



The Discussion Continues...

- Wired Warfare (2002)
- Rewired Warfare (2014)
- Wired Warfare 3.0 (2019)
- Many other authors (Harrison-Dinnis, Macak, etc.)
- 2024 ICRC Challenges Report



Issue 1: "Attack"

- "The civilian population as such, as well as individual civilians, shall not be the object of attack."
- "Civilian objects shall not be the object of attack or reprisal."
- See also, e.g.,:
 - Indiscriminate attacks forbidden
 - Rule of proportionality in attacks
 - No attacks on objects indispensable to civilian population Precautions in attack
 - Precautions against the effects of attacks
- Rules only apply if cyber op is an "attack"



Cyber Attack

- "Acts of violence against the enemy, whether in offence or defence" (AP I, Art. 49)
 - Violent consequences
- TM: Cyber operation, whether offensive or defensive, that is reasonably expected to cause injury or death to persons or damage or destruction to objects.
- Lower threshold?
 - TM 2.0 Majority: Loss of functionality
- > STATES authoritatively interpret int'l law



States: Cyber Attack

- Denmark: "[N]etwork-based operations must be regarded as attacks under IHL if the consequence is that they cause physical damage."
- Czech Republic: "comparable to those conducted by conventional means or methods of warfare"
- Israel
 - "[A]n act will constitute an attack only if it is expected to cause death or injury to persons or physical damage to objects, beyond de minimis."
 - "[M]ere loss or impairment of functionality to infrastructure would be insufficient"
 - "However, ... when an act causing the loss of functionality is a link in a chain of the expected physical damage, that act may amount to an attack."



States: Cyber Attack

- France 2019
 - An "attack" if it causes targeted system to fail to operate as intended (loses functionality)
 - Permanent effects always qualify
 - Temporary effects suffice if require repair, replacement of parts, reinstallation of network software and the like.



States: Cyber Attack

- Costa Rica: "Costa Rica understands damage to include the disabling – temporary or permanent, reversible or not – of the targeted computer, system, or network."
- Ireland: "... also extends to cyber operations expected to cause loss of functionality to networks or electronic systems. To interpret the term otherwise would mean that a cyber-operation that is directed at making a civilian network (such as electricity, banking, or communications) dysfunctional, or is expected to cause such effect incidentally, might not be covered by essential IHL rules protecting civilians and civilian objects, and would not be consistent with the object and purpose of the Geneva Conventions and their Additional Protocols."



Cyber Attack: The Problem

Underinclusive

- Dramatically disrupt civilian functions
- E.g., delivery of social services, education, etc.

Overinclusive

- Take too many options off the table
- E.g., psyops



Issue 2: "Data" as an Object?

- Civilian objects shall not be the object of attack or of reprisals.
- But is **data** an object?
 - Ex: Using deep fake to replace data on national news broadcast to undercut support for enemy leader
 Ex: Targeting tax records to complicate financing of war effort
 - Ex: Targeting social services data to undercut government support
- TM 2.0 Majority: Data is not an object



States: Data as an Object

- Israel Deputy Attorney General's Speech: "[O]nly tangible things can constitute objects"
- Denmark: "[D]ata do not in general constitute an object"
- Costa Rica: "[C]ivilian data constitute civilian objects under IHL and must be protected accordingly."
- Germany: Attacks include harmful effects on "information that is stored, processed or transmitted."
- France: Data is an object
 - Focuses on "content data", leaving cyber ops that target
 "program data" to effect on targeted infrastructure
- > Same problems as "attack"



Proposal 1

- Accord <u>special protection</u> to certain "<u>essential</u> civilian <u>functions or services</u>" by committing to refrain from conducting cyber operations against civilian <u>infrastructure or data</u> that <u>interfere</u> with them.
 - As policy if law doesn't already prohibit
 - Precedent: Special protection (like medical, humanitarian assistance)
 - Focus on functions/services, not type of infrastructure
 - Ex: "financial institutions and the availability of critical financial systems"
 - Harm caused is interference
 - States determine what is essential



Proposal 2

 Refrain from conducting cyber operations, including those to which the LOAC rules governing attacks do not apply, when the expected concrete negative effects on individual civilians or the civilian population are excessive relative to the concrete benefit related to the conflict that is anticipated to be gained through the operation



Proposal 2

- Includes military objectives
 - Important given extent of dual-use + limit of proportionality rule to injury/destruction
- All-encompassing re "concrete" (nonspeculative) effects on civilians
- All-encompassing re type of cyber op (e.g., temporary DDoS)
- "Concrete benefit related to the conflict"
 - Not speculative (concrete)
 - Nexus to conflict; need not be direct or military
- Excessive: Significant imbalance (AMW)

