

- Race to War
 - NOTE: Common mistake
 - Ignores historical socio-economic trends
 - But war welcomed by many
- State of Armies
 - Germany creates imbalance in Europe
 - Dominance from professional army
 - General Staff
 - Army = huge
 - Armed with latest weaponry
 - Army controls RRs
 - Officers & NCOs = career; merit-based
 - French Army also large
 - Anticipates war
 - BUT smaller population
 - Industry can't support army
 - Best artillery piece in war
 - But standard issue weapons = issues

— Russian army

- Largest peacetime army
- Army well organized
 - Specialized units & divided by nationality
- Largest “pool” of men
- Weapons = effective
- Three huge flaws

— Austro-Hungarian Empire

- Smallest peacetime army
- Army structure similar to German
- Standard issued weapons = adequate
- Weakness = shortage of modern artillery
- Other flaw = army mixture
- Fatal flaw = lack funding

— British army

- Both modern and antique
- It = professional; highly trained; but small
- But = could draw from global empire
- Design = imperial police force
- Officer corps reflected British society

- Army leadership behind the times
- Latest weapons
- Battle plans
 - Strategic plans = flawed
 - Issue: “defensive” war out of necessity
 - All part of “cult of the offensive”
 - German focus = two-front war
 - To counter = Schlieffen Plan in 1905
 - Brilliant but flawed
 - French focus = revenge
 - Plan XVII = by Joffre
 - Risky but flawed
 - British focus = “business as usual”
 - Goal = not disrupt commerce
 - Plan = minor involvement; rely on navy
 - Reality = catch 22
 - Flaw = no one told generals

— Across Europe

- Plans formed in vacuum
 - No actual intel
 - Tech, size of armies, terrain, popular consent
- Biggest issue = classical concepts of war
- Most critical flaw = war would be “short”
 - NOTE: 70+ years of short wars
 - NOTE: mediation & diplomacy
 - NOTE: armistice, treaties, land, \$\$

— WWI = different

- 1) longer war = need for strength at home
- 2) longer war = tech evolves & more death
- Result = catch 22

— To Break

- Need most weapons
- Weapons to battlefield
- Need more troops
- Not so much can't industry & transportation declines

- Problem = industrialization shapes war in unforeseeable ways
 - Lethality = trenches
 - Result = stalemate on West Front

- Traditionally: war shaped by “firepower” & “mobility”
 - If firepower > mobility; war = static
 - But, when movement = fast & safe; war = mobile
 - In WWI mobility slow; result in “crowds”
 - PLUS fire power = limitless
 - Digging holes = necessary
 - Millions of holes = trenches
 - Evolution in trenches = end of mobility