

WAR – WHO IS THE ENEMY – part I (slow, in 4/4)

G F
Time and again bombs are flying
G F
Another sales rep is making a career
G F
Time and again someone is buying
G F A
Mass destruction, but war's never here

Tussenspel: G F G F

G F
Time and again war's a profit
G F A
Weapons and armour, business in fear
G F
Time and again we think nothing of it
G F A
They're showing off rockets but we're in the clear

Refr.

C G F
You know, war is a victory
G F A
But who is the enemy?
C G F
The enemy's a mystery
C G C
They are running the show

Time and again bullets are booming
Another machine gun is ready to load
Time and again long distance shooting
The industry's shipping death down the road

Tussenspel

Time and again CEO's love it
Their pockets so full they don't shed a tear
Time and again they're not gonna stop it
Their stocks are rising as refugees appear

Refr.

You know, war is a victory
But who is the enemy?
The enemy's a mystery
They are running the show

WAR – WHO IS THE ENEMY – part II (punk in 4/4)

Refr.

C

A

What are we gonna do about it? (repeat)

Let's think of something to do about it! (repeat)

War is a profit for the bosses and the banks
War is prosperity – the business never ends
It's colonist imperialist – work of the capitalist
The dealers in weapons are really the terrorists

Refr.

What are we gonna do about it? (repeat)

Let's think of something to do about it! (repeat)

Blood money – blood money – blood money kills
Blood money – blood money – blood always spills
Let's make war where the weapons are made
Let's wage war on the arms trade – the arms trade

Refr.

What are we gonna do about it? (repeat)

Let's think of something to do about it! (repeat)

Enemies – enemies – in suits and ties artillery
Enemies – in offices – they lobby for immunity
Take 'em down – burn to the ground their cover up and secrecy
Bring 'em down – turn to dust their arms and all their factories

Refr.

What are we gonna do about it? (repeat)

Let's think of something to do about it! (repeat)

...ending in chaos and incitement :-)