

# Crisis Diplomacy

**Politics and Peace  
Agreements**

**April 16, 2015**

# Recap

## **Fortna on making peace last:**

- Changing incentives**
- Reducing uncertainty**
- Managing accidents**

# What's Missing

**Political issues determine whether war breaks out in the first place.**

**Don't they also play a role in the resumption of war?**

# Recap: Bargaining Model of War

- **Puzzle of war**
  - **War is inefficient**
  - **Mutually preferable settlements exist**
- **Why war occurs**
  - **Uncertainty → don't know what others are willing to accept**
  - **Incentives to misrepresent**

# Expectations

**Convergent: Similar idea of likely war outcomes.**

**Divergent: Different ideas of likely outcomes—each side overly optimistic.**

# Werner and Yuen: Premises

- 1. War occurs because states:**
  - Have a conflict of interest**
  - Have divergent expectations about the outcome of war**
- 2. Battle outcomes shape states' expectations.**

# Werner and Yuen: Conclusions

- **Consistent battle outcomes → Longer peace**
- **"Interrupted" war → Shorter peace**

# Empirical Analysis

- **Unit of analysis: ceasefire (same as Fortna)**
- **Dependent variable: duration of peace**
- **Independent variables:**
  - **Battle consistency: portion of conflict one side consistently won**
  - **Interruption: ceasefire due to third-party pressure**



# Findings

- **Consistent battle outcomes → Longer peace**
- **"Interrupted" war → Shorter peace**
- **Mitigated effect of Fortna's "agreement strength"**

# Implications

- **Political aspects of post-war agreements matter**
- **...but so do the trust-building aspects**
- **Ambiguous role of third parties**
- **Making peace is hard**