

Chapter 1 : First War - Wowpedia - Your wiki guide to the World of Warcraft

The Darkening Web is basically a book that explains the various aspects of cyberspace and why we are all vulnerable. Seriously, if this doesn't make you paranoid and/or give up on privacy on the internet, you probably haven't read this.

As the prototype of what were to become the Legiones Astartes, they served both as the template for the more specialised Legions that were to come after them and a standard by which these successors would be measured. Once the most numerous and powerful of the Space Marine Legions, their numbers would be depleted and primacy ended by decades of savage warfare, particularly in the wars of the Rangdan Xenocides, one of the most apocalyptic campaigns of the Great Crusade. Jonson managed to survive in the forests alone, living as a wild man far from civilisation. Caliban was home to many knightly orders of warrior-aristocrats created to defend its people and the massive fortress-monasteries they lived within from the Great Beasts. Despite these technological trappings, however, Caliban remained very much a pre-industrial society whose warriors rode to war on horseback. One of the most prominent knightly organisations was known simply as "The Order," and was made up of commoners and nobles alike, whereas the other knightly orders were drawn by tradition only from the Calibanite nobility. When the knights seemed inclined to kill him, one man, a well-respected knight named Luther, stayed their hands and decided to take the Primarch into The Order. The Lion learned to speak incredibly quickly and soon mastered all of the necessary aspects of Calibanite culture faster than anyone, including Luther, his mentor, foster father and best friend, believed possible. This was received with great enthusiasm by the other members of The Order and even the other knightly orders, but it proved to be a time-consuming process that took nearly a decade of constant warfare against the terrible dangers of the deep forests. The word of their successes brought an influx of new recruits into The Order as the campaign progressed. It seemed that the world was ready to enter the new golden age of peace and prosperity that the Lion had promised. Coming of the Emperor "And the Angels of Darkness descended on pinions of fire and light In return, the Emperor made the Lion the commander of the Ist Legion of Space Marines that had been created from his genome. The Imperials brought with them all of the advanced technology that was hailed by the people of Caliban as miraculous. Soon, the Astartes of the Ist Legion were putting potential Astartes Aspirants from The Order and the other knightly organisations through myriad martial trials and competitions to gauge their level of martial prowess and character. Only the strongest and most dedicated were allowed to pass to the next stage. Many within The Order whispered that they were competing for a place within the ranks of the Astartes. But these trials also served the secondary purpose of determining if the human strain on Caliban was genetically pure enough to warrant its status as a world that the Ist Legion could recruit from in the coming years. While the Calibanite knightly orders revelled in their differences and often resorted to combat to settle their feuds, the Astartes Legions were united in purpose and will. Such division could not be tolerated, and at the behest of the Lion and the Astartes, the individual knightly orders were disbanded and brought under the control of the Ist Legion. Such a drastic move did not happen overnight, and could not pass without dissenting voices, but when the Lion spoke in favour of the union of knights and the glory that would be theirs for the taking in the service of the Emperor, most such voices were stilled, most, but not all. The Emperor himself finally came to Caliban on a day that would live on for centuries in Calibanite legend. His great vessel descended from the heavens and he welcomed his lost son back into the fold. More objections were raised when the soldiers of the Imperial Army descended to the surface of Caliban. Within an unimaginably short period of time, the surface of Caliban was transformed from a world of sprawling wilderness and castles to one of martial industry that rang to the beat of factory hammers and the tramp of booted feet as its populace girded itself for interstellar war. Cities were built to supply the sprawling industrial sites, growing upwards and outwards with each passing year as the traditional villages and towns surrounding the Fortress-Monasteries were emptied and their citizens relocated to better serve the Imperium. Finally, the day arrived when those individuals whose courage had been proven beyond doubt, whose stamina, endurance and strength had seen them through the Astartes trials were ready to be added to the ranks of the Ist Legion. Word had come from Luther that the Astartes had made their final selection for

advanced training and the enhancement required to join their ranks. Through the application of Imperial science and the marvels of the gene-seed, these Aspirants were transformed over the next several years into Battle-Brothers of the Ist Legion, newly renamed the "Dark Angels" by the Lion after an ancient Calibanite fable. Luther had been chosen to join the Ist Legion by the Astartes, but in common with a large proportion of that initial intake from The Order and the other Calibanite knightly orders, he had been too old to benefit from the implantation of gene-seed. In its place, Luther, and others like him, had undergone an extensive series of genetic, surgical and biochemical enhancement procedures designed to increase their strength, stamina and reflexes to superhuman levels. They were taller, stronger and quicker than mortal men, but for all that they were still not true Astartes. It was difficult for Luther and the others to come to terms with that fact, knowing that they were surrounded by those who had once served under them as squires and junior knights, but were now far more powerful than they could ever hope to become. But despite his successes, he could not escape his own inner conviction that he was somehow being looked down upon because he was not a full Astartes.

The Great Crusade "There is a tide in the affairs of men, which taken at the flood, leads on to fortune. Omitted, all the voyage of their life is bound in shallows and in miseries. On such a full sea are we now afloat. And we must take the current when it serves, or lose our ventures. The Ist Legion was raised first to active service in a staged process of testing and trials before the full active force was created through mass recruitment. Each stage of creation resulted in an expansion of the gene-seed implantation on progressively larger groups of Neophytes. During the Unification Wars on Terra, they were the first of the Space Marine Legions to be created and were therefore originally under the command of the Emperor Himself. In the presence of several of His Primarch sons, the Emperor led them to a Warp portal hidden underground, where He proceeded to utilise it to enter into the Realm of Chaos to parley with the Ruinous Powers. When He finally returned, the Emperor appeared aged, but much more powerful. The Dark Angels hurled themselves at their enemies and broke their greater strength in countless battles against the vile xenos on the edge of the Halo Stars. This campaign culminated in the Third Rangdan Xenocide around M30, which resulted in the loss of the lives of 50, Dark Angels Space Marines, spent in preventing the destruction of perhaps the entire northern Imperium by the menace from the outer darkness. Due to these extensive losses suffered by the Ist Legion, by M30, the Ultramarines Legion were on the cusp of becoming the largest Space Marine Legion, standing at around 100,000 Legionaries. It was on the world of Dulan where the Space Wolves were fighting alongside the Dark Angels that matters came to a head. This would start the millennia-long rivalry between the Dark Angels and the Space Wolves. Russ, enraged, swore to kill Durath himself and demanded the satisfaction of leading the assault. Jonson led the assault, leaving Russ to watch helplessly as the Lion killed Durath. After the battle, Russ stormed into the fortress and struck Jonson across the room. A brawl ensued that lasted a full day and night, the two combatants being said to be equally matched: Russ eventually ceased and started laughing, realising how foolish their fight was and how he had allowed his pride and temper to get the better of him. By the time Russ regained consciousness, the Dark Angels had departed for new fields of battle in the Great Crusade. It has since been customary for selected champions from both Chapters to engage in a non-lethal duel whenever they meet so that honour may be satisfied. The Saroshi -- ruled by a bureaucracy -- had recently expressed their interest in becoming part of the Imperium, and the Imperials were eager to allow them in, believing that these people seemed to possess the same secular beliefs as they did in the Imperial Truth. Horus Heresy Unyielding, technologically capable, ruthless and insular, the Dark Angels at the time of the Horus Heresy would once again be a powerful and highly independent Legion, used to operating on its own to conduct large scale campaigns and Compliance actions. As the Horus Heresy progressed however, the power of this Legion would make itself known, savaging the Night Lords at Thramas and going on to unleash destruction on an unprecedented scale during the later years of the Age of Darkness when they crushed Traitor world after Traitor worlds across the southern galactic zone. M30, the Dark Angels Legion was carrying out an Imperial Compliance campaign against the Shield Worlds of the so-called Gordian League -- a confederation of human worlds who were allied with degenerate xenos. During the seven year-long campaign, in They also received word of the atrocity committed against the doomed world of Istvaan III, when Horus ordered it to be virus-bombed, rendering it a lifeless planet. The Warmaster knew that the Emperor would

respond with all the force he had available. However, Jonson believed that a small, hand-picked force, might accomplish what an entire Legion could not. The Primarch issued orders for many of their reserve squadrons to resupply and prepare for immediate deployment to the Tanagra System. Their primary target was to secure the Forge World of Diamat. They could not afford to let the Warmaster acquire the substantial supplies and ordnance needed to fortify the world of Istvaan V against the approaching Loyalist strike force. Jonson would personally lead the expedition to Diamat, with a battle group of fifteen warships. Jonson went to Diamat in order to secure several powerful continental siege machines; vast artillery pieces that could devastate the most powerful fortifications. Following this small victory, Jonson met with his fellow brother Primarch, Perturabo of the Iron Warriors Legion aboard his flagship *Invincible Reason*. Perturabo then lied to Jonson, explaining that he had hoped that his Legion could provision his vessels at the Xanthus star port above Diamat before continuing to the combat zone. Of course, they were now unable to, as the Ist Legion had destroyed the star port. Perturabo then inquired to Jonson how he had learned of the existence of the siege engines. Jonson explained that he had learned of it fifty years earlier when he was studying the history of the Great Crusade and saw a reference to them in a despatch from Horus that had been sent to the Emperor. The war machines took much longer for the forge masters to complete than planned. By the time they were finished, the campaign on Tethonus had been over for a year and a half, and Horus had moved on to other conquests. So the weapons were put into a depot here against the day when he would come to claim them. No, for Horus to triumph, their father had to die. And that meant a long and costly siege of Terra. Therefore, the Warmaster would come to claim the siege engines of Diamat. Jonson informed his brother that he would be unable to accompany the Loyalist fleet to Diamat, as he had to make all haste to the Shield Worlds and prepare the rest of the Ist Legion for the trip to Terra. In fact, he thought it best if no one outside Perturabo, himself and the other Primarchs ever knew that the Lion was there. Perturabo agreed that it was both a prudent choice, and a very humble one. Jonson explained that his actions were done for the good of the Imperium, not for accolades, nor for power. The Lion believed that Horus would inevitably be defeated and that the Emperor would need to choose a new Warmaster very quickly if the Great Crusade was to continue. The two Primarchs reached an understanding -- Jonson granted permission for the Iron Warriors to take possession of the siege guns at their convenience -- on one condition, of course. At that Perturabo raised an eyebrow, inquisitively. Jonson made his brother promise that the siege weapons would be put to good use. Of that, Perturabo assured, they most certainly would be utilised in that regard. Three appeared through the use of hololithic emitters that transmitted their signals through the Warp, including Perturabo, Night Haunter and Magnus the Red, who had only recently joined the Traitors after the Scouring of Prospero when the broken remains of his XVth Legion had been transported by Tzeentch into the Eye of Terror to the Planet of the Sorcerers. The Thousand Sons, bitter at what they perceived as their betrayal by the Emperor, now willingly became the ninth Traitor Legion. The council of Traitor Primarchs made their plans for the next step in their war against the Emperor and then each Legion went its way according to its assigned role. This campaign would also delay the Dark Angels Legion from reinforcing the Loyalists. The Thramas System was of particular importance, as it comprised a number of Mechanicum Forge Worlds whose loyalty was still to the Emperor. This bitterly contested campaign, known as the Thramas Crusade, dragged on for nearly three standard years. The beacon was set to transmit coordinates in advance, so that the two Primarchs could meet and parley on the planet of Tsagualsa. Night Haunter wanted to break his former brother either mentally, physically or both to obtain his objectives. The Primarchs were accompanied by two warriors from their personal Honour Guards to the parley.

Chapter 2 : The Darkening Web by Alexander Klimburg | www.nxgvision.com

The Darkening Web eventually accumulates the picture of an impending apocalypse, an utterly unwinnable war in which the world's few good guys are outgunned, outspent, and outmaneuvered at every stage of what Klimburg refers to as the great cyber game."â€”

Through the course of the Vega campaign, the player can gain numerous promotions and medals and fly in various squadrons, each featuring a different fighter. In-game cinematics in "newsreel" format reflected the success or failure of the player and the Claw. Originally announced as Squadron, the name was changed to Wingleader shortly into development; however, trademark issues forced a name change to Wing Commander at the last moment. In the Sega CD port which added voice acting, the player character was given the callsign of "HotShot" to allow him to be addressed by voice. Perhaps in a nod to this little in-joke, when the character was given an actual name in later installments, Origin chose "Blair", a shortened version of the old nickname.

Crusade[edit] When the Confederation is just celebrating a new alliance with the bird-like native species of the planet Firekka, they learn that entire fleets of Kilrathi ships are leaving from other sectors and heading towards the Firekka system. Concerned, but massively outnumbered, the Confederation ships must retreat, but they soon learn from a Kilrathi defector that Firekka has been chosen as the place for a holy Kilrathi ceremony. The Secret Missions 2: Crusade was ported to the FM Towns. It featured new graphics, full speech and included a Secret Missions 1. Several of the ships created for were later reused in Armada. Super Wing Commander was ported to the Macintosh in Vengeance of the Kilrathi[edit] Main article: No one but Blair sees these fighters, so they are dismissed as an excuse to cover his cowardice. He is scapegoated for the loss of the Claw, is demoted to captain and transferred to a backwater space station. But first he must solve the problem of a mutiny on a Confed cruiser. Blair must hunt them down and face Jazz in one final showdown.

Heart of the Tiger[edit] Main article: Heart of the Tiger The war is going very badly for the Confederation, far worse than what the public or the player generally knows. Battles are lost on all fronts, casualties are mounting, and the Concordia is destroyed. Colonel Christopher Blair the player from the first games, now with a set name , is transferred to the TCS Victory, an old ship from the first days of the war. In a last-ditch attempt to win the war, Confed has designed the TCS Behemoth, a doomsday weapon able to destroy an entire planet. Unfortunately the Behemoth is destroyed by Kilrathi forces. The enemy fighters seemed to know exactly about the weakpoints of the weapon. The last hope of winning the war for the Confederation is a secret weapon, the "Temblor Bomb", using the tectonic instability of Kilrah to destroy the planet. Blair is finally able to attack Kilrah, firing the bomb and destroying the Kilrathi homeworld. Wing Commander III was the first game in the series to use full motion video as opposed to animated cutscenes, and texture-mapped 3D instead of sprite-based graphics.

The Price of Freedom[edit] Main article: The Price of Freedom The war with the Kilrathi is over, but not all is well within the Confederation. Skirmishes in the Border Worlds destroy ships regularly. Both Confed and the Union of Border Worlds assign blame to each other and the skirmishes threaten to lead to all-out war. But he finds out that a conspiracy of war-mongers with members in the highest Confed circles are responsible for the attacks. Defecting to the Border Worlds, Blair must expose the conspiracy to help restore the peace in a galaxy still torn over the events of the Kilrathi-Terran War. The Price of Freedom retained the storytelling-style of its predecessor, using live-action cutscenes with an ensemble cast of actors. However, only three endings were possible, and two of the outcomes depended on the earlier choices made by the player.

Prophecy[edit] Main article: Prophecy Peace has finally come to the Confederation, or so it seems. Still remaining vigilant, they commission the new megacarrier TCS Midway, which is soon needed when Kilrathi worlds are attacked by an enemy whose coming was foretold in ancient Kilrathi prophecies. The insectoid enemy, codenamed the Nephilim, soon begin attacking Confed space and the Midway is called in to stop their advance. As young hotshot pilot Lance Casey , the player must fight their organic ships to help destroy the wormhole they used to enter Kilrathi space, thereby halting the invasion, at least for a while.

Secret Ops[edit] The Nephilim return, this time much closer to Earth. Secret Ops was an experiment in game distribution. It was at first only available as a free download. In regular intervals, new

DOWNLOAD PDF THE DARKENING TO WAR

episodes were released, each featuring several new missions with the storyline told through in-game cutscenes. The game was later available in a collection together with Prophecy, and sold as Prophecy Gold.

In Nixey's narrative, the new dominion of Christianity brought about the end of this largely tolerant society, since everybody was now forced to conform to the faith and its social, sexual, cultural and familial practices.

Or perhaps the Cold War is a better analogy, if the Cold War had 20 sides fighting each other all at once and, again, if almost no one was paying enough attention to realize what is going on. At least, this is what Alexander Klimburg insists in *The Darkening Web*, his new book on the battles of cyberspace. And then, of course, there are the Russians, both on the level of government and the level of individual criminals. Similar attacks occurred across Europe and in the United States. The United States has committed its share of these attacks. In , the centrifuges Iran was using to enrich uranium were sabotaged with the Stuxnet virus , which is now generally agreed to have been a joint American-Israeli exploit. As far as that goes, the United States conducted the first massively successful international hack all the way back in . So the CIA allowed the Soviets to steal a sabotaged version of the American software, which in caused an explosion large enough to be seen from space that destroyed a large portion of the Russian pipeline. But these days the United States mostly operates as something like the backstop, the guarantor of world order, in the new cybernetic space. There looms "an Armageddon," Klimburg writes, that only the "liberal democracies have the power to avert. The WannaCry ransomware attack exploited a mysteriously leaked vulnerability in Microsoft Windows that the NSA had previously discovered but not reported, hoping to use the vulnerability for its own spy work. Again and again, Klimburg insists, the American attempt "to achieve total dominance" in internet warfare "can be safely said to have totally backfired. Chapter by chapter, however, Klimburg has written a powerful and frightening book. The internet is, he thinks, "a fabulous artifice of human civilization," and its mostly libertarian early proponents taught us the belief that it would be a device "for advancing freedoms and prosperity. The first is the genuinely and immediately violent: The Russian assault on the Ukrainian electrical system makes for a clear example. The second form of computerized attack is the hack for information"loudly announced when done for political effect, but often kept quiet as secret spy work. Finally, there is the role of propaganda through the internet, in the form of pushing fake news or the form of restricting disfavored speech. Russia dominates recent press accounts about the first form, but China is the master of the second. Under pressure from Beijing, Apple recently removed from its app store hundreds of apps for its Chinese customers, including the app for the New York Times. The list of words banned by China for social media runs for pages. He insists that the internet needs to remain free, in order to combat the propagandists, but the freedom of the internet is exactly what the other two kinds of computerized attack rely on when they insinuate themselves into sensitive places. What Klimburg does see clearly, however, is the opportunity that the "internet of things" offers for hacking. Our cars, our refrigerators, our crockpots, and our cameras are increasingly connected to the web these days, and there are, by one estimate, 25 billion devices online in the world today. Each of them is vulnerable and each of them offers a small opportunity for corruption, an accident waiting to happen. As that interconnectedness is extended to our power grids, our sewer systems, and our transportation networks, the chance for murderous attacks grows every year. The Cyber Cold War is being fought among a swirl of opponents in a swirl of battles. It resembles the original Cold War in the fact that government-sponsored attacks on major institutions are avoided out of fear of retaliation. For that matter, it mirrors the old struggle against the Soviets in its constantly changing nature"requiring the United States always to keep moving ahead, just to stay even. This entry was posted in Culture and tagged Book reviews.

Chapter 4 : War in the Middle Ages | Middle Ages

The Darkening Web: The War for Cyberspace and millions of other books are available for instant access. view Kindle eBook | view Audible audiobook Enter your mobile number or email address below and we'll send you a link to download the free Kindle App.

One exhibition offers insight. Such ardor can, however, have a darker side. Although the war was nearly over when it was passed, Montanans, many of them German immigrants beset by a nationwide anti-German hysteria, were charged and 79 were convicted for being vocal in their opposition to the war. Walking through a new exhibition at the de Young Museum in San Francisco entitled *Weapons of Mass Seduction*, one gets more insight into how such fanaticism was whipped up. Drawn from the extensive collection of the Achenbach Foundation for Graphic Arts of the San Francisco Fine Arts Museums, the exhibition chronicles martial propaganda from countries on both sides of the two world wars. Visitors see French recruiting posters, German calls to arms, and copies of sheet music for cheery Great War ditties meant to be sung by family and friends around the American parlor piano. Posters, films, leaflets, and other items in this well-curated exhibition highlight the ways in which tools being developed by burgeoning advertising and entertainment industries were pressed into service to shape public sentiment and gin up popular enthusiasm. Recruitment, however, plays a surprisingly small role in the exhibition, perhaps because of the dominant role that conscription played in both world wars. The Uncle Sam poster made its recruiting debut in 1917, the same year that the draft was instituted. Much messaging was instead aimed at affecting morale on the home front and at changing domestic habits to avoid waste and stretch resources. A cluster of posters records the push for Americans to garden, can their own food, eat less meat, and collect and turn in everything from scrap iron to rags to kitchen drippings. Multimedia exhibitions seem to be the thing these days, and visitors here are treated to a collection of animated short films produced for the U. A curatorial note informs us that, far from merely contributing a bit piece here and there, Disney Productions devoted more than 90 percent of its output to the war effort between 1917 and 1945. Disney animators and artists created internal training films for the military, propaganda posters, patriotic comic books, and even war bond certificates featuring Disney characters. Because the exhibition is arranged by subject, one sees commonalities: From the perspective of the universality of wartime imperatives, this makes sense. Obscured, however, is the subtler record of increasingly sophisticated techniques that a more chronological arrangement might have shown. A Charlie Chaplin silent film from World War I, in which Chaplin bonks the Kaiser on the head and then hawks Liberty Bonds, may have been cutting-edge persuasion at the time it was made. The Militarization of the NFL The posters from World War II likewise are subtler in their messaging than their predecessors, and hence perhaps more effective, even though the artwork from the first war is generally superior. One wonders how much of this more nuanced presentation was due to advances in advertising techniques in the intervening 25 years and how much to the fact that war propagandists knew how badly they had overreached during World War I. One of the more visually arresting World War I posters in the exhibition portrays a slumbering, rosy-cheeked, and classically-garbed female personification of America. Against such a backdrop some stories from that time come into focus. One involves Hermann Bausch, a Montana farmer who was dragged from his home and nearly lynched in 1917 when neighbors surrounded his house and demanded that he buy Liberty Bonds to prove his loyalty to the United States. He survived the day but only because he ended up in the state penitentiary for sedition. In 1918, Senator Burton K. He later became a four-term U. Such skepticism about foreign conflicts, mixed with patriotic support for the troops, is characteristic even today of much of Middle America. At such an exhibition, one expects to see some links with contemporary America, in which the drums of war are always within earshot. But there are substantial differences. With limitless federal borrowing, the government no longer needs to hawk Liberty Bonds to finance foreign adventurism. Military actions are kept just small enough to stay within the limits of a volunteer force, so conscription need not be justified in the public eye. Social pressures and secular pieties now drive recycling and self-rationing in the service of climate change and veganism. They just do it. Bradley Anderson writes from San Francisco, California.

Chapter 5 : The Dark Side of War Propaganda | The American Conservative

ALEXANDER KLIMBURG: They definitely have a role to play, and that role is partially one they've already embarked upon, and that is the role within the international security environment, the state-to-state discussions on trying to figure out what the norms of cyberbehavior are, what the rules of the road for states should be in cyberspace.

Alexander Klimburg on "The Darkening Web: Hello, and welcome to this podcast, which is coming to you from the Carnegie Council in New York City. The War for Cyberspace. He has acted as an advisor to a number of governments and international organizations on cybersecurity strategy and Internet governance. We are delighted to have the opportunity to talk to you about the pressing issues of cybersecurity, information security, and Internet governance. Thank you for joining us. Thanks for having me. In any case, it destroys critical infrastructure with the lights going out. That is a real threat and one that we should take seriously. But there is also another threat: In Russia and China cyber is viewed as being more of a psychological issue and more about information, and the worst possible outcome is information warfare, and in their personal cases, the downfall of their regimes and their governments. So they are more concerned with cyber as an information warfare tool, while in the West we see cyber more as a technical issue. In that context, when we get these two narratives confused with each other, then we run the risk of missing key strategies of the adversary to push the Internet in a direction that, in my mind, it should not go to. Yes, I think we do, and I think we do so on many different levels. First of all, when approaching it from the pure technical side, the way the West traditionally sees cyberspace and cyberoperations, I think we have long avoided the fact that being active in this space will encourage other actors to be active in this space, and so we can therefore contribute to something approaching an arms race in cyber. Second of all, there are some parts of cyberspace or cyberoperations that are very easy to confuse with each other. They are basically the same thing. And that makes it quite dangerous, because that might force me, as a defender, to take rather drastic actions. Third, the problem is that I think we fundamentally misunderstand how some actors—particularly Russia and China—see cyberoperations. They really sometimes have different goals in stealing our data or destroying our data. They want to form political opinion. And when we see cyberattacks through that lens, then the recent spate of cyberattacks also looks a little bit different. It looks more like the objective is to push us and our narrative in a specific direction rather than simply trying to get a toehold for future cyberoperations or even just to steal data. The cyberpolicies of China and Russia differ from those of the United States. How do they define information security? Information "security" is the key word. It was defined many decades ago within a communist context in the Soviet Union, and it helped inform, for instance, the information security doctrine of the Russian Federation, which effectively included two definitions of cyberattack: The psychological definition was more important than the technical definition. The psychological definition also included such things that would "undermine the spiritual renewal of Russia. We see it as primarily a technical issue. But in Russia and China they see it really in terms of propaganda, information control, and influencing their domestic affairs. This is why it is very important to understand how they see cyberspace because they have now brought their interpretation to us with information warfare activities in recent years. Their intent is partially to simply put forward the weaponization of information per se. They want to be able to have a conversation that says: We want you to shut that down. If we go down that road, and there will be little room for free speech. The word "cybersecurity" itself can take on many different meanings. How do you define it? Cybersecurity overall has been defined as including not only technical issues, but also any type of activity that is conducted through cyberspace and which effectively needs to be secured from disruption or threats. So, cybersecurity is always related to, in my mind, three important criteria—the confidentiality of data, the integrity of data, and the availability of data. That is not compatible with definitions of information warfare, but that is also the intent. What is cyberwar to you then? Where does it begin, and where does it end? For me, cyberwar is percent kinetic. An all-out information war can also be conducted using cyber means, and it also can be conducted only using cyber means. But when we talk about cyberwar, for me the key term here is really "war. There are not many ways you can get there. It has to really have significant death and destruction to be considered a war.

So, in my mind, you really need to blow things up or seriously disrupt things for it to be considered to be an act of war. Any type of propaganda attack, no matter how severe, cannot be considered an act of war. If we go down that route, then effectively the entire international order has to be rewritten, and that would not be for the better. How can we build a safer cyberworld? Is there a role that government has in securing cyberspace then for the common good? Russia and China and some other states want to have a treaty about these issues. The problem with a treaty is that, just like the Biological Weapons Convention, it is unenforceable. The Internet is not only dual-use, it is omni-use. You can use it for anything you want, and therefore any treaty that we sign in cyberspace is by definition unenforceable. Therefore, the consensus has been in the West to explore avenues of politically binding actors to certain norms and to certain agreements. I think this is a good way to go. It is very important, however, to make sure that those highly important security conversations are not allowed to touch the core of the Internet, the way the Internet is run. The way the Internet is run is by the multi-stakeholder model. It is a little bit like global finance. There are a couple of actors who are pretty important, and they need to work together according to their own rules and regulations. Government should not try to impose its maximum will on this because it will not work. We have to keep in mind that the Internet has only been successful because it was a bottom-up venture; it grew, as it were. There were attempts to build top-down Internets, including in France and Russia, and they all failed. Therefore, we have to keep the bottom-up nature, and we have to keep the nonstate nature. So the power of governments is really quite low. If they try to do that, these people will just go someplace else and they will code another Internet. The Internet, therefore, always will remain a bottom-up structure. However, there are things of the Internet that governments would really like to have more control over, in particular the so-called Domain Name Service DNS, effectively the telephone book of the Internet. If governments are allowed to judge the contents of the telephone book and say "disconnect that person, disconnect that person," then we are very rapidly in an area of information control that no democracy should really want to be in. So in the future I think governments should really concentrate on, first of all, getting it right in international security. That is their responsibility, to make sure that we have clear rules and regulations that govern the use of cyberoperations between states. Second, they should also have a long-running debate about law enforcement where you can also talk about fair use of Internet if you want, economic aspects, and capacity development. There are a billion new Internet users who are going to be coming in the next 10 years; what preferences are they going to have? Internet governance cannot possibly have more government influence than it has right now. Do you think a globally representative system will actually work? I think there are very interesting examples to be had, for instance, from how we dealt with climate change, how we deal with financial issues, for instance, and how we deal with health issues. We have been looking at a lot of these analogies over the years. A CNN reporter once said that what analogy you pick says a lot about you as a person. I actually think all of the analogies out there have a useful function in certain areas. Cyberspace is such a huge topic. But everyone needs to understand a little bit and how it relates to them. These types of macro issues also exist in terms of Internet freedom. Certain things can happen through the actions of governments and through the actions of individual companies that will massively change our individual Internet as it is, and it is important that people are aware of that, which is why we have to pay more attention to this issue. In your recent reading or experience, have you come across any emerging or future technologies that we will have to worry about from a security perspective? Quantum computing is going to fundamentally change a lot of how our codes are written. Quantum cryptography is going to be a whole different level of cryptography, and quantum computingâ€”which is not the same thingâ€”is going to allow us a much larger rate of processing power, which effectively is also going to change what we can do with computers. But those twin developments, which are not the same things, might upend the present order again, and maybe in five, seven, ten years. It might also suddenly make all the encrypted information out thereâ€”that we think is safely encrypted and that nobody can figure outâ€”they can suddenly maybe crack all those codes. So it might be rather interesting to see what happens then when suddenly all those hidden bits of information that nobody ever decrypted before are suddenly decrypted. The second thing that will happen is artificial intelligence, which I think actually is not the biggest threat, although many very important people have said it is. I think the threat is what happens with the data set that they can draw upon. We have huge data

sets out there that are not connected yet. Some actors, like the National Security Agency NSA , have access to quite a few of them; some of them, like Google, sit just on one gigantic huge data set. That is one thing that might also fundamentally change our outlook, again for better or worse, who can say? Thank you for this very thought-provoking discussion and for making it quite clear that the debate about the different aspirations for cyberspace is really about our global values. I would encourage you all to read *The Darkening Web*:

Chapter 6 : A Good Man Goes to War - Wikipedia

The Darkening Web eventually accumulates the picture of an impending apocalypse, an utterly unwinnable war in which the world's few good guys are outgunned, outspent, and outmaneuvered at every stage of what Klimburg refers to as the great cyber game."â€”*The Christian Science Monitor.*

Medivh opening the Dark Portal. The kingdom of Stormwind was a prosperous one. The humans who dwelled there turned the land into a paradise. The well-trained armies of the king were maintaining a lasting peace since the days of the Gnomish War. The people of Azeroth were unbeknownst to the fact that the powerful human mage Medivh was seeking a way to destroy this kingdom and wrought terror on the lands. The humans did not know from whence these foul creatures came, and none were prepared for the terror that they spawned. When reports of mysterious creatures lurking around the Black Morass reached Stormwind, rumors spread through the streets that they were either vengeful spirits, trolls armed with some new breed of power, or a strange race from across the Great Sea. Unimagined were the destructive powers of their evil magic, derived from the fires of the Twisting Nether. Filled with the demonic blood of Mannoroth, [49] these creatures lusted for war and would destroy anything that prevented them from reaching their goal; to conquer Azeroth. Lothar led a small force of knights to scout the Black Morass, resulting in the Knights of Stormwind clashing with orcs for the first time in a series of bloody skirmishes. Lothar and his men scored a number of small victories, yet for every orcs killed two more seemed to take its place. The humans were more outnumbered in each subsequent battle, and Lothar was eventually forced to pull back without venturing deep enough into the heavily guarded Black Morass to find the Dark Portal. Lothar informed King Llane the invaders were bringing in reinforcements from somewhere, and the kingdom readied itself for a full-scale war. Preparations and scouting ceased, and the First War had begun in earnest. The Guardian played along and feigned a fear of tapping into unwieldy magical powers, though his true intention was to buy time for the Horde to gain power. Medivh became more erratic afterward, disappearing for days at a time and being exhausted when he finally returned. Entire villages in Brightwood, Westfall, and the southern Redridge Mountains fell, their inhabitants either killed or forced to flee. They were an enemy unlike any the humans had ever faced. A loyal knight named Gavinrad the Dire was given command of large numbers of troops by Lothar. In some cases, small units of human knights were able to bring down entire orc raiding parties without any casualties. The orcs soon realized the humans were unlike any enemy they had ever faced as well. However, no help was received as the reports were not believed. Lordaeron was considered the most likely nation to help. However, Deathwing disguised as a visiting Stormwind noble openly mocked King Llane and claimed the threat was actually a rebellion of disgruntled citizens, causing Lordaeron to only politely wish Llane luck with his troubles. In the past, Stormwind had prided itself on standing alone and developed a policy of isolationism in recent decades, which many other nations saw as arrogant and likely influenced their passiveness. However, the Gurubashi jungle trolls who dwelled in the jungles united to fight back against this new threat and began a guerrilla campaign against the orcs. The fighting between the two groups was unspeakably vicious. The Gurubashi were willing to give up vast swathes of jungle to draw the orcs deeper into their territory, only to then launch bloody ambushes from all directions, resulting in horrific losses for the Bleeding Hollow. When Blackhand learned how many orcs were dying in Stranglethorn for no apparent gain, he ordered the Bleeding Hollow to retreat and join the fight against the humans. The Horde would deal with the trolls later. In the past the clerics were known to heal gnomes and trolls, which had granted them safety on the battlefield in some cases. This was not the case with the orcs, who ruthlessly targeted every cleric they found after learning of their abilities. A clan attuned to the dark energies, they had been hearing the Old Gods whispers louder and clearer after arriving in Azeroth. Until then, the clan had to keep up appearances with Warchief Blackhand while obeying their true masters in secret. With this knowledge in mind, Warchief Blackhand decided to bring the Horde north to conquer Redridge Mountains and from there launch an attack on Stormwind City. The Horde marched on the foothills of Redridge with little resistance and believed the humans would not attack before they reached Stormwind City, which was exactly what Commander Anduin Lothar wanted them to

think. However, Lothar and his knights suddenly charged down the slopes without warning and surrounded the orcs in a spectacular ambush. The Horde raiders fought hard but almost all of them were slain. Lothar himself had almost killed Blackhand, but the two Shadow Council warlocks accompanying Blackhand had turned the tide of battle with their fel fire and forced Lothar to withdraw. Blackhand was humiliated by his brush with death and blamed the Shadow Council for not sensing the ambush. Weeks later, a larger force took Lakeshire and the surrounding land. Thousands of Horde soldiers marched through Elwynn Forest and encircled Stormwind, cutting off all access except for the sea. Outflanked on both sides and suffering many casualties, the orcs were left with no choice but to flee. This was the greatest disaster to ever happen to the Horde. The Horde withdrew to Redridge to devise a new plan. After their initial assault on Stormwind Keep, the Orcish Horde now knew what to expect from the human troops. Blackhand assigned Orgrim Doomhammer to oversee the construction of an outpost in the Swamp of Sorrows. The task was simple enough, the orcs had to build at least six farms, so that they could keep their troops well fed and ready to do battle, and a barracks; to protect the farms and to create a strategic outpost, Kyross. With orders from Blackhand, Orgrim built a simple outpost nearby and prepared his troops for battle. Wolfriders were assigned to track them down; they were discovered to be hiding out in the dungeons below the Deadmines. By order of his Warchief, Orgrim led a small group of warriors into the dungeons and eliminated Turok, his forces and even Griselda. Once the location was found Orgrim ordered the remainder of his troops to dispose of it. The encampment was completely destroyed and the threat was put to an end for good. The humans of the town were fat and lazy with their prosperity and their weak human armies were easily smashed into pieces. A Lion among Wolves The kingdom of Stormwind sent emissaries to the orcs hoping to negotiate with them but if any returned, they did so in pieces. A barracks was also constructed in the farming center, as spies reported that there were orc patrols in the area. The few orc patrols in the vicinity were wiped out. The King sent the Defender of the Crown along with a small detachment of troops to rally the townspeople of Grand Hamlet and defend the town from any attack. The Defender of the Crown was successful in rallying the townspeople and managed to save Grand Hamlet from being overrun. The Defender of the Crown sought out the outpost known as Kyross, from whence the army against Grand Hamlet amassed. After building a small encampment in the vicinity of the outpost to gather his troops, the Defender of the Crown led them into battle against the outpost, managing to destroy it. They were never heard from again. The King, having heard of the news, sent the Defender of the Crown along with a detachment of warriors and healers into the mines in an attempt to find Sir Lothar and his expedition crew, heal them and bring them back alive. They set up in an outpost near the south-east edge of the forest. With the Abbey secured, the Defender of the Crown marched his army to the source of the attackers and laid waste to them. Intelligence had also confirmed that all the slaves were grouped together in an offsite location and that an enclosure had to be destroyed in order to make a path for the prisoners from which they could escape from. The Defender of the Crown took a detachment of warriors to the town and managed to crush all opposition, destroying the orcish encampment in the process. With the peasants of Sunnyglade set free, the rebuilding of Sunnyglade was commenced. Orcs scouting the area. After the destruction of Sunnyglade, the orcs mastered the new found magic. With this power in their hands, the time was ripe to burn the human occupation from the nearby lands. After all the troops were prepared, the attack commenced; the outposts were laid to waste and all the human troops were slain. His spies had gathered intelligence that pointed to an encampment near the center of the Kingdom, a place where their knights and soldiers were sent to be trained. Since the humans were not expecting an attack, it was a simple task. The hour of doom had arrived for the humans; Orgrim had ordered the complete and utter destruction of the twin cities, Goldshire and Moonbrook, in order to sever the lifeline between the King and his people. The orc troops, under the command of Orgrim, marched onto the twin cities, and after a lengthy battle, razed them both to the ground. With this decisive battle, the only stronghold that the Kingdom of Stormwind had left was the capital itself, Stormwind City. Khadgar and Garona were the first to discover that Medivh aided in the bringing of the Orcish Horde into Azeroth. As soon as the group readied themselves, they took off to the tower of Karazhan. However, before leaving the tower, Garona managed to locate a hidden secret door leading into what seemed like an inverse version of Karazhan. As the company started their descent into the inverse of Karazhan, a

magic trap, set by Medivh, was triggered and unleashed a group of demonic beasts onto the company. While Lothar and his men held the beasts off, Khadgar and Garona continued their descent to find Medivh. While Medivh was still talking, Garona attempted to stab him in the back but Medivh noticed her and cast a spell on her, causing her to stagger backwards. With this move, the brace started their attempts in disposing the Magus, but he proved to them that he was far too powerful for them to handle. While Lothar was keeping the Magus preoccupied, Khadgar managed to sneak around the room without being noticed. Lothar, in the end, too proved to be no match for the Master Mage and before long he too was wounded and dazed. A low growl filled the air as the wolfriders whipped their savage mounts into a frenzy. The earth shook as catapults were loaded and moved into position. The catapults let loose their fiery rocks as the bulk of the main Horde marched towards the main gate, with the Blackrock clan charging from the Eastern Wall. Within moments, Stormwind Keep was ablaze with shadows dancing on the walls. With the assassination of the king, the men lost their morale and Stormwind Keep fell under the might of the Orcish Horde. Prince Varian finds Garona assassinating King Llane. Young Prince Varian in the burning streets of Stormwind. Aftermath This section concerns content related to the Warcraft novels , novellas , or short stories. The aftermath of the war for the Orcish Horde The orcs celebrating their victory. Orgrim, wanting to turn the Horde into an honorable force, tortured Garona into revealing whatever secrets lied beneath the Horde. Her non-orc blood made her too weak to withstand much pain, and she quickly revealed the Shadow Council and its location. Anduin Lothar had no other choice than to declare the war lost [91] and save what remained by gathering the tattered remnants of the army and as many civilians as he could to lead them in a desperate retreat across the Great Sea , toward the northern kingdom of Lordaeron to beseech aid from King Terenas Menethil II. While most of the human nations banded together and pledged their support for this new alliance, King Perenolde of Alterac and King Genn Greymane of Gilneas withheld their allegiance; Perenolde because he feared the humans would be defeated by the orcs, and Greymane because he felt that Gilneas was strong enough to stand on its own.

Chapter 7 : The Darkening Web: The War for Cyberspace by Alexander Klimburg

The Darkening Web asks us to distinguish three different species of computer attacks. The first is the genuinely and immediately violent: the cyber equivalent of actual war in which we hack a.

The prequel had Dorium talking to two Headless Monks. He gives them the brain of a Judoon , which contains a security protocol the monks need. Dorium tells them he knows what they are up to, as he has heard rumours around the area. He asks them, "All this, to imprison one child? You know the stories about the Doctor? The things that man has done? God help us if you make him angry! Rory tries to convince River Song Alex Kingston , locked in her Stormcage prison cell, to help, but she insists that she cannot since this battle is where the Doctor will learn of her true identity. Initially denying this, it slowly comes to him that this truly is what happened. The Doctor provides an old Gallifreyan cot for Melody, claiming it was his own. Kovarian contacts the Doctor, elated to have been able to fool him twice, and reveals she will use Melody as a weapon against him. Amy becomes hysterical, and the Doctor and Rory try to comfort her. River arrives and the Doctor berates her for not helping. She explains what she had told Rory, and then shows the Doctor the cot. Rory demands River explain what the Doctor saw. The words come out to be "River Song". Continuity[edit] The Cybermen that appear in the episode are intended to be from Mondas , rather than the parallel Earth previously seen. This can be seen by the logo which is now a round circle rather than a C. Miracle Day and was unavailable. Steam was added to the set to give it a more spaceship-like feel. The twins were three months old. He praised the spectacle and character development, but felt it led to a certain amount of "the odd rushed scene However, he was more critical of the Headless Monks and the direction of the battle at the end. Oh there was plenty to love about this mid-season finale, and even more to pick over. But as an hour of drama it was all over the place". Because the episode was so fast-paced with little being explained, he did not feel any emotional connection to the Anglican marines or Lorna Bucket.

Chapter 8 : The War in the Dark Â» CRIME FICTION LOVER

The Darkening was the name given to a spell that cast shadows over the Silver Marches in preparation for the drow and orc invasion of that land starting in DR.

Although there is a lack of unanimity with regard to the exact timeframe of the middle Ages, it is generally agreed that the period began in 13th century. Undeniably, the middle age and the Middle Ages war mark some of most turbulent times of English history. New tactics of war developed with every subsequent battle in large due to economic, cultural, social and technological changes. Numerous middle ages wars were fought during this period but here are the major wars of the middle ages and the tactics used: The battle had an impact on English language, culture and law and marked the early beginnings of the English feudalism. In an effort to take over the throne, William sent his strong army to descend upon the beaches of Pevensey. The English army of Harold was largely made up of an infantry of professional soldiers who rode their way to the battle and walked on foot when they were almost close to their destination. At the start of the battle, both sides applied simple tactics; Harold had to form a strong shield at the top of Senlac ridge in Hastings, while William had to cut through this wall. The Normans raged a fierce battle and it is believed that Harold was killed at this moment, leaving William to gain the throne as the first Norman king of England. The war took place in Central Scotland on June 23rd and 24th between the Scottish army and the English, Welsh and a segment of the Scottish army. The battle began when Edward II, brother to the Scottish King took over Stirling Castle despite the fact that it had a formidable defense. Edward congregated an army totaling over 40, soldiers; these included knights, bowmen and both strong and lightweight infantry. The battle began June Notably the English knight suffered more casualties than the Scottish soldiers. King Robert managed to defeat the strongmen of England by creating a ford through which the English knights and infantry passed through. This caused a sense of confusion causing the English archers to shoot at their own soldiers. It was this consternation that led the Scots to win the battle for independence. The battle began October 10 AD and it is possible that it lasted more than one week. However, the army leader relied largely on the cavalry not knowing that the stony terrain around the city of Tours would not be suitable for a cavalry. In the end, the Muslim retreated from the city of Tours and Martel was able to capture Abd-er Rahman. This battle was specifically important for the Christians because if they lost, Muslims would in effect have taken over large parts of Europe. However, in 11 century the Seljuk Turks gained authority over Jerusalem and prevented Christians from undertaking the pilgrimages. This marked the beginning of the seven crusades that saw Christians wage a series of wars against the Muslims in an effort to get back Jerusalem. Crusaders numbering in their thousands sailed to the Holy Land in a historical journey that would cost many lives. On July , the Crusader reached Jerusalem where the Fatimid of Egypt, a weaker army than the Turks they had earlier fought seized Arqa from, faced them. The Crusaders were faced with the massive Jerusalem wall and had to devise tactics to get through. They created siege towers and then attacked the city of Jerusalem after marching around the wall. This first attack, launched from the northern wall, was under Godfrey of Bouillon and Baldwin his brother. The second attack was launched from the western wall and the city fell in the hands of the Crusaders who went ahead to kill anyone they found on their way. Only the governor and the royal guard survived after relinquishing the Tower of David. The Hundred Years War lasted until the beginning of the 15 century. King Edward III positioned his troops on a hill where they could fire their arrows easily; they threw an approximated 12 arrows per minute, causing massive destruction to the French army. King Philip largely depended on the knights who were heavily enamored with steel breastplates, but their horses remained vulnerable. Once the English army targeted the horses, the knights would fall and succumb to the marauding English army that bore daggers, knives, bows and arrows. This battle saw the end of using chivalry for battle as more than knights were killed while the English suffered just about casualties.

'Dark Knight' and 'Avengers' Top Survey of Movies to Watch in 4K What the Hell is The Shrek Reboot About? Rick Grimes Takes Spotlight in Upcoming 'The Walking Dead' Films.

What Is Agent Orange? The various herbicides used during Operation Ranch Hand were referred to by the colored marks on the gallon drums in which the chemicals were shipped and stored. In addition to Agent Orange, the U. Each of theseâ€”manufactured by Monsanto, Dow Chemical and other companiesâ€”had different chemical chemical additives in varying strengths. Agent Orange was the most widely used herbicide in Vietnam, and the most potent. It was found in varying concentrations in all the different herbicides used in Vietnam. Dioxins are also created from trash incineration; burning gas, oil and coal; cigarette smoking and in different manufacturing processes such as bleaching. Dioxin is a highly persistent chemical compound that lasts for many years in the environment, particularly in soil, lake and river sediments and in the food chain. Dioxin accumulates in fatty tissue in the bodies of fish, birds and other animals. Most human exposure is through foods such as meats, poultry, dairy products, eggs, shellfish and fish. Studies done on laboratory animals have proven that dioxin is highly toxic even in minute doses. It is universally known to be a carcinogen a cancer-causing agent. Short-term exposure to dioxin can cause darkening of the skin, liver problems and a severe acne-like skin disease called chloracne. Additionally, dioxin is linked to type 2 diabetes, immune system dysfunction, nerve disorders, muscular dysfunction, hormone disruption and heart disease. Developing fetuses are particularly sensitive to dioxin, which is also linked to miscarriages, spina bifida and other problems with fetal brain and nervous system development. However, because the material was to be used on the enemy, none of us were overly concerned. We never considered a scenario in which our own personnel would become contaminated with the herbicide. The controversy over Agent Orange and its effects has persisted for more than four decades. As late as June , debate continued over whether so-called "Blue Water Navy" veterans those who served aboard deep-sea vessels during the Vietnam War should receive the same Agent Orange-related benefits as other veterans who served on the ground or on inland waterways. Various challenges to the settlement followed, including lawsuits filed by some veterans, before the U. Supreme Court confirmed the settlement in In , President George H. In addition, Vietnam claims half a million children have been born with serious birth defects, while as many 2 million people are suffering from cancer or other illness caused by Agent Orange. In , a group of Vietnamese citizens filed a class-action lawsuit against more than 30 chemical companies, including the same ones that settled with U. The suit, which sought billions of dollars worth of damages, claimed that Agent Orange and its poisonous effects left a legacy of health problems and that its use constituted a violation of international law. Wilcox, author of *Scorched Earth*: This would open the door to lawsuits that would cost the government billions of dollars.