

Role of the Military

MEMORY HOOK →

FORCE**F** → **O** → **R** → **C** → **E**

Fight/defend mandate · Ordered civilian control · Readiness/lethality · Character/ethos · Ends limited (just war)

OPENING FRAME → START HERE

The military exists to fight and win wars — not to remake society. Peace through strength needs a lethal, focused, apolitical force.

FORCE PATH**F FIGHT/DEFEND MANDATE**

Romans 13: the sword restrains evil. A force that cannot fight abandons the innocent.

**O ORDERED CIVILIAN CONTROL**

Common defense is constitutional. Keep the ranks the nation's shield — not a faction's tool.

**R READINESS/LETHALITY**

Standards, munitions, maintenance, and recruiting beat messaging. Enemies don't grade DEI.

**C CHARACTER/ETHOS**

Courage, cohesion, and sacrifice win wars. Social experimentation treats soldiers as props.

**E ENDS LIMITED**

Just war needs clear aims and exits. Strength without prudence becomes forever war.

COUNTERS**THEY SAY**

"A strong military causes wars"

**YOU SAY**

Weakness invites aggression. Deterrence raises the cost of attack — Reagan's buildup helped end the Cold War without WWII.

THEY SAY

"The military should mirror every social trend"

**YOU SAY**

It is not a campus. Lethality and cohesion under fire come first. Standards serve survival.

THEY SAY

"We spend too much on defense"

**YOU SAY**

Security is government's first duty (Rom 13). Cut waste; don't cut capability. Dead citizens enjoy no other programs.

THEY SAY

"Christians should be pacifists"

**YOU SAY**

Personal forgiveness ≠ national abdication. Just war: defending the innocent can be righteous.

CLOSE → → Separate mission (FORCE) from threat lists. Memory hook: FORCE.