

Introduction

This book is an investigation into cybernetics, automation, AI, cognitive science and physics for the purposes of Information Warfare. Specifically, focusing on the particular area of using neurocognitive science for the purposes of conducting warfare in the battlespace of the mind, information warfare targeting the psyche known as neuroweapons, a biological weapon.

It is a part of cybersecurity studies as it relates to the cybernetics of both machine and animals, in the case of animals using computer based algorithms to influence biological objects. The primary target is the human brain, using scientific technology to alter human organisms and functionality.

Threat Analysis:

Since the end of World War I, the study of EM and Gravitational Waves for the purpose of information warfare has been pursued by global strategic players such as the Nazi Regime in Germany, the USSR, and NATO alliance, while also pursued by the Peoples Republic of China (PRC), while keeping in mind the only country not to ratify treaties banning biological weapons with the technical resources to do it, is Israel (ACA, 2018), which also has a history of conducting espionage against allies like the United States and has recruited many ex-Soviet engineers and is a society based in ethno-religious supremacy (HRW, 2021). State actors are not the only ones that could have this capability as it is available on the black market, as well as any small technically outfitted terrorist group could also accomplish this technology. Indeed, the roots of political deception are found in the intoxication tactics of the 4th Reich inspired Black International.

The threat of using EM and Gravitoelectromagnetic weapons, of which Ahronov-Bohm (A-B) effect is a party to, was encountered primarily in the 1980s in the USSR. Soviet military-industrial research focused on 'remote biological effects' or remote (non-local, entanglement) influencing using A-B generators designed initially by Akhimov (Kernbach, 2017) around 1986 at least. Later his research associate A V Bobrov experimented with using LEDs with modulated pulsed rhythms for the same purpose. Previous to this Soviet research also focused on using gravitational waves for the purposes of non-local influence, possibly also involving the proposed Gravitational Ahronov-Bohm effect. After the fall of the Soviet Union Soviet researchers were brought to the west to be debriefed, for instance Okhtarin was interviewed by the CIA regarding his research into remote influencing using the Ahronov-Bohm effect. In western parlance remote influencing is known as 'remote action'. When the Russians came west they were employed by Lockheed-Martin to collaborate with their engineers, such as Dr. John Norseen who invented 'Bio-Fusion' and 'Thought-Injection' technology based on previous Soviet inventions. It is also worth noting that this technology is

available on the black market according to Dr. Kernbach. Incidents in the Soviet Union targeting the US Embassy using this technology are well documented. And recently the Havana US Embassy incident implicated the use of remote influencing technology as the source of the medical problems encountered by embassy staff (Verma et al, 2019) .

The origins of this technology is traced back to the Nazi Regime, from which the Soviets and US-British (UKUSA) alliance received their technology that was later refined and built upon by the winning powers. In this work I trace out how this technology was developed most importantly paying attention to it's coupling of biological manipulation with that of computer based cybernetics-- the study of control in machine and animals. This work is organized into the following chapters:

Chapter 1 – The Black Internationalist

This chapter covers the history of Military Intelligence in Weimar Germany leading to the founding of the Nazi State through the use of military intelligence of the far-right military leaders of Germany, such as Luddendorf and von Luttwitz, from which Hitler was recruited as a military intelligence officer before joining the NSDAP ("Nazis").

I. Sociology of Pre-War Germany covering the background to German social structure in the Hanseatic League and German Secret Societies as well as the Prussian background to the Weimar Military.

II. Reichswehr infiltration and intoxication of the German Right, the Black Reichswehr and recruitment of Hitler to military intelligence.

III. Putschs: Kapp and Beer Hall, early attempts of Baron Von Luttwitz and Luddendorf to takeover the German state through armed rebellions of far-right veterans, and the Bavarian militia.

IV. Political elites support and found the Nazi State, the Harzburg Front and the Keppler Circle.

V. 4th Reich Plans after WWII led by Himmler in coordination with not just German industrialists but also the banking interests of the City of London-Hamburg axis.

VI. The plot to overthrow FDR by rich Anglo-Saxon supremacists of the United States, the financiers of international fascism- J.P. Morgan and Co.

VII. The Founding of the CIA through Bill Donovan and William 'Intrepid' Stephenson of British Secret Intelligence.

VIII. The Black International, fascist terrorist networks created by the Nazis to further the founding of a 4th Reich led by Otto Skorzeny who was appointed head of an SS Division for this purpose by Himmler. Covering aspects of Action Psychologie (PSYOPS): intoxication, infiltration, false flag ops, military deception and the strategy of tension.

Chapter 2 – Information Warfare, PSYOPS, and Information Operations

provides technical information from current military intelligence procedures for Information Warfare.

I. Information Operations (IO) in both degradation and enhancement modes, automated decision making in IO

II. Electronic Warfare (EW)

III. Computer Network Operations (CNO)

IV. Psychological Operations (PSYOPS)

V. Military Deception (MILDEC)

VI. Operational Security (OPSEC)

VII. History of Psyops – covers post WWI developments in the theory and actions of PSYOPS through Lasswell and Lippman.

VIII. Digital PSYOPS and Neocortical Warfare, military planners targeting of the mind including the work of American military theorists: Szafranski and Boyd.

IX. Narrative Networks for influence and control IO

X. Brain Computer Interfaces for automated IO

Chapter 3 – Neuroweapons

This chapter reviews the terminology associated with Neuroweapons and it's history of development.

I. What are Neuroweapons

II. Soviet Neuroweapons, covering the work of Russian scientists: Bekhterov, Vasiliev, Kazhinsky

III. Psychology developed in Germany: Wendt, Krueger, Sanders, Bender

IV. Nazi Remote Viewing, covering the secret Nazi weapons program led by Capt. Roder and involving the work of Straniak.

V. Genetic Engineering in Nazi Germany's: Butenandt, Von Vershuer, Mengele, Magnusson

VI. Nazi Bioweapons: Berlin Brain Institute use of molecular biology to develop biological weapons

VII. Background and Timeline of Nazi scientist Karl Gunther Zimmer, one of the founders of modern microbiology, including using radiation to enhance genetic adaptations.

Chapter 4 – Lessons from an American Weapons Developers

This chapter does a dive into the work of Lockheed-Martin weapons developer Dr. John Norseen (US Navy, retired). Dr. Norseen developed American copies of Soviet Psychological Warfare programs using the same methodologies, this chapter studies those methodologies for altering human consciousness using technology.

I. Semiotics, the science of signs, covers the topics of Biofusion, Thought Injection and Reflexive Control, brief discussion of brain areas involved: TC-22 (Temporal Cortex) and Brodmann's Area 44, the Broca Area and its connection to the Wernicke area, the Inferior Frontal Gyrus (IFG).

II. Thought Injected Reflexive Control, the use of this technology for the purposes of Reflexive Control.

III. Semiotics and Quantum Consciousness, the use by Norseen of the ideas of Penrose and Hameroff to explain Quantum Consciousness or the quantum elements of human consciousness.

IV. Cyber Semiotics, using this technology in tandem with Cybernetics.

V. Semiotic Diplomatic Cybernetics, using this technology with Reflexive Control and automated process in cybernetics to develop RC in international and national politics.

VI. Semiotic Alcohol, goes into some of the neurotransmitters used with Thought Injection, importantly the issue of THIQ and the ability for THIQ to enable this technology.

Chapter 5 – Computation, Cybernetics and Control

This chapter covers the development of the modern computer as well as its corollary of Cybernetics, the study of control in machines and animals with an eye toward its utilization in Reflexive Control.

I. History of Computers, covers the work of Turing and Zuse and other Nazi German computer engineers.

II. History of British Computing in Intelligence, draws out the various programs developed by British Intelligence specifically to intoxicate and infiltrate the Catholic population of the entire island of Ireland such as Project Mannequin.

III. Cybernetics, covers the development of Cybernetics referencing the thought and ideals of Stafford Beers, an British Operations Research theorist that developed one of the first fully autonomous systems with feedbacks, which was taken over by Fascist Chilean Dictator, Pinochet.

IV. Timeline of Computer Development

V. Artificial Intelligence and Simulations

a. AI, includes topics on Linear Regression, Problems of Statistical Methods, Machine Bias and Algorithmic Complexity

b. Serious Games (Simulations), Game AI and Military Intelligence. Covers Reflexive Rewards and Gaming, AI in Simulation Design, the Game World, Agents, Elements of an AI Game, Kinematics in Simulated Worlds.

c. Decision Making, covers the use of AI in making decisions in simulations with Behavior Trees and Goal Oriented Action Planning (GOAP).

d. Dialogue and Chatbots in AI Agents

e. Emotions in Simulations, the use of emotions in Agents, focusing on the Russian Researcher Tarashenko PAD model.

f. Diplomacy

g. Real Time Strategy Simulations including the use of Neuroevolution- when computers write their own game programs.

VI. Cybernetic Reflexive Control

a. Early Reflexive Control Research focusing on the work of Russian researcher who moved to America, V. Lefebvre.

- b. Cyber influence of RC
- c. Situational Awareness and Management
- d. AI Decision Aides, automated decision making
- e. Fast Reflexion, Lefebvre use of fast reflexion for changing beliefs and actions
- f. RC Games, referencing the research of Novikov, in game theoretic RC
- g. Cognitive RC
- h. Mob Control with RC, controlling mobs by researcher Novikov.
- i. Reflexive Robots, the use of robots in networks of humans to influence humans, references the research work of Tarashenko.

Chapter 6 – Physics of Neuroweapons

This chapter addresses the physics behind this technology focusing on the use of gravitational waves and Gravitoelectromagnetics (GEM).

I. Gravitational Basis of Neuroweapons, focuses on the development in Russia of gravitational wave based technology for control of animals by Bunin in 1972, also goes into the history of ideals of Dubrov who advocated for a gravitational basis of remote influencing.

II. Modern Theories of Gravity and Remote Sensing

III. Pascual Jordan, a Nazi and founder of Quantum Mechanics, is believed to be the theoretician that gravitational basis of this technology originated from via intermediaries taken as prisoners to the Soviet Union post WW-II.

IV. Burkhard Heim, was a young scientist during the Nazi Regime, developed another gravitational theory for this technology, that Jordan collaborated on.

V. The Rocky Road to Gravitational Wave Detection, this covers the history of trying to detect GW and the many hurdles encountered to their final confirmed discovery in 2015. Also covers interferometry.

VI. Gravitational Waves and Surveillance, covers the work of Baker who proposed using GW for military applications such as surveillance in the early 2000s.

VII. Suppression of HFGW, covers the US government funded report to debunk High Frequency Gravitational Waves (HFGW) after being interested in the technology, a cover story.

VIII. A Timeline of Gravitational Technology

Chapter 7 – Radar in Neuroweapons

This chapter covers the use of Radar and Radar techniques in neuroweapons.

- I. EM Spectrum and Radar Bands
- II. History of Radar
- III. Illumination of Radar
- IV. Radar Equations
- V. Radar in Intelligence and Surveillance
- VI. Time Reversed Waves
- VII. Eyes as Radar, Eyes as Antenna

Chapter 8 – Quantum Consciousness

This chapter covers the work of Hameroff and Penrose in greater detail as far as explaining the quantum physics of consciousness and how it is used in Neuroweapons.

- I. Introduction- covers the Gabor Function, Microtubules, Zeeman Effect
- II. ORCH-OR, the Objective Reduction of Quantum State and how that affects consciousness according to Hameroff.
- III. Electromagnetic (EM) Resonance of Microtubules, goes into the resonance of brain MT as studied by Indian scientist, Badhyapadhyay.
- IV. Persinger Studies on Casimir and Consciousness, the use of the Casimir Effect to explain consciousness.
- V. Russian Research, covers the contributions of Russian scientists to the study of quantum consciousness: Akimov, Sokolov, Bobrov, as well as German researcher Barron Manfred von Ardenne (Istok Institute), and the Russian researcher, Devyatkov, reverse engineering of Nazi Microwave generators suspected of being used as Neuroweaponry. Finally, reviewing the work of Kaznacheev in terms of remote biological influencing.

VI. Puthoff Generator, covers the workings of an American reverse engineering of Soviet “Torsion” Generators which use spin-entanglement and the Ahronov-Bohm effect by Hal Puthoff.

VII. Molecular Resonance and Soviet Research, covers the use of Molecular Resonance, originating with Jordan, as developed in Soviet science to influence remote biological objects, referencing the work of former Yugoslavian scientist Cosic’s Resonant Recognition Model as advocated by Persinger.

Chapter 9 – Countermeasures

This chapter addresses this question: Are changing angular momentum velocities a countermeasure to Ahronov-Bohm based neuroweapons as exemplified in the Havana Syndrome.

I. Profiling a Directed Energy Attack Medically Speaking, looks into the study of Verma and Persinger into non-local attacks on the brains of victims.

II. Technological Briefing, drills down into the physics theories that explain non-local targeting by reviewing such theories as the Ahronov-Bohm effect, spin entanglement, Casimir Effect and GEM Equations.

III. Brain Profile, a look at EEG studies on Havana Syndrome, non-local targeting and the waves produced by victims brains during attacks or interactions with non-local attack vectors.

Chapter 10 – Hypnosis in Warfare

This chapter looks at the use of Hypnosis in warfare and espionage. Drilling down into specific brain organelles that control hypnotic influence, with a differentiation between Highly Hypnotizables and Low Hypnotizables, the use of suggestion, brain differentiation that explains political differentiation as informed by brain physiological differences between categories of left and right.

I. Introduction to Hypnosis, high vs low hypnotizables, and brain physiological differences.

II. Parasitic Consciousness, studies the work of Michael Persinger in studying non-local technology and Epilepsy studies, with a common element found with partial epileptic conditions and the brain profile of those under non-local influence.

III. Brain in Red vs. Blue politics

IV. Amygdala in Hypnosis, examines the enlarged amygdalas in highly hypnotizables and conservatives.

V. Obesity and Hypnosis, examines the common morbidity of obesity and non-local influence effects on the brain.

Chapter 11 – UKUSA Deception Management and Cybernetics

This chapter covers the use by western powers, the UKUSA military alliance, of 'remote action' and the automation of remote action via cybernetics.

I. Effects Based Operations, US Reflexive Management, covers Cost of Actions and Effects and deceptive games.

II. Blueprint for an IW Engine, covering the research of Lockheed-Martin researchers Backus and Glass.

III. Psychological Profiling for Computation, use of neurocognitive science in computation of groups and changing group membership.

IV. Analytics, Measuring Effectiveness, covers the metrics or feedback systems used to measure the effect of actions.

V. Simulated Soldiering, covers the automation of troop management focusing on the work of Lockheed-Martin scientist Behzadan, focused on using cybernetics to foment instability in groups and societies.

VI. UMBRA and SCREAM, an analysis of the cybernetic programs used to manage groups and societies, as well as armed formations. Focuses on the work of Lockheed-Martin scientist Xavier, also looks into the Dante Scenario Manager that allows for a text based data input that a computer program (algorithm) uses to make the world look like it's instructions.

