

Crisis Controllability

Low

High

High

“Firestorm” crises

“Staircase” crises

Low

“Brinkmanship” crises

“Stability
Instability” crises

Incentives
for deliberate
first use

High	“Firestorm” crises	“Staircase” crises
Low	“Brinkmanship” crises	“Stability Instability” crises