial victories would have gone a long way toward securing long-term self-determination. Instead they offended everyone and got the apocalyptic war their ideology demanded. The Caliphate did not survive their own radical ideology (and neither did the Axis Powers); what did they offer future generations but endless strife? *Players should heed recent history.*

I was 17 years old when I graduated boot camp, but I turned 18 before the end of the year, when I was in artillery school. Use of child soldiers has been endemic in Africa and South-East Asia.

- ✓ In premodern times, boys around age 15, such as Kunta Kinte, the main character in the *Roots* novel and mini-series (1977), were taken away for manhood training by tribal elders (often including circumcision), where they learned to use weapons, fight, forage, hunt, and sing the songs and oral history of the tribe, after which they were men, warriors and could marry (this is possibly related to life expectancy of the time, like infant baptisms, see *The Black Death*, 1 Disruption, pp. 252-253, *supra*).

And this is where is found the edge of it: To say that these are modern sensibilities is not wrong, or not that it makes them wrong or that what was done in the past ‘right’: In the sense of pragmatic ethics (see 3 Order, 1 Beginnings, and 1 Writs, *supra*), it can be asserted that the modern sensibilities are a result of moral learning by civilization. But only after enough stupid, bad things have happened; pragmatic ethics are the ‘moral of the story’ in history and fiction.¹⁹

- ✓ Notably, science-fiction literature rarely touches the issue of child soldiers, sometimes touches the issue of suicide attacks (such as suicide bombing through Stargates, see SG-1 episode, “The Warrior” (2002)), frequently discusses biological warfare (in the tradition of H.G. Wells *War of the Worlds* (1897), e.g., *Babylon 5 A Call to Arms*

(1999)) and the main instance I know if where chemical weapons are mentioned in sci-fi is Starship Troopers (1959) (or at least the Avalon Hill board game from 1976).

- Pragmatic GGDM: GGDM makes no assumption (*how many times have you read that already?*) on the age (or relative species maturity level) of warriors or soldiers being led or sent into combat. To do so would require that GGDM assume that the ‘aliens’ are all human or human-like (including childhood, maturation, age of majority), and that all have modern (Western) ‘sensibilities.’ Like many aspects of GGDM, it is there when the participants look. Some groups of participants may prefer games without moral or ethical dilemmas. But as an adult discussion of civilization, GGDM is a pragmatic exercise and must address these issues without averted gaze. See discussion of Pragmatic Ethics, 3 Order, p. 551, *supra*.
- ✓ Laurent Kabila, dictator of the “Democratic Republic of Congo” was assassinated in 2000 by his kadogo – child soldier – bodyguards according to The Guardian (“Revealed: how Africa’s dictator died at the hands of his boy soldiers,” Feb 10, 2001).

“The VT, or proximity, artillery fuse saved thousands of American lives in Okinawa when the enemy expanded the kamikaze tactics first tried in the Philippines. Flying short-range planes with a ton of explosive in the warhead, Japanese pilots sacrificed their own lives to crash-dive into a target. Antiaircraft fire may bring down most of the at-tackers, but it needed only a single crash to turn a carrier into an inferno of exploding gasoline and bombs.

On April 7 Japan’s largest battleship made what might be described as a suicide raid on U.S. warships off Okinawa. Accompanied by two light cruisers and nine destroyers, the 45,000-ton Yamato failed to surprise her intended victims, and carrier planes of Task Force 58 sent the flaming hull to the bottom. Both cruisers and three of the destroyers were also sunk. Japanese kamikaze planes were more effective. During the Okinawa invasion alone the U.S. Navy suffered one-seventh of its personnel losses for the entire war – 4,907 killed and missing, plus 4,824 wounded. In ship losses, with 30 sunk and 223 damaged, the campaign proved to be the most costly single effort of naval history up to this date.”

– Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 960

Endnotes.

¹ Commentary: If you don’t know the rest of this Vietnam Era saying ... you should look it up.

² Commentary: Do you butter your bread with a gun? The United States has tried to sometimes.

³ Commentary: The final truth of the American occupation of Iraq is that we found out we are not the people we thought we were. Our military was exactly what we thought it was, both in the initial combat, and in the less-than-stellar occupation and policing (we should have learned this from Vietnam). But we were not the great liberators. And we were not the Great Generation 2.0. We did not have the moral fiber, vision, or political will. In fact, we lied our way into the situation and drug the world along, but lost the peace as we have done so many times before.

⁴ Commentary: “The Oxford American Dictionary defines tar baby much like [Mitt] Romney used it, ‘a difficult problem, that is only aggravated by attempts to solve it.’” –Ta-Nehisi Paul Coates, “Why ‘Tar Baby’ Is Such a Sticky Phrase,” Time.com, August 1, 2006.

- ✓ While I understand that it can also be a racial slur (the point Mr. Coates made), I have never used it that way, and I have never actually heard anyone use that term as a racial slur in my half-century of life (I also likely would not be around people who would, which probably explains that). I have always used it in the sense described by the Oxford American Dictionary, and that is the sense in which it is being used here. I

have used the term over the years to describe the ‘sticky’ zone of control mechanics and general situation when I have taught the game Panzergruppe Guderian, I refer to it as a “tar-baby game.”

- ✓ But then again, I’ve also never heard anyone but Yosemite Sam call someone a “**GALOOT**” (or anyone else in the world call a camel a ‘hump back muley’). I hung out with ‘sanitized’ late 1960s Saturday morning Looney Tunes and Merrie Melodies characters as a child; I guess it depends on who you hang around with. Yes, I know that pre-1960s Looney Tunes/Merrie Melodies shorts were frequently overtly racist (e.g., the Censored Eleven), sexist, and done in what we would now call bad taste.

⁵ Commentary: One word: Airwolf. Two words: Dominic Santini.

⁶ Citation: “Things have changed. We’re not an army anymore, Mr. Becket. We’re the resistance. Welcome to the Shatterdome.” – Stacker Pentecost, *Pacific Rim* (movie, 2013).

⁷ Citation: **G’Kar to Londo Mollari**: When I was a child, your people decided that rebellion by my people needed to be discouraged. So your people bombed seven of our major cities for six straight days, 31 hours a day. You thought you could bomb us into submission. It didn’t work then, and it didn’t work later. – Babylon 5, “View from the Gallery” (1998).

⁸ Commentary: Churning political turmoil in Haiti saw five presidents and popular uprisings/coups from 1910 to 1915, culminating in the public lynching *death and dismemberment* of President Jean Vilbrun Guillaume Sam on July 28, 1915 when angry mobs overran and sacked the French embassy where he had fled (the episode was said to have inspired the 1920 play, *The Emperor Jones*) after 167 political prisoners were summarily executed in a single day (there is some question about whether General Charles Oscar Etienne was ordered to do this or did it on his own, based on interpretation of the wording of a note from the President). The United States alarmed then, under the flimsiest pretext ever – no rational person in 1915 thought Haiti needed protection from German invasion – occupied Haiti’s capital with contingents from U.S. Navy ships anchored in the harbor. Later, the U.S. Marines were sent on military campaigns to pacify and occupy the entire island, engaging in several combats, ambushes, and storming forts killing hundreds of Cacos militiamen. The U.S. occupation of Haiti lasted 19 years, until 1934.

⁹ Commentary: One hundred thirty years after the American Revolution, the British were still at it – the poll tax that was imposed on the Zulus that led to the Bhambatha Rebellion in 1906 were imposed without consensus of the chiefs. That is, ‘taxation without representation’ – the cry of the American Revolution, was used in the documentary to describe the poll tax. Taxation without representation is the essence of pacification.

¹⁰ Commentary: Almost every story-arc television program has a theme of opposites, represented by the characters and forces in the story. One of the main themes of *Andromeda* was optimism vs. pessimism, Dylan Hunt and the Systems Commonwealth represented cautious but unwavering optimism, and Tyr Anzasi and the Nietzscheans represented pessimism and natural selection.

¹¹ Commentary: For example, some television sci-fi series episode I watched – I do not remember the name of it, the series, or anything else about it except that there was a female ‘weapons master’ or commander who was called the Lady of Death because she had tested a genocide weapon on a captured colony world. Obviously she was a reviled character, wanted for her crimes by the rest of the galaxy.

¹² Commentary: Another example, in the 2002 movie, *Reign of Fire*, the modern Earth has been overrun by a deluge of huge fire breathing dragons and human civilization is on the brink – if this stretches your suspension of disbelief, it is no more of a stretch than any zombie apocalypse movie. However, the weakness of the dragons is there is only one male, who lives in the ruins of London; all female dragons across the globe come to him to mate and lay eggs, he eats some of his young if he cannot find food. The story is centered on the efforts of a human band to kill the only male dragon, preventing the dragons from continuing to reproduce. There are many logical problems with the movie, but in GGDM, any species which has a limited or singular membership of one of the sexes vital to reproduction could be intentionally or inadvertently genocided by their deaths, unless the species has intermorphs.

- ✓ I binged the entire *Kabaneri of the Iron Fortress* series one day late in 2018. In the beginning of this oddest of zombie apocalypse stories, it is clear that humanity (at least in Japan) is slowly losing the war. The remainder of Japanese civilization has ‘reverted’ to a Shogunate sociopolitical system in protected areas connected by armored trains and tracks. The writers had an interesting story they wanted to tell, unfortunately, the execution fell far short. The main characters, so heroic and action-oriented in the beginning became mushy, indecisive, and dumb in the center of the series (necessary for the ultimate betrayal plot to succeed, but not very convincing) and the zombies so frightening in the beginning became less so as the series progressed (despite the writer’s efforts to introduce more terrifying specimens and collective intelligence), being eclipsed instead by the consuming hatred of the main antagonist for his father, the Shogun.

¹³ **Commentary:** The Magog are also rabid carnivores and cannibalize their own kind. So they kill for sport, power, food, reproduction, whatever, as they are the minions of chaos in the series.

¹⁴ **Citation:** “The French philosopher-sociologist Emile Durkheim (1858-1917) is partly responsible for the confusion about strategic military suicide. He defined suicide as ‘all cases of death resulting directly or indirectly from a positive or negative act of the victim himself, which he knows will produce this result.’ He did not distinguish a soldier whose actions entail accepting the high probability (or even certainty) of death in order to accomplish some task from actions in which the soldier’s chooses to die during the course of a military operation. For example, a soldier who throws himself over a grenade to save compatriots is valorous but not primarily suicidal. Such a soldier would, if given the opportunity, equally bravely put himself at risk by throwing a blast suppression blanket over the bomb.

A second kind of military suicide is a soldier who serves as a smart bomb as with the Kamikaze pilots of World War II or the suicide bombers of today.

A third kind of soldier’s suicide is that which is the tragic end of combat-induced mental illnesses such as Post Traumatic Stress Disorder, depression, substance abuse disorders, or despair.

All of the preceding instances differ from the choice to use a military suicide device, for example, ingesting a cyanide pill. In these cases, soldiers choose to commit suicide for rational-personal or altruistic reasons. Some might choose such a device to avoid capture, the suffering of captivity or torture. Or, they might commit suicide to preclude the possibility that they might under torture yield valuable intelligence to an enemy or become a valuable hostage or propaganda prize to the disadvantage of their homeland.” – Steven H. Miles, M.D., “Military Suicide Cap- sules and Medical Ethics,” Bioethics.net, March 21, 2016.

¹⁵ **Citation & Commentary:** “Concerning the night assault of Lord Asano’s ronin, the fact that they did not commit seppuku at the Sengakuji was an error, for there was a long delay between the time their lord was struck down and the time when they struck down the enemy. If Lord Kira had died of illness within that period, it would have been extremely regrettable.” – Yamamoto Tsunetomo, *Hagakure* (1716), on the tale of the Forty-seven Ronin.

- ✓ This fatalistic philosophy is the primary way that Japan was known to the West, this idealized way seems to have become more extreme as part of Japan’s reaction to incursion of Western modernity, technology, and religion during the Seclusion of Japan (edict of 1635 to 1853, arrival of Commodore Perry’s fleet in Tokyo) under the Tokugawa shogunate (1600-1867). The Meiji Restoration of 1868 stopped pushing against West- ern incursion, instead tried to create a cultural-technological syncretism of eastern culture and western tech- nology, *to the extent that each served the Emperor* and the militant ultra-nationalistic ambitions of Japan.
 - The ideas of the Meiji Restoration are the focus of the Japanese-language tiaga drama series (with English subtitles) *Yae no Sakura* (2013) and are specifically voiced in the dialogue by the master of the gunnery school in Edo in Episode 1 (see feature quote, 2 Combat, bottom p. 958, *supra*). The fears are also voiced at the Shogun’s counsel later in the same episode. Niijima Yae’s older brother sees Perry’s ships in Edo harbor and is amazed, he states that each one is a ‘floating cas- tle,’ and each is ‘20 times bigger than any of their ships.’

¹⁶ **Citation:** “A charge is a maneuver in battle in which combatants advance towards their enemy at their best speed in an attempt to engage in close combat. The charge is the dominant shock attack and has been the key tactic and decisive moment of many battles throughout history. Modern charges usually involve small groups against individ- ual positions (such as a bunker) instead of large groups of combatants charging another group or a fortified line.” – from Wikipedia article, “Charge (warfare),” retrieved November 18, 2018.

- ✓ “If you see all of these guys charging at you, the human instinct for the overwhelming number of people is to run like heck. Then it’s easy because once they’re running away you can pick them off.” – Alex Bielakowski, associate professor at the U.S. Army Command and General Staff College, as cited in “Re- membering History’s Last Major Cavalry Charge,” History Channel (history.com), August 13, 2012.

¹⁷ **Commentary:** While Tolkien denied his epic fictional works had any connection to WWII, I cannot help but to think of Gandalf telling Balrog, “You shall not pass!” Helms Deep/Theoden’s Charge is a fantasy last stand.

¹⁸ **Commentary:** The HMS Gloworm rammed, possibly accidentally, a German heavy cruiser ten times her size.

¹⁹ **Commentary:** However, some fiction writers have intentionally tried to create entertaining or message stories about stupid people who do stupid things and never learn, doing the same old dumb shit over and over. Yet it is in- escapable – though the characters never learn (in standard storytelling, the characters change and progress, e.g., Bab- ylon 5) – the audience does from the experience of watching it. There is always a pragmatic outlet.