

A series of intensive war-games are revealing deep-set flaws in its fighting ability.

China, US: War games show America couldn't beat China in a war

Thus wiping Hiroshima and Nagasaki off the map could be justified by arguing that if they had instead landed on Japan, more Americans, and also Japanese, would have been killed. It likely would have failed, pushing the for several more years and probably tens of millions more dead. In the United States, generations were taught that Japan would never have surrendered so quickly without use of the atomic bomb and that victory would have required a bloody invasion of the Japanese mainland, costing hundreds of thousands of lives.

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