In January of 2004 I returned to Iraq to be re-embedded with American troops. This was my third month in the country out of the past 11, and I came to closely observe combat operations and reconstruction work during the guerilla phase of the Iraq war.

On my very first day in country, I was confronted with reminders of how disruptive even a small minority of fighters can be as this nation tries to mend. A medical helicopter attached to the 82nd Airborne, the division I would spend most of my time with, was shot down (despite being clearly emblazoned with large red crosses) near Fallujah. All nine people aboard--pilots, medics, and injured patients--were killed.

The pressing question faced by American soldiers trying to stabilize Iraq today is how to fight back against such vicious hit-and-run attacks by an obstructionist minority. The simplest answer is that our fighting forces have to both punish and reward. For winning a guerilla war, you see, requires an extremely cagey mix of hard and soft tactics.

From the onset of the battles in March 2003 right up to the present moment, U.S. military personnel in Iraq have always tried the humane approach first. In place after place, they have fought with uncommon care, going to staggering lengths and taking many risks upon themselves to avoid harming innocent civilians and neighborhoods. They've done this while killing or capturing thousands of enemy combatants who fought shamefully from hospitals, schools, and family homes.

In the pages of this magazine (June 2003) and in Boots on the Ground, I have described many extraordinary incidents of disciplined forbearance by American soldiers that I witnessed personally as an embedded reporter. My conclusion is that the fighting on the way to Baghdad last spring amounted to the gentlest war in history.

This temperate, ethical style of engagement has paid dividends. Ordinary Iraqis noticed the care with which U.S. soldiers fought. At the end of the summer just three out of ten Baghdadis said that American troops had behaved badly during the invasion of their country, while six out of ten thought they had behaved well (survey by Gallup). Nationwide research conducted by The American Enterprise found that far more Iraqis had a family member, neighbor, or friend killed by the security forces of Saddam Hussein than by the 2003 war.

Even during U.S. bombing and ground raids, I have often seen Iraqis continue to shop and travel the streets--because they know American attackers are not indiscriminate. If you aren't threatening, Iraqis recognize, you are safe around U.S. soldiers. The care with which American fighters have prosecuted their battles is a main reason ordinary Iraqis want nothing to do with the insurgency, and why seven out of ten told The American Enterprise and other surveyors in the fall that they hoped U.S. troops would stay at least another year.

Still, there are limits to the gentle approach.

CRACKDOWN

The minority of Iraqis who resent the ousting of Saddam Hussein are clustered in...

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An introduction to the Hollywood war film, a linchpin in the American cultural imagination of war throughout the twentieth century. The
book considers the history of the war film genre, one of continuing significance, from All Quiet on the Western Front (1930) to We Were Soldiers (2002), focusing in particular on representations of the Vietnam War and I have not heard or read about defections of American soldiers during the war. However, in the late 1930s, my father was a teenager living in Milwaukee, Wisconsin, a town with a large population of German immigrants or the children of German immigrants. There were five daily newspapers, two of them in German. When he was in high school there were regular Nazi rallies on the weekends in Hoyt Park near his home. He and his friends would attend for the free beer. They would listen to American members of the nascent Nazi Party talk about the rise of a man named Adolf Hitler. They would be given pa "The Iraq War has the potential to be one of the most consequential conflicts in American history. It shattered a long-standing political tradition against preemptive wars," authors wrote. "In the conflict’s immediate aftermath, the pendulum of American politics swung to the opposite pole with deep skepticism about foreign interventions." Army’s detailed Iraq war study remains unpublished years after completion. Odierno calls the work an “astonishing story of an Army that reached within itself to learn and adapt in the midst of a war the United States was well on its way to losing.” Milley’s foreward calls the study a “waypoint” on the Army’s “quest to comprehend the OIF experience.” He sees the analysis as a start of what will be a lengthy analysis of the conflict. Guerrilla War (Guevara in Japan) is a 1987 run and gun arcade game by SNK. Originally released for arcades in 1987, Guerrilla War followed the adventures of two unnamed rebel commandos as they raid an unnamed Caribbean Island in order to free it from the rule of an unnamed tyrannical dictator. Along the way the players vanquish hordes of enemy soldiers while attempting to rescue hostages (with large score deductions for any hostages killed in the crossfire). Russia - Veterans News. The Russian president Vladimir Putin offers a comprehensive assessment of the legacy of World War II, arguing that "Today, European politicians, and Polish leaders in particular, wish to sweep the Munich Betrayal under the carpet. The Munich Betrayal showed to the Soviet Union that the Western countries would deal with security issues without taking its interests into.