

Trebler War



Throughout history, the wealthy have bankrupted nations and killed millions in a bloodlust for land. With the nuclear age, this epoch will end – one way or another.

War has played a critical role in humanity's evolution. Population growth in the face of limited resources could not be sustained, resulting in famine, disease, or war. Wars, unlike pestilence, have always been associated with glory, new ideas, innovation, and revolution. Empires spread new religions and political and economic systems.

Today, ideas are spread at the speed of light. Military innovation has bumped up against the nuclear ceiling. Seizing territory is illegal. The epoch of war must end.

On the other hand, the need to root out diseased political systems is essential for humanity's continued evolution. As this is being written, Russia is fighting for land in Ukraine. The Russian political system is diseased beyond most. Many welcome this war in the hopes that war can once again root out evil and bring about the fall of Vladimir Putin.

And yet, the threat of nuclear holocaust hangs over everyone's head, and the sad fact is that the cancer of unredeemable corruption has crept into almost all political systems. Who is left to fight the "good war"?

Trebling is the Game that Replaces War

Not that [sovereignties](#) the size of Russia or Ukraine would even exist, but a sense of nationalism over one's non-sovereign [governing district](#) still might. Individuals in Russia would perform a [dominion treble](#) on borderlands in the east of Ukraine. Ukraine might subsidize border rents to stave off a Russian advance. Rents are like defensive armies in the [game of Risk](#).

If the population flees, a likely prospect with the [Earth Dividend](#), the [trebler](#) is left with a worthless territory. Refugees will be welcomed everywhere because their distributions travel with them.

The material and psychological underpinnings of war are satisfied without victims. Wealth is created instead of bankrupting a nation; instead of injury, more medical

care is provided; instead of destruction, we end homelessness; instead of razing fields, the bounty of Earth is shared with all.

In the end, the winner gets the land. The loser is rewarded with [a 33.33% premium](#) on property improvements. The people of Earth reap the plunder from increased [ground rents](#) that can take over a year to return to normal levels.

The scope of trebler wars will be as diverse as the numerous interests of a free people. Trebler wars can be fought as a business venture or with all the falderal of feudalism.

For entrepreneurs, trebling is a new form of [hostile takeover](#). Location monopoly is the primary source of ground rent. Trebler war can resolve neighborhood land disputes and eliminate or restore zoning and other local covenants.

Trebler war can be motivated by the age-old desire to promote one's culture over another. With the [cellular aristocracy](#), trebler battles will take on a medieval flavor, with parades and banner-waving coloring the trebling scene. Many trebler wars will likely be fought in rural sovereignties and led by the local aristocracy.

Trebler war plays a vital role in promoting success. The free market and ground rents prevent any second-rate [dominion](#) from becoming too large. Only efficient producers will have the funds to support their conquests. Trebler war is vital in reshaping successful communities, cities, counties, regions, and states and obliterating failure.

The instruments of trebler war are both the dominion treble and [switching allegiance](#). Once an expensive borderland defensive fortress has been trebled, entire neighborhoods, exposed to the new border, can switch allegiance in a chain reaction to the conqueror.

With a [cellular democracy](#) and both de jure and de facto [exit rights](#), it is difficult to imagine how a people will need liberation. Imagine the conqueror discovered a better way of solving a problem, and the people of the conquered dominion lack the expertise to implement this better way from scratch. Hence, liberation is preferable to abandoning homes and local commerce.

In this new epoch, cultural evolution becomes divorced from destruction. Due to the win-win-win nature of a trebler war, it is unlikely to escalate to violence. However, emotions, dedication, and loyalty can run high. Even in a peaceful world, the Federation Military is tasked with keeping that peace.