Cyber Warfare as Low Intensity Conflict

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Position Point 1:
Information warfare and cyber warfare are inextricably linked as elements of low intensity conflict regardless of the technologies involved.

Position Point 2:
Cyber warfare is an element of warfare as low intensity conflict (insurgency, small wars, asymmetric conflict).

Position Point 3:
Cyber warfare is a subset of information warfare and consistent with western and eastern philosophies of warfare.

Position Point 4:
Information and cyber warfare are relevant tools in stateless and corporate warfare.

Position Point 5:
Cyber warfare is itself a terrain, and also a force multiplier of other forms of warfare.

Cyber warfare describes the technologies, techniques, concepts, and strategies of using computers as agents of conflict and combat. Hidden behind the ultimate ubiquity of computing and computer communications is the pervasive and strategic utilization of computers. Computers facilitate and make possible everything from the unmanned aerial vehicle (UAV) to the high speed rapid response of troops responding within the network centric warfare paradigm. Often maligned as non-kinetic and of limited strategic value cyber warfare is the utilization of the computing and communications infrastructure to coordinate, communicate, and collaborate in the active pursuit of issues of national interest. Unlike other shifts in the paradigm of national power only cyber warfare has the capability to empower insurgencies, destabilize economies, and negate national force projection strategies at little cost to the adversary and with a high preponderance of success and little risk to the actors.

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