

others that are equally important. Hegemony can be used as a descriptive term (though it is sometimes fraught with emotional overtones), but grand hegemonic theories are weak in predicting future events. See Immanuel Wallerstein, *The Politics of the World Economy: The States, the Movements, and the Civilizations: Essays* (New York: Cambridge University Press, 1984), 38, 41; George Modelski, "The Long Cycle of Global Politics and the Nation-State," *Comparative Studies in Society and History*, April 1978; George Modelski, *Long Cycles in World Politics* (Seattle: University of Washington Press, 1987). For a detailed discussion, see Nye, *Bound to Lead*, chapter 2.

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Tragedy of Great Power Politics

JOHN J. MEARSHEIMER

Mearsheimer is a structural or neorealist, but one who places emphasis on offensive or power-maximizing in contrast to the defensive (or "status quo") realism he finds in Kenneth Waltz and other structural realists. Mearsheimer argues offensive realism is both a descriptive theory about how states behave as well as a pre-scriptive one that states ought to follow as the best way to survive in a dangerous world. He discusses such concepts as anarchy, self-help, and relative gains.

This [article] offers a realist theory of international politics that challenges the prevailing optimism about relations among the great powers. That enterprise involves three particular tasks.

I begin by laying out the key components of the theory, which I call "offensive realism." I make a number of arguments about how great powers behave toward each other, emphasizing that they look for opportunities to gain power at each others expense. Moreover, I identify the conditions that make conflict more or less likely. For example, I argue that multipolar systems are more war-prone than are bipolar systems, and that multipolar systems that contain especially powerful states—potential hegemon—were the most dangerous systems of all. But I do not just assert these various claims; I also attempt to provide compelling explanations for the behaviors and the outcomes that lie at the heart of the theory. In other

words, I lay out the causal logic, or reasoning, which underpins each of my claims.

The theory focuses on the great powers because these states have the largest impact on what happens in international politics. The fortunes of all states—great powers and smaller powers alike—are determined primarily by the decisions and actions of those with the greatest capability. For example, politics in almost every region of the world were deeply influenced by the competition between the Soviet Union and the United States between 1945 and 1990. The two world wars that preceded the Cold War had a similar effect on regional politics around the world. Each of these conflicts was a great-power rivalry, and each cast a long shadow over every part of the globe.

Great powers are determined largely on the basis of their relative military capability. To qualify as a great power, a state must have sufficient military

assets to put up a serious fight in an all-out conventional war against the most powerful state in the world. The candidate need not have the capability to defeat the leading state, but it must have some reasonable prospect of turning the conflict into a war of attrition that leaves the dominant state seriously weakened, even if that dominant state ultimately wins the war. In the nuclear age great powers must have a nuclear deterrent that can survive a nuclear strike against it, as well as formidable conventional forces. In the unlikely event that one state gained nuclear superiority over all of its rivals, it would be so powerful that it would be the only great power in the system. The balance of conventional forces would be largely irrelevant if a nuclear hegemon were to emerge. . . .

Theories encounter anomalies because they simplify reality by emphasizing certain factors while ignoring others. Offensive realism assumes that the international system strongly shapes the behavior of states. Structural factors such as anarchy and the distribution of power, I argue, are what matter most for explaining international politics. The theory pays little attention to individuals or domestic political considerations such as ideology. It tends to treat states like black boxes or billiard balls. For example, it does not matter for the theory whether Germany in 1905 was led by Bismarck, Kaiser Wilhelm, or Adolf Hitler, or whether Germany was democratic or autocratic. What matters for the theory is how much relative power Germany possessed at the time. These omitted factors, however, occasionally dominate a state's decision-making process; under these circumstances, offensive realism is not going to perform as well. In short, there is a price to pay for simplifying reality.

Furthermore, offensive realism does not answer every question that arises in world politics, because there will be cases in which the theory is consistent with several possible outcomes. When this occurs, other theories have to be brought in to provide more precise explanations. Social scientists say that a theory is "indeterminate" in such cases, a situation that is not unusual with broad-gauged theories like offensive realism. . . .

It should be apparent from this discussion that offensive realism is mainly a descriptive theory. It explains how great powers have behaved in the past and how they are likely to behave in the future. But it is also a prescriptive theory. States *should* behave according to the dictates of offensive realism, because it outlines the best way to survive in a dangerous world.

One might ask, if the theory describes how great powers act, why is it necessary to stipulate how they *should* act? The imposing constraints of the system should leave great powers with little choice but to act as the theory predicts. Although there is much truth in this description of great powers as prisoners trapped in an iron cage, the fact remains that they sometimes—although not often—act in contradiction to the theory. . . . As we shall see, such foolish behavior invariably has negative consequences. In short, if they want to survive, great powers should always act like good offensive realists.

The Pursuit of Power

Enough said about theory. More needs to be said about the substance of my arguments, which means zeroing in on the core concept of "power." For all realists, calculations about power lie at the heart of how states think about the world around them. Power is the currency of great-power politics, and states compete for it among themselves. What money is to economics, power is to international relations. . . .

Realism

In contrast to liberals, realists are pessimists when it comes to international politics. Realists agree that creating a peaceful world would be desirable, but they see no easy way to escape the harsh world of security competition and war. Creating a peaceful world is surely an attractive idea, but it is not a practical one. "Realism," as Carr notes, "tends to emphasize the irresistible strength of existing forces and the inevitable character of existing tendencies, and to insist that the highest wisdom lies in accepting, and adapting oneself to these forces and these tendencies."¹

This gloomy view of international relations is based on three core beliefs. First, realists, like liberals, treat states as the principal actors in world politics. Realists focus mainly on great powers, however, because these states dominate and shape international politics and they also cause the deadliest wars. Second, realists believe that the behavior of great powers is influenced mainly by their external environment, not by their internal characteristics. The structure of the international system, which all states must deal with, largely shapes their foreign policies. Realists tend not to draw sharp distinctions between "good"

and “bad” states, because all great powers act according to the same logic regardless of their culture, political system, or who runs the government. It is therefore difficult to discriminate among states, save for differences in relative power. In essence, great powers are like billiard balls that vary only in size.

Third, realists hold that calculations about power dominate states’ thinking, and that states compete for power among themselves. That competition sometimes necessitates going to war, which is considered an acceptable instrument of statecraft. To quote Carl von Clausewitz, the nineteenth-century military strategist, war is a continuation of politics by other means. Finally, a zero-sum quality characterizes that competition, sometimes making it intense and unfor- giving. States may cooperate with each other on occasion, but at root they have conflicting interests. . . .

Defensive realism, which is frequently referred to as “structural realism,” came on the scene in the late 1970s with the appearance of Waltz’s *Theory of International Politics*. Unlike Morgenthau, Waltz does not assume that great powers are inherently aggressive because they are infused with a will to power; instead he starts by assuming that states merely aim to survive. Above all else, they seek security. Nevertheless, he maintains that the structure of the international system forces great powers to pay careful attention to the balance of power. In particular, anarchy forces security-seeking states to compete with each other for power, because power is the best means to survival. Whereas human nature is the deep cause of security competition in Morgenthau’s theory, anarchy plays that role in Waltz’s theory.

Waltz does not emphasize, however, that the international system provides great powers with good reasons to act offensively to gain power. Instead, he appears to make the opposite case: that anarchy encourages states to behave defensively and to maintain rather than upset the balance of power. “The first concern of states,” he writes, is “to maintain their position in the system.” There seems to be, as international relations theorist Randall Schweller notes, a “status quo bias” in Waltz’s theory.²

Waltz recognizes that states have incentives to gain power at their rivals’ expense and that it makes good strategic sense to act on that motive when the time is right. But he does not develop that line of argument in any detail. On the contrary, he emphasizes that when great powers behave aggressively, the potential victims usually balance against the

aggressor and thwart its efforts to gain power. For Waltz, in short, balancing checkmates offense. Furthermore, he stresses that great powers must be careful not to acquire too much power, because “excessive strength” is likely to cause other states to join forces against them, thereby leaving them worse off than they would have been had they refrained from seeking additional increments of power.

Waltz’s views on the causes of war further reflect his theory’s status quo bias. There are no profound or deep causes of war in his theory. In particular, he does not suggest that there might be important benefits to be gained from war. In fact, he says little about the causes of war, other than to argue that wars are largely the result of uncertainty and miscalculation. In other words, if states knew better, they would not start wars.

Robert Jervis, Jack Snyder, and Stephen Van Evera buttress the defensive realists’ case by focusing attention on a structural concept known as the offense-defense balance. They maintain that military power at any point in time can be categorized as favoring either offense or defense. If defense has a clear advantage over offense, and conquest is therefore difficult, great powers will have little incentive to use force to gain power and will concentrate instead on protecting what they have. When defense has the advantage, protecting what you have should be a relatively easy task. Alternatively, if offense is easier, states will be sorely tempted to try conquering each other, and there will be a lot of war in the system. Defensive realists argue, however, that the offense-defense balance is usually heavily tilted toward defense, thus making conquest extremely difficult. In sum, efficient balancing coupled with the natural advantages of defense over offense should discourage great powers from pursuing aggressive strategies and instead make them “defensive positionalists.”

My theory of offensive realism is also a structural theory of international politics. As with defensive realism, my theory sees great powers as concerned mainly with figuring out how to survive in a world where there is no agency to protect them from each other; they quickly realize that power is the key to their survival. Offensive realism parts company with defensive realism over the question of how much power states want. For defensive realists, the international structure provides states with little incentive to seek additional increments of power; instead it pushes them to maintain the existing balance of

power. Preserving power, rather than increasing it, is the main goal of states. Offensive realists, on the other hand, believe that status quo powers are rarely found in world politics, because the international system creates powerful incentives for states to look for opportunities to gain power at the expense of rivals, and to take advantage of those situations when the benefits outweigh the costs. A state's ultimate goal is to be the hegemon in the system. . . .

Competition for Power

Great powers, I argue, are always searching for opportunities to gain power over their rivals, with hegemony as their final goal. This perspective does not allow for status quo powers, except for the unusual state that achieves preponderance. Instead, the system is populated with great powers that have revisionist intentions at their core. This [article] presents a theory that explains this competition for power. Specifically, I attempt to show that there is a compelling logic behind my claim that great powers seek to maximize their share of world power. . . .

Why States Pursue Power

My explanation for why great powers vie with each other for power and strive for hegemony is derived from five assumptions about the international system. None of these assumptions alone mandates that states behave competitively. Taken together, however, they depict a world in which states have considerable reason to think and sometimes behave aggressively. In particular, the system encourages states to look for opportunities to maximize their power vis-à-vis other states. . . .

Bedrock Assumptions

The first assumption is that the international system is anarchic, which does not mean that it is chaotic or riven by disorder. It is easy to draw that conclusion, since realism depicts a world characterized by security competition and war. By itself, however, the realist notion of anarchy has nothing to do with conflict; it is an ordering principle, which says that the system comprises independent states that have no central authority above them. Sovereignty, in other words, inheres in states because there is no higher ruling body in the international system. There is no "government over governments."

The second assumption is that great powers inherently possess some offensive military capability, which gives them the wherewithal to hurt and possibly destroy each other. States are potentially dangerous to each other, although some states have more military might than others and are therefore more dangerous. A state's military power is usually identified with the particular weaponry at its disposal, although even if there were no weapons, the individuals in those states could still use their feet and hands to attack the population of another state. After all, for every neck, there are two hands to choke it.

The third assumption is that states can never be certain about other states' intentions. Specifically, no state can be sure that another state will not use its offensive military capability to attack the first state. This is not to say that states necessarily have hostile intentions. Indeed, all of the states in the system may be reliably benign, but it is impossible to be sure of that judgement because intentions are impossible to divine with 100 percent certainty. There are many possible causes of aggression, and no state can be sure that another state is not motivated by one of them. Furthermore, intentions can change quickly, so a state's intentions can be benign one day and hostile the next. Uncertainty about intentions is unavoidable, which means that states can never be sure that other states do not have offensive intentions to go along with their offensive capabilities.

The fourth assumption is that survival is the primary goal of great powers. Specifically, states seek to maintain their territorial integrity and the autonomy of their domestic political order. Survival dominates other motives because, once a state is conquered, it is unlikely to be in a position to pursue other aims. Soviet leader Josef Stalin put the point well during a war scare in 1927: "We can and must build socialism in the [Soviet Union]. But in order to do so we first of all have to exist."³ States can and do pursue other goals, of course, but security is their most important objective.

The fifth assumption is that great powers are rational actors. They are aware of their external environment and they think strategically about how to survive in it. In particular, they consider the preferences of other states and how their own behavior is likely to affect the behavior of those other states, and how the behavior of those other states is likely to affect their own strategy for survival. Moreover,

states pay attention to the long term as well as the immediate consequences of their actions.

As emphasized, none of these assumptions alone dictates that great powers as a general rule *should* behave aggressively toward each other. There is surely the possibility that some state might have hostile intentions, but the only assumption dealing with a specific motive that is common to all states says that their principal objective is to survive, which by itself is a rather harmless goal. Nevertheless, when the five assumptions are married together, they create powerful incentives for great powers to think and act offensively with regard to each other. In particular, three general patterns of behavior result: fear, self-help, and power maximization.

State Behavior

Great powers fear each other. They regard each other with suspicion, and they worry that war might be in the offing. They anticipate danger. There is little room for trust among states. For sure, the level of fear varies across time and space, but it cannot be reduced to a trivial level. From the perspective of any one great power, all other great powers are potential enemies. This point is illustrated by the reaction of the United Kingdom and France to German reunification at the end of the Cold War. Despite the fact that these three states had been close allies for almost forty-five years, both the United Kingdom and France immediately began worrying about the potential dangers of a united Germany.

The basis of this fear is that in a world where great powers have the capability to attack each other and might have the motive to do so, any state bent on survival must be at least suspicious of other states and reluctant to trust them. Add to this the “911” problem—the absence of a central authority to which a threatened state can turn for help—and states have even greater incentive to fear each other. Moreover, there is no mechanism, other than the possible self-interest of third parties, for punishing an aggressor. Because it is sometimes difficult to deter potential aggressors, states have ample reason not to trust other states and to be prepared for war with them.

The possible consequences of falling victim to aggression further amplify the importance of fear as a motivating force in world politics. Great powers do not compete with each other as if international

politics were merely an economic marketplace. Political competition among states is a much more dangerous business than mere economic intercourse; the former can lead to war, and war often means mass killing on the battlefield as well as mass murder of civilians. In extreme cases, war can even lead to the destruction of states. The horrible consequences of war sometimes cause states to view each other not just as competitors, but as potentially deadly enemies. Political antagonism, in short, tends to be intense, because the stakes are great.

States in the international system also aim to guarantee their own survival. Because other states are potential threats, and because there is no higher authority to come to their rescue when they dial 911, states cannot depend on others for their own security. Each state tends to see itself as vulnerable and alone, and therefore it aims to provide for its own survival. In international politics, God helps those who help themselves. This emphasis on self-help does not preclude states from forming alliances. But alliances are only temporary marriages of convenience: today’s alliance partner might be tomorrow’s enemy, and today’s enemy might be tomorrow’s alliance partner. For example, the United States fought with China and the Soviet Union against Germany and Japan in World War II, but soon thereafter flip-flopped enemies and partners and allied with West Germany and Japan against China and the Soviet Union during the Cold War.

States operating in a self-help world almost always act according to their own self-interest and do not subordinate their interests to the interests of other states, or to the interests of the so-called international community. The reason is simple: it pays to be selfish in a self-help world. This is true in the short term as well as in the long term, because if a state loses in the short run, it might not be around for the long haul.

Apprehensive about the ultimate intentions of other states, and aware that they operate in a self-help system, states quickly understand that the best way to ensure their survival is to be the most powerful state in the system. The stronger a state is relative to its potential rivals, the less likely it is that any of those rivals will attack it and threaten its survival. Weaker states will be reluctant to pick fights with more powerful states because the weaker states are likely to suffer military defeat. Indeed, the bigger the gap in power between any two states, the less likely it is that the weaker will attack the stronger. Neither Canada nor

Mexico, for example, would countenance attacking the United States, which is far more powerful than its neighbors. The ideal situation is to be the hegemon in the system. As Immanuel Kant said, "It is the desire of every state, or of its ruler, to arrive at a condition of perpetual peace by conquering the whole world, if that were possible."⁴ Survival would then be almost guaranteed.

Consequently, states pay close attention to how power is distributed among them, and they make a special effort to maximize their share of world power. Specifically, they look for opportunities to alter the balance of power by acquiring additional increments of power at the expense of potential rivals. States employ a variety of means—economic, diplomatic, and military—to shift the balance of power in their favor, even if doing so makes other states suspicious or even hostile. Because one state's gain in power is another state's loss, great powers tend to have a zero-sum mentality when dealing with each other. The trick, of course, is to be the winner in this competition and to dominate the other states in the system. Thus, the claim that states maximize relative power is tantamount to arguing that states are disposed to think offensively toward other states, even though their ultimate motive is simply to survive. In short, great powers have aggressive intentions.

Even when a great power achieves a distinct military advantage over its rivals, it continues looking for chances to gain more power. The pursuit of power stops only when hegemony is achieved. The idea that a great power might feel secure without dominating the system, provided it has an "appropriate amount" of power, is not persuasive, for two reasons. First, it is difficult to assess how much relative power one state must have over its rivals before it is secure. Is twice as much power an appropriate threshold? Or is three times as much power the magic number? The root of the problem is that power calculations alone do not determine which side wins a war. Clever strategies, for example, sometimes allow less powerful states to defeat more powerful foes.

Second, determining how much power is enough becomes even more complicated when great powers contemplate how power will be distributed among them ten or twenty years down the road. The capabilities of individual states vary over time, sometimes markedly, and it is often difficult to predict the

direction and scope of change in the balance of power. Remember, few in the West anticipated the collapse of the Soviet Union before it happened. In fact, during the first half of the Cold War, many in the West feared that the Soviet economy would eventually generate greater wealth than the American economy, which would cause a marked power shift against the United States and its allies. What the future holds for China and Russia and what the balance of power will look like in 2020 is difficult to foresee.

Given the difficulty of determining how much power is enough for today and tomorrow, great powers recognize that the best way to ensure their security is to achieve hegemony now, thus eliminating any possibility of a challenge by another great power. Only a misguided state would pass up an opportunity to be the hegemon in the system because it thought it already had sufficient power to survive. But even if a great power does not have the wherewithal to achieve hegemony (and that is usually the case), it will still act offensively to amass as much power as it can, because states are almost always better off with more rather than less power. In short, states do not become status quo powers until they completely dominate the system.

All states are influenced by this logic, which means that not only do they look for opportunities to take advantage of one another, they also work to ensure that other states do not take advantage of them. After all, rival states are driven by the same logic, and most states are likely to recognize their own motives at play in the actions of other states. In short, states ultimately pay attention to defense as well as offense. They think about conquest themselves, and they work to check aggressor states from gaining power at their expense. This inexorably leads to a world of constant security competition, where states are willing to lie, cheat, and use brute force if it helps them gain advantage over their rivals. Peace, if one defines that concept as a state of tranquility or mutual concord, is not likely to break out in this world.

The "security dilemma," which is one of the most well-known concepts in the international relations literature, reflects the basic logic of offensive realism. The essence of the dilemma is that the measures a state takes to increase its own security usually decrease the security of other states. Thus, it is difficult for a state to increase its own chances of survival without threatening the survival of other states. John Herz first

introduced the security dilemma in a 1950 article in the journal *World Politics*. After discussing the anarchic nature of international politics, he writes, "Striving to attain security from . . . attack, [states] are driven to acquire more and more power in order to escape the impact of the power of others. This, in turn, renders the others more insecure and compels them to prepare for the worst. Since none can ever feel entirely secure in such a world of competing units, power competition ensues, and the vicious circle of security and power accumulation is on."⁵ The implication of Herz's analysis is clear: the best way for a state to survive in anarchy is to take advantage of other states and gain power at their expense. The best defense is a good offense. Since this message is widely understood, ceaseless security competition ensues. Unfortunately, little can be done to ameliorate the security dilemma as long as states operate in anarchy.

It should be apparent from this discussion that saying that states are power maximizers is tantamount to saying that they care about relative power, not absolute power. There is an important distinction here, because states concerned about relative power behave differently than do states interested in absolute power. States that maximize relative power are concerned primarily with the distribution of material capabilities. In particular, they try to gain as large a power advantage as possible over potential rivals, because power is the best means to survival in a dangerous world. Thus, states motivated by relative power concerns are likely to forgo large gains in their own power, if such gains give rival states even greater power, for smaller national gains that nevertheless provide them with a power advantage over their rivals. States that maximize absolute power, on the other hand, care only about the size of their own gains, not those of other states. They are not motivated by balance-of-power logic but instead are concerned with amassing power without regard to how much power other states control. They would jump at the opportunity for large gains, even if a rival gained more in the deal. Power, according to this logic, is not a means to an end (survival), but an end in itself. . . .

Calculated Aggression

There is obviously little room for status quo powers in a world where states are inclined to look for opportunities to gain more power. Nevertheless, great

powers cannot always act on their offensive intentions, because behavior is influenced not only by what states want, but also by their capacity to realize these desires. Every state might want to be king of the hill, but not every state has the wherewithal to compete for that lofty position, much less achieve it. Much depends on how military might is distributed among the great powers. A great power that has a marked power advantage over its rivals is likely to behave more aggressively, because it has the capability as well as the incentive to do so.

By contrast, great powers facing powerful opponents will be less inclined to consider offensive action and more concerned with defending the existing balance of power from threats by their more powerful opponents. Let there be an opportunity for those weaker states to revise the balance in their own favor, however, and they will take advantage of it. Stalin put the point well at the end of World War II: "Everyone imposes his own system as far as his army can reach. It cannot be otherwise."⁶ States might also have the capability to gain advantage over a rival power but nevertheless decide that the perceived costs of offense are too high and do not justify the expected benefits.

In short, great powers are not mindless aggressors so bent on gaining power that they charge headlong into losing wars or pursue Pyrrhic victories. On the contrary, before great powers take offensive actions, they think carefully about the balance of power and about how other states will react to their moves. They weigh the costs and risks of offense against the likely benefits. If the benefits do not outweigh the risks, they sit tight and wait for a more propitious moment. Nor do states start arms races that are unlikely to improve their overall position. . . . States sometimes limit defense spending either because spending more would bring no strategic advantage or because spending more would weaken the economy and undermine the state's power in the long run. To paraphrase Clint Eastwood, a state has to know its limitations to survive in the international system.

Nevertheless, great powers miscalculate from time to time because they invariably make important decisions on the basis of imperfect information. States hardly ever have complete information about any situation they confront. There are two dimensions to this problem. Potential adversaries have incentives to misrepresent their own strength or

weakness, and to conceal their true aims. For example, a weaker state trying to deter a stronger state is likely to exaggerate its own power to discourage the potential aggressor from attacking. On the other hand, a state bent on aggression is likely to emphasize its peaceful goals while exaggerating its military weakness, so that the potential victim does not build up its own arms and thus leaves itself vulnerable to attack. Probably no national leader was better at practicing this kind of deception than Adolf Hitler.

But even if disinformation was not a problem, great powers are often unsure about how their own military forces, as well as the adversary's, will perform on the battlefield. For example, it is sometimes difficult to determine in advance how new weapons and untested combat units will perform in the face of enemy fire. Peacetime maneuvers and war games are helpful but imperfect indicators of what is likely to happen in actual combat. Fighting wars is a complicated business in which it is often difficult to predict outcomes. . . .

Great powers are also sometimes unsure about the resolve of opposing states as well as allies. For example, Germany believed that if it went to war against France and Russia in the summer of 1914, the United Kingdom would probably stay out of the fight. Saddam Hussein expected the United States to stand aside when he invaded Kuwait in August 1990. Both aggressors guessed wrong, but each had good reason to think that its initial judgment was correct. In the 1930s, Adolf Hitler believed that his great-power rivals would be easy to exploit and isolate because each had little interest in fighting Germany and instead was determined to get someone else to assume that burden. He guessed right. In short, great powers constantly find themselves confronting situations in which they have to make important decisions with incomplete information. Not surprisingly, they sometimes make faulty judgments and end up doing themselves serious harm.

Some defensive realists go so far as to suggest that the constraints of the international system are so powerful that offense rarely succeeds, and that aggressive great powers invariably end up being punished. As noted, they emphasize that 1) threatened states balance against aggressors and ultimately crush them, and 2) there is an offense-defense balance that is usually heavily tilted toward the defense, thus making conquest especially difficult. Great powers, therefore, should be content with the existing

balance of power and not try to change it by force. After all, it makes little sense for a state to initiate a war that it is likely to lose; that would be self-defeating behavior. It is better to concentrate instead on preserving the balance of power. Moreover, because aggressors seldom succeed, states should understand that security is abundant, and thus there is no good strategic reason for wanting more power in the first place. In a world where conquest seldom pays, states should have relatively benign intentions toward each other. If they do not, these defensive realists argue, the reason is probably poisonous domestic politics, not smart calculations about how to guarantee one's security in an anarchic world.

There is no question that systemic factors constrain aggression, especially balancing by threatened states. But defensive realists exaggerate those restraining forces. Indeed, the historical record provides little support for their claim that offense rarely succeeds. One study estimates that there were 63 wars between 1815 and 1980, and the initiator won 39 times, which translates into about a 60 percent success rate. Turning to specific cases, Otto von Bismarck unified Germany by winning military victories against Denmark in 1864, Austria in 1866, and France in 1870, and the United States as we know it today was created in good part by conquest in the nineteenth century. Conquest certainly paid big dividends in these cases. Nazi Germany won wars against Poland in 1939 and France in 1940, but lost to the Soviet Union between 1941 and 1945. Conquest ultimately did not pay for the Third Reich, but if Hitler had restrained himself after the fall of France and had not invaded the Soviet Union, conquest probably would have paid handsomely for the Nazis. In short, the historical record shows that offense sometimes succeeds and sometimes does not. The trick for a sophisticated power maximizer is to figure out when to raise and when to fold.

Hegemony's Limits

Great powers, as I have emphasized, strive to gain power over their rivals and hopefully become hegemons. Once a state achieves that exalted position, it becomes a status quo power. More needs to be said, however, about the meaning of hegemony.

A hegemon is a state that is so powerful that it dominates all the other states in the system. No other state has the military wherewithal to put up a

serious fight against it. In essence, a hegemon is the only great power in the system. A state that is substantially more powerful than the other great powers in the system is not a hegemon, because it faces, by definition, other great powers. The United Kingdom in the mid-nineteenth century, for example, is sometimes called a hegemon. But it was not a hegemon, because there were four other great powers in Europe at the time—Austria, France, Prussia, and Russia—and the United Kingdom did not dominate them in any meaningful way. In fact, during that period, the United Kingdom considered France to be a serious threat to the balance of power. Europe in the nineteenth century was multipolar, not unipolar.

Hegemony means domination of the system, which is usually interpreted to mean the entire world. It is possible, however, to apply the concept of a system more narrowly and use it to describe particular regions, such as Europe, Northeast Asia, and the Western Hemisphere. Thus, one can distinguish between *global hegemons*, which dominate the world, and *regional hegemons*, which dominate distinct geographical areas. The United States has been a regional hegemon in the Western Hemisphere for at least the past one hundred years. No other state in the Americas has sufficient military might to challenge it, which is why the United States is widely recognized as the only great power in its region.

My argument . . . is that except for the unlikely event wherein one state achieves clear-cut nuclear superiority, it is virtually impossible for any state to achieve global hegemony. The principal impediment to world domination is the difficulty of projecting power across the world's oceans onto the territory of a rival great power. The United States, for example, is the most powerful state on the planet today. But it does not dominate Europe and Northeast Asia the way it does the Western Hemisphere, and it has no intention of trying to conquer and control those distant regions, mainly because of the stopping power of water. Indeed, there is reason to think that the American military commitment to Europe and Northeast Asia might wither away over the next decade. In short, there has never been a global hegemon, and there is not likely to be one anytime soon.

The best outcome a great power can hope for is to be a regional hegemon and possibly control another region that is nearby and accessible over land. . . . States that achieve regional hegemony seek

to prevent great powers in other regions from duplicating their feat. Regional hegemons, in other words, do not want peers. Thus the United States, for example, played a key role in preventing imperial Japan, Wilhelmine Germany, Nazi Germany, and the Soviet Union from gaining regional supremacy. Regional hegemons attempt to check aspiring hegemons in other regions because they fear that a rival great power that dominates its own region will be an especially powerful foe that is essentially free to cause trouble in the fearful great power's backyard. Regional hegemons prefer that there be at least two great powers located together in other regions, because their proximity will force them to concentrate their attention on each other rather than on the distant hegemon.

Furthermore, if a potential hegemon emerges among them, the other great powers in that region might be able to contain it by themselves, allowing the distant hegemon to remain safely on the sidelines. Of course, if the local great powers were unable to do the job, the distant hegemon would take the appropriate measures to deal with the threatening state. The United States, as noted, has assumed that burden on four separate occasions in the twentieth century, which is why it is commonly referred to as an "offshore balancer."

In sum, the ideal situation for any great power is to be the only regional hegemon in the world. That state would be a status quo power, and it would go to considerable lengths to preserve the existing distribution of power. The United States is in that enviable position today; it dominates the Western Hemisphere and there is no hegemon in any other area of the world. But if a regional hegemon is confronted with a peer competitor, it would no longer be a status quo power. Indeed, it would go to considerable lengths to weaken and maybe even destroy its distant rival. Of course, both regional hegemons would be motivated by that logic, which would make for a fierce security competition between them.

Cooperation Among States

One might conclude from the preceding discussion that my theory does not allow for any cooperation among the great powers. But this conclusion would be wrong. States can cooperate, although cooperation is sometimes difficult to achieve and always

difficult to sustain. Two factors inhibit cooperation: considerations about relative gains and concern about cheating. Ultimately, great powers live in a fundamentally competitive world where they view each other as real, or at least potential, enemies, and they therefore look to gain power at each other's expense.

Any two states contemplating cooperation must consider how profits or gains will be distributed between them. They can think about the division in terms of either absolute or relative gains (recall the distinction made earlier between pursuing either absolute power or relative power; the concept here is the same). With absolute gains, each side is concerned with maximizing its own profits and cares little about how much the other side gains or loses in the deal. Each side cares about the other only to the extent that the other side's behavior affects its own prospects for achieving maximum profits. With relative gains, on the other hand, each side considers not only its own individual gain, but also how well it fares compared to the other side.

Because great powers care deeply about the balance of power, their thinking focuses on relative gains when they consider cooperating with other states. For sure, each state tries to maximize its absolute gains; still, it is more important for a state to make sure that it does no worse, and perhaps better, than the other state in any agreement. Cooperation is more difficult to achieve, however when states are attuned to relative gains rather than absolute gains. This is because states concerned about absolute gains have to make sure that if the pie is expanding, they are getting at least some portion of the increase, whereas states that worry about relative gains must pay careful attention to how the pie is divided, which complicates cooperative efforts.

Concerns about cheating also hinder cooperation. Great powers are often reluctant to enter into cooperative agreements for fear that the other side will cheat on the agreement and gain a significant advantage. This concern is especially acute in the military realm. . . . Such a development could create a window of opportunity for the state that cheats to inflict a decisive defeat on its victim.

These barriers to cooperation notwithstanding, great powers do cooperate in a realist world. Balance-of-power logic often causes great powers to form alliances and cooperate against common enemies. . . . Rivals as well as allies cooperate. After all, deals can be struck that roughly reflect the distribution of

power and satisfy concerns about cheating. The various arms control agreements signed by the superpowers during the Cold War illustrate this point.

The bottom line, however, is that cooperation takes place in a world that is competitive at its core—one where states have powerful incentives to take advantage of other states. This point is graphically highlighted by the state of European politics in the forty years before World War I. The great powers cooperated frequently during this period but that did not stop them from going to war on August 1, 1914. The United States and the Soviet Union also cooperated considerably during World War II, but that cooperation did not prevent the outbreak of the Cold War shortly after Germany and Japan were defeated. Perhaps most amazingly, there was significant economic and military cooperation between Nazi Germany and the Soviet Union during the two years before the Wehrmacht attacked the Red Army. No amount of cooperation can eliminate the dominating logic of security competition. Genuine peace, or a world in which states do not compete for power, is not likely as long as the state system remains anarchic.

In sum, my argument is that the structure of the international system, not the particular characteristics of individual great powers, causes them to think and act offensively and to seek hegemony. I do not adopt Morgenthau's claim that states invariably behave aggressively because they have a will to power hardwired into them. Instead, I assume that the principal motive behind great-power behavior is survival. In anarchy, however, the desire to survive encourages states to behave aggressively. Nor does my theory classify states as more or less aggressive on the basis of their economic or political systems. Offensive realism makes only a handful of assumptions about great powers, and these assumptions apply equally to all great powers. Except for differences in how much power each state controls, the theory treats all states alike. . . .

Notes

1. E. H. Carr, *The Twenty Years' Crisis*, 2nd ed. (London: Macmillan, 1962), p. 10.
2. Randall L. Schweller, "Neorealism's Status Quo Bias: What Security Dilemma?" *Security Studies* 5, No. 3 (Spring 1996, special issue): 90–121.
3. Quoted in Jon Jacobson, *When the Soviet Union Entered World Politics* (Berkeley: University of California Press, 1994), p. 271.