

# INSURGENCY

PSC/IR 265: CIVIL WAR AND INTERNATIONAL SYSTEMS

WILLIAM SPANIEL

[WILLIAMSPANIEL.COM/PSCIR-265-2015](http://WILLIAMSPANIEL.COM/PSCIR-265-2015)

# Outline

1. Theories of Counterinsurgency Strategy
2. What Causes Insurgencies?
3. More Fun with the APSR

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# Disclaimer

- We don't really know what a good counterinsurgency tactic is
  - Few cases
  - All sorts of inference problems

# Conventional Warfare

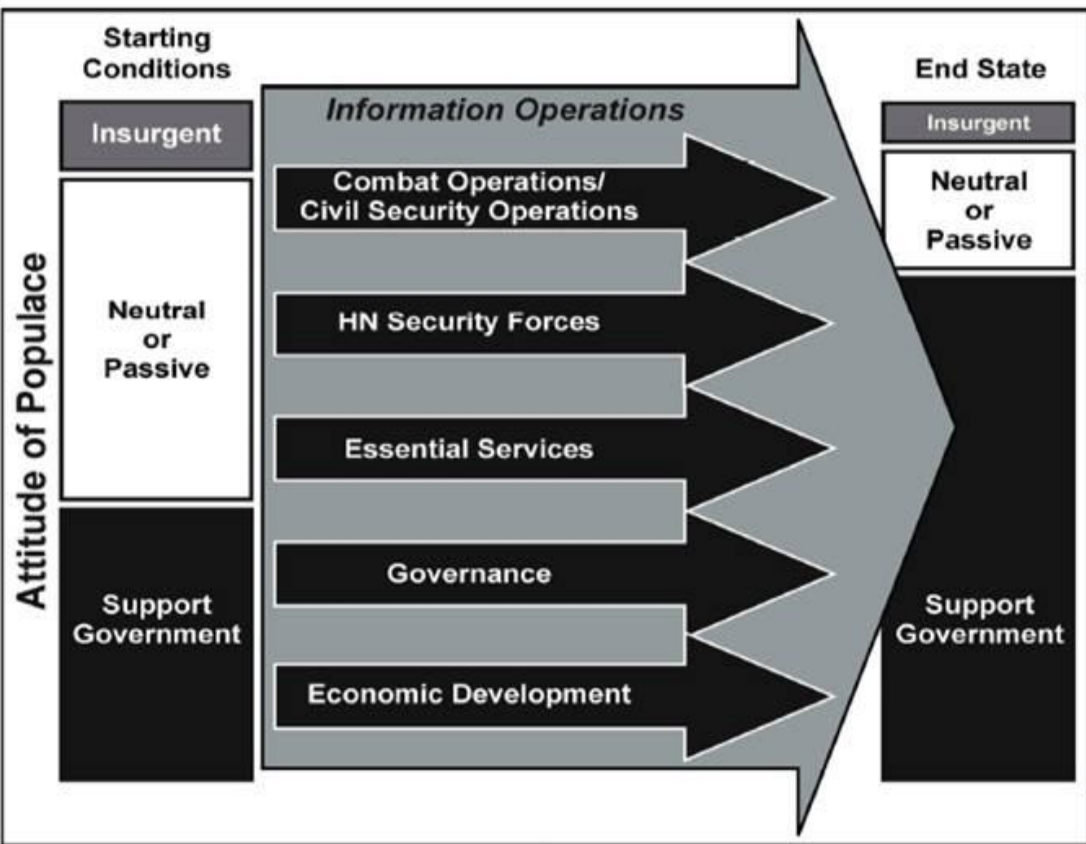
- Historically common
- Reflects that weak opponents normally start insurgencies
- Strategically misguided

# Collective Punishment

- Deterrence strategy
- Example: Insurgent strike => 100 killed
- Risks turning everyone against you

# Population Centric

- Protect civilians
- Win hearts and minds
- Clear-hold-build





# General Obstacles

- Insurgencies fight wars not to lose
- Willingness to kill
- Blowback
- Unequal stakes/resolve

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# Some Logic

- Insurgencies start for some reason
- Counterinsurgencies are supposed to stop insurgencies
- Need to end the reason they start

# News

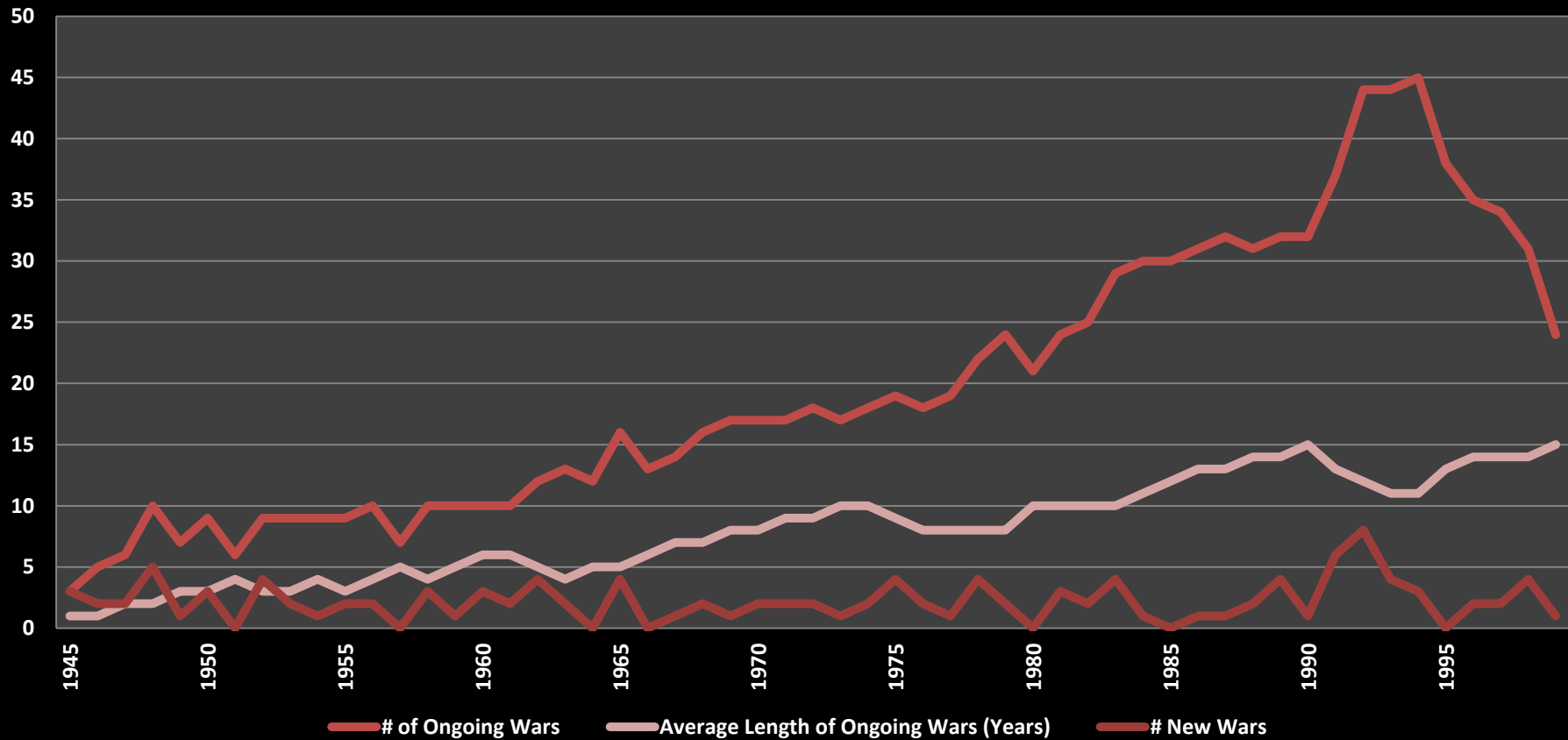
- Bad news: We don't know why insurgencies start
- Good news: Research has picked up in this area recently

# Some Ideas (Fearon and Laitin 2003)

- Lack of kingmaker
- Ethnic diversity
- Religious diversity
- Weak governments
- Terrain

# Kingmaker

- Cold War: Leaders draw support from superpowers
  - Military assistance ends wars
- No Cold War => no assistance => no victory  
=> more ongoing war



# Ethnic/Religious Diversity

- More groups => more disagreement => more fighting.
- Or does it?



# Weak Governments

- Weaker governments => greater chance of winning => more fighting
- Or does it?

# Terrain

- Rougher terrain (mountains)/noncontiguous territory => better hiding places for insurgencies => more insurgencies
- Or does it?

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