

# I. WARS of Retribution

## A. Research Design -

1. Choose topics that are real/puzzles not yet resolved

2. Frequency - Frequent Occurrence

3. Significant for the field

4. Random Walk Hypothesis  
(Stock Market behavior) theory does no better than random selection of stocks

## B. Classic WARS of Retribution

1. Russo-Finish WAR - 1939-40

"Re WAR on Ski's"

a. Damages Soviet Reputation -  
Makes France & Britain Less  
Likely to Ally with U.S.R. Against  
Germany

B. 12. Second Sino-Japanese  
WAR (China-Rising Power,  
But Significant Weakness  
in the period 1937-45

a. China - 20 Million Dead

b. Minor / And Fight All over

c. Battle of CHANGSHIACHANG  
The Porcupine Strategy

- Sweden, Switzerland, etc

1. Can Cause Unacceptable  
Damage

D. Denmark and Norway 1940  
Fight & Surrender (How Much  
Pomp?)

E. The British Decision To  
Fight Alone "in New  
Surrender"

# \* Research Design

## Questions:

A What Is The Minimum Capability Threshold For A Minco-Pone To Choose WTKR:  
Below The Threshold, The Minco-Pone Will Concede, Above The Threshold, The Minco-Pone Will Fight  
(For example, 20% of Major-Pones Capability)

B, How Does Technology Affect Minco-Pone Behavior - Will Some Weapons C-Focus of Military Organization Increase A Minco-Pone's Commitment To Fight