



CUIMUN XXIII

Study Guide

**Fictional Crisis:
The Trojan War**



STUDY GUIDE

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The Directors' letter

Dear Delegates,

It is a pleasure to welcome you to this very new CUIMUN crisis, based on fiction. This year we have chosen to play out the famous Trojan War. Set in ancient Greece, this war opposed the Greeks to the Trojans in a conflict that is said to be one of the deadliest of that time period.

What, then, is the difference between this fictional crisis and the historical one? Firstly, this crisis is based on a war that creates a debate within the historical community as to whether it really did happen, as the greater part of our knowledge on the matter comes from Homer who was more of a storyteller than a Historian. Nevertheless, there is no smoke without a fire and it is plausible that his writings are based on a war that was if not identical, at least similar... Secondly, in our crisis, we will go past the simple realm of men, to depict the implications of the gods and demigods. Powers and supernatural happenings may unfold as a normal part of the events and we invite you to dive deep into Greek mythology and get to a deeper understanding of the relationship between gods and men in ancient Greece.

This promises to be a one of a kind crisis, we have worked very hard with our crisis team (that will serve as your backroom) to bring you an innovative, exciting and beginner-friendly crisis.

So, by Zeus, we hope you are excited to join us at the border of Ancient Greece and Asia Minor to take part in a war where gods, demi-gods, kings, and heroes fight for the honor of a man and the love of a woman.

See you soon,

Your Directors,

Géromine Flohimont
Hamzah Sheikh

Introduction

Introduction to Crisis

Crisis committees are different from your usual Model United Nations experiences as it does not follow usual debate procedure and focuses more on your action and reaction to certain events. Instead of a discussion on a fixed topic, delegates have the opportunity to enter a historical or fictional setting where they can act in certain ways that will achieve the aim of their character's personal objectives and the general objectives of their cabinet. It is also an opportunity to discuss your ideas with others or learn how to approach conflict and mediation between your team or different teams.

Crisis committees, like every committee in the Model United Nations community, is a different experience to develop lifelong, practical skills in public speaking, strategy and working with a unit. It also follows a series of stories that can be easily influenced by creative narratives established by delegates in settings created by the organizing team. Crisis committees are a simulation exercise for everyone to take part with their respective skills and interests, which is why the Fictional Committee is ideal for Beginners with the mythological component of the Trojan War.

Directives

Directives are your commands, sent on behalf of your character in the crisis simulation. What you outline in your directive is what you intend to do in situations, your method of action and the general objective of your plan. Directives are sent to the Backroom who processes your directive to determine to what extent it is successful or a failure. Either way, your directives, along with other delegates in the crisis, will determine the general events of the crisis for both cabinets.

A good directive should outline a detailed plan of action in order to carry out your personal and collective objectives. You can choose to coordinate with someone else in your cabinet in order to increase the likelihood of your plan working, as well as disarming or defeating the opposing military in a series of battle strategies. The key is to consider ways to respond to the crisis with resources you realistically have and maximum potential of the capabilities that belong to you and your cabinet.

You have a variety of purposes behind a directive, from communicating with a character that is not a delegate, a military raid of a certain sanctuary or perhaps a new practice of business for your character's personal interests. As long as you avoid sending a directive that lacks details or assumes certain events will happen conveniently just by writing so, the Backroom will work to put your instructions to "reality" in this simulation.

News Updates

Crisis Backroom will update delegates in the crisis through News Updates of ongoing issues and developments of the crisis. As the time between the events will vary, they will change in response to the actions (directives) of delegates are received by Backroom in order to influence what happens in the simulation. News updates are a usual way to demonstrate the success of your directives and overall

objectives, including ways to trial and error certain strategies to learn more about how practical you can be in the crisis.

It is also possible to submit Press Statements to be featured on the news updates or manufacture events to indirectly communicate with both cabinets. Leaks or failures in other directives could also emerge as public news when the methods behind the directives were not secure or were not well thought of. Important developments that are out of the delegate's control will especially be featured on the news update as these will be the main crises for both cabinets to address throughout every committee session.

Procedure

One of the main differences between different crisis committees is the procedure. As some General Assembly committees enjoy moderated debate with a few surprise crisis elements, you will also find crisis committees with moderated discussion and MUN procedure however without the need to develop a resolution. For Joint Cabinet Crisis (JCC) committees, it is usual to have no moderated debate as the pace for discussion is much quicker and the importance of collaborating as a team demands creative discussion behind successful plans. Therefore, the chair will not be there to moderate your discussion but to mentor their cabinet while supporting delegates who are new to crisis committees.

Crisis Team Responsibilities

The crisis team also supports you in creating and facilitating this environment which is why they are here to support you and give you critical feedback throughout the conference. Backroom staff is responsible for receiving your directives, making essential decisions for the development of the crisis and updating those decisions on the news update and respond to you with the result. Your chairs are present for you to ask them for advice or guidance as well as a leading character in your cabinet.

Delegate Responsibilities

Both delegates and the crisis team have responsibilities to contribute towards the simulation at this conference, which has delivered successful crises year after year. Delegates are encouraged to take part and challenge themselves in skills they wish to develop, which is why the general advice for beginner delegates is to always try something new and immerse yourself in the fictional setting of the crisis. Crisis committees are more than a war game, it is a creative space for participants to measure their own development with hypothetical action. To put it very simply, the more you contribute the more you will also your experience will grow, for it is you who makes the crisis.

Adapting the regular Crisis rules to the presence of the Gods

How do the Gods insert themselves in the Crisis?

Gods are volatile creatures within the crisis. Just like in ancient Greece, the gods have several powers over the mortals and can take control of the bodies of one character within their cabinet. For the delegate, that means that you can become a god at one point of the crisis if the backroom decides upon it... Your

main character then becomes a facade while you push forward the agenda of the god that possesses your character.

Who are the Gods?

Each committee has 3 gods on their side that can only possess characters within their committee. Each god can take the form of any character in the committee they are supporting. When such a thing happens, the delegate playing that character will be notified and briefed by the backroom to understand how to push forward the agenda of the God that has taken possession of his character. The possession will be limited in time and you can suffer some consequences if you disobey the God's demands.

What are the powers of the Gods?

The Gods have specific powers depending on what type of god they are, they also have a general power to grant wishes made through prayer or sacrifice by a mortal. Or punish said mortals, if they do not feel respected enough. Bear in mind however that the strength of the gods is limited and that it is the backroom's prerogative to decide whether it is possible to grant a wish.

How to be in the favors of a God?

By sacrifice, prayer (can be done in directives) and an understanding of their interests. The gods speak to their priest, but it is important to acknowledge that just like humans, Gods have strong personalities, family feuds, and quarrels, keeping up with these will allow delegates to understand what to do to get the favor of the Gods.

Introduction to the Topic

All the Greek gods were invited to the nuptials of Thetis and Peleus, except for Eris, the goddess of discourse. To make them pay for this affront, she releases a golden apple in the crowd bearing the words "To the Fairest One". Athena, Hera, and Aphrodite claim the apple for themselves and ask Zeus to choose. How could Zeus choose between his jealous wife Hera, his beloved daughter Athena and the beautiful Aphrodite? He thus gives the power to decide to the humble Paris. All three goddesses attempt to bribe him with the most beautiful gifts and riches, and Aphrodite offers him the love of the most beautiful woman on earth. He succumbs and gives the apple to Aphrodite. Unfortunately, the most beautiful woman on earth is Helena of Sparta, the wife of the Greek king Menelaus. Paris kidnaps her and takes her to Troy. In response, the Greeks come to Troy armed and ready for war to retrieve her.

Historical Context and Background

The Trojan War is a conflict which marked the beginning of the Greek history. It is the first conflict in which they were united (as the Achaeans) against a common enemy, Troy, and its inhabitants. The *Iliad*, by Homer, is the most well-known account of the Trojan War, and the epic's popularity and wide reach are one of the reasons we are still familiar with the conflict today. It is known by all Greeks and was in their mind the foundation of their history.

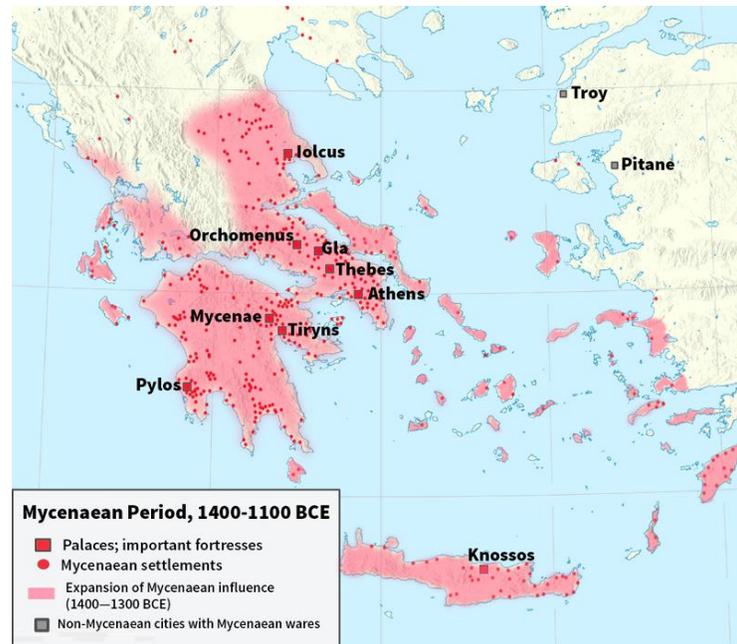
However today, the historical reality of the Trojan War is still disputed. If it ever took place, its dates are uncertain. Ancient historians offered dates between 1334 (Duris of Samos) and 1135 (Ephorus of Cyme) B.C; today, archeological evidence found on the site of ancient Troy (in current Turkey, a location called Hissarlik) allows us to believe that while there might not have been a single Trojan War as described by Homer in the *Iliad*, there were a number of Greek attacks on Troy in the 13th to 12th centuries B.C.

The Bronze Age

If one accepts, however, the Trojan War as a historical reality, then it is set in the late Bronze Age, in Greece (the Aegean region, around the Aegean sea) and Asia minor, which comported Greek settlements. The Bronze Age in that area lasted from 3300 to 1200 B.C.; and it is a period of time characterized by the use of bronze, as well as some forms of writing and an increasingly urbanized lifestyle. Great stakes of the time included trade routes, especially for the trade of copper which is used in the alloy to make bronze.

At that time, the dominant civilization in the Aegean region was the

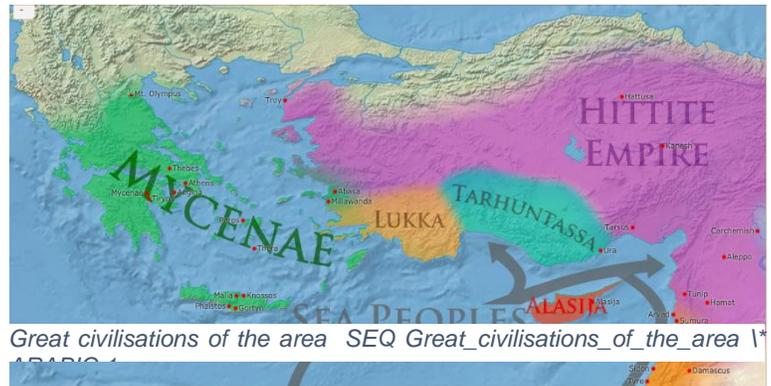
Mycenaean civilization. The starting point of the civilization was the city of Mycenae, in Argolid (cf map); it spread its influence, trading power and administration over a wider region and other cities which it conquered between 1600 and 1450 B.C. Mycenae also had a claim to control over Asia minor (where Troy was, for example) which caused friction with another great power of that time, the Hittite Empire.



The Hittite kingdom, which capital was Hattusa, lasted from 1600 to 1178 B.C. It was situated in Anatolia, with a wide area of control down part of the Levant coast. (cf map, the Empire at its greatest in the 14th

century B.C.). They were a powerful kingdom with an administration, use of a writing system, and very early use of iron which gave them a strong military advantage.

Other powers present in Anatolia were the Lukka, in the South-West of the peninsula, Tarhuntassa, and Alashiya. Lukka was held to be hostile by the Hittites, and Alashiya was known as an important source of riches in the Mediterranean; not much is known however about their political powers at that time. Tarhuntassa was friendly to the Hittites, as it hosted the second dynastic branch of Hittite kingdom. (cf map, the region in 1250 B.C.



Starting Point

War history

While the historicity of the *Iliad* and therefore the Trojan war is controversial, the setting is dated around 1194-1184 BC (traditional dating) or 1260-1184 (modern dating).

It is said that Zeus might be the reason for the Trojan war. The king of the gods believed that too many people lived on the earth and orchestrated the Trojan war as a means to decimate the population, especially the demigod children, as Zeus was officially opposed to

the union of gods and mortals. However, the real reason for this animosity was a prophecy that stated that Zeus would be overthrown by one of his sons, just like he himself had overthrown his father.

The legend states that all gods except Eris were to attend the wedding of Thetis (a sea nymph) and Peleus (a human king). Insulted, Eris threw an apple in the crowd designed to cause chaos. When the rivalry between three of the most powerful goddesses was revealed by the apple, Zeus was the one who ordered that Paris decided which goddess was worthy of the apple, to the kidnapping of the beautiful Helen of Sparta by Paris, who was also the prince of Troy. Helen of Sparta, wife of King Menelaus, was deemed the most beautiful woman on the planet. Pretending to be on a diplomatic mission Paris, traveled to Sparta to claim Helen after her love had been promised by Aphrodite. Her abduction resulted in the war which will unfold during our crisis.

Another version of the account, more political and less mythical, claims that Trojan was a major economic and military power that threatened the Mycenaean civilization, largely lead by Agamemnon who wanted to see the city submitted to the Greek alliance or destroyed.

Significant leaders on both sides:

Menelaos, King of Sparta and husband of Helen, lead the Greeks. When the Trojans refused his diplomatic attempts to reclaim Helen, he and his brother Agamemnon sent emissaries to all Achaean kings to remind them of their oaths and retrieve Helen. Besides the notable Greek army, many heroes fought for Menelaos - Odysseus, King of Ithaka and Achilles, son of Peleus were among the most notable. Hector, prince of Troy and Aeneas, a demigod and son of Aphrodite were among the most important leaders for the Trojans. However, also gods choose sides in this war. Hera, Athena, Hephaestus, Hermes, Poseidon, and Thetis supported the Greeks while Aphrodite, Apollo, Ares, Artemis, Leto, and Scamander helped the Trojans.



Location and lands of the two parties

Gods and Mythical Heroes

Contrary to many other mythologies, the gods are shown to be above petty qualms and moral dilemmas, the Greeks, and by extension, their Gods of Olympus always maintained a very human and emotional side; one of partiality, lust or even spite. Historically, they have never hesitated to get involved in human affairs, be it to birth a demi-god or to invoke war.

The gods of the Greek Pantheon are divided into three main categories: The Primordial gods, who are said to be the fundamental components of the Universe such as Gaea (Earth) and Ananke (necessity); The Titan gods, the second generation of divine beings descended from the Primordial but preceding the Olympic deities, who were beings of enormous strength such as Cronos and Rhea; and the twelve Olympian gods, the most powerful gods who presided over every aspect of human life, those along the ranks of Zeus and Hera.

Gods who favored the Achaeans

Hera: An Olympian god who was born to the Titans Cronos and Rhea, who is also the wife of Zeus and the queen of Heaven. She is the goddess of women and marriage, and is infamously vengeful and jealous, specifically towards the many lovers, both mortal and immortal, of Zeus. True to her character, spurned by Paris when he handed the golden apple to Aphrodite, thus giving her the title of 'The most beautiful immortal' even after being bribed with control over all of Europe and Asia, she takes the side of the Achaeans. She even resorts to foul play, by putting her husband, who is on the side of the Trojans, into an enchanted sleep, thus almost causing the defeat of the Trojans.

Athena: Born to Zeus and a nymph Metis, (alternately, it is said that she sprung from the forehead of Zeus) she is the goddess of wisdom and war strategy and victory, she is often seen with Nike (or victory), although she is pictured fighting with a spear and a shield. Also rejected for Paris, in favor of Aphrodite, she too, sided with the Achaeans in the war. She inspired Odysseus and Epeios to contrive the device of the Trojan Horse by which they might gain entry to the city and went so far as to send deadly serpents to kill Laokoon, the Trojan priest of Poseidon who warned that the Wooden Horse was a ruse, along with his family.

Poseidon: One of the twelve Olympians and a son of Cronos and Rhea, Poseidon is the deity of the sea and other waters; of earthquakes; and of horses. He held a grudge against the Trojans as long ago as punishment for trying to overthrow Zeus, he was banished to do manual labor and build an impenetrable fortress around the Kingdom of Troy but was denied payment at the end of it, by the then king of Troy, Laomedon. As the Trojan War was entering its most bloody phase, Poseidon, against the strict orders of Zeus, entered the fray. He went through the ranks of the strong-greaved Achaeans and urged them to have the courage and to lust for victory over the Trojans, who seemed to be winning the war. It is disputed that he is the one who had sent the serpents to kill Laokoon (although he is his own priest), or that it happen in conjunction with his niece (who he has an underlying enmity with for winning the favour of the people to be the Patron Deity for what is now Athens).

Gods who favored the Trojans

Aphrodite: Aphrodite is perhaps the primary cause of the entirety of the war, after promising the most beautiful maiden in exchange for the golden apple from Paris, conveniently forgetting that this particular maiden is the wife of the ruler of one of the most powerful empires. She is the daughter of Zeus and Dione and is the goddess of love, beauty and is the protector of sailors. She also gets deeply involved and rescues

Paris, mid-battle with Menelaus and tries to deceive Helen into staying, once she decides to leave, guilty of her position in the war.

Ares: Ares is the god of war and importantly the frenzied warmongering nature of people. He was born to Zeus and Hera, who initially persuades him to fight with the Achaeans, but is later swayed to the side of the Trojans by Aphrodite, who he is said to be madly in love with. He fought alongside the ranks of the Trojans, slaughtering the armies of the Achaeans, earning the title of 'War Glutton'. He is said to always be thirsty for war thus sometimes causing him to be rash, which causes him to be injured by his half-sister Athena in the war.

Apollo: Apollo is a complex and powerful god. The god of many things, including music, poetry, art, oracles, archery, plague, medicine, sun, light and knowledge was born to Zeus and the Titan Leto, along with his older twin sister Artemis – goddess of the hunt. He also can bring ill-health to people, which is seen at the beginning of the Trojan war, when he brings deadly plague to the Greek Camp, thus disabling them from fighting to their fullest extent.

Artemis: Daughter of Zeus and Leto, and twin sister of Apollo, Artemis is the goddess of light and the protector of the vulnerable. Her role begins early on, even before the war actively takes place, when Agamemnon had assembled the Greek fleet at Aulis, she becalmed the sea, preventing the Greeks from sailing for Troy. She also fights Hera on the battlefield and plays a crucial role in the war by shining light of the horrific reality that the hatred and fighting have fastened on the immortals.

Start of the Crisis

The crisis starts during the second expedition of the Achaeans, their first one having failed against the King of Mysia and the son of Hercules Telepheus. The second expedition has been a success although the wrath of Artemis against Agamemnon stopped the Greek fleet at Aulis for a while they manage to continue their way with the help of a sacrifice to the gods (in the classic literature, this sacrifice was the human one of Iphigenia the daughter of Agamemnon on the consul of the seer Calchas, however, in our version, Iphigenia is still alive at the side of Agamemnon and was not sacrificed). Upon the arrival on the Trojan shores, the Greeks lost one of their strongest fighters, Protesilaos, under the sword of Hector, the Heir of the Trojan throne. While they were both mourning their loss and celebrating the mortuary rituals, Cyclops, the son of Poseidon and king of Colona lead a second charge putting the Greeks on the run. Achilles took on the legendary king and killed him by strangling him with his own helmet. After which the Greeks built their campsite on the beach in front of Troy and tried a diplomatic stand to reclaim Helen which fails. Achilles suggests a siege and hence devises a strategy to cut their supplies, by attacking the surrounding cities. After the first and successful attack on Thebe, Achilles gets Briseis as a victory tribute and Agamemnon receives Chryseis in the same manner.

At the start of the crisis, the Greeks are developing their siege strategy and the Trojans are trying to organize and find a way to counter the siege.

V. Cabinet A: The Trojans

Brief History

Troy is an ancient city in Northwest Turkey, or Asia Minor, at a strategic position on the Southern entrance to the Dardanelles. It is also known as Troia or Ilium and is known in modern-day Turkey as Hisarlik. There is a long history of occupation on the site which we call Troy, dating back to 3000 BC. Legend has it, Ilus, son of Tros, attended the king's games at the time and won the wrestling – his prize being 50 maidens and a cow, and the right to found a city wherever the cow first sat down. The cow rested in the hill of Ate, and so Ilus founded Ilium, after himself. This city went through many different phases and conflicts.

For example, one generation before the Trojan War, Heracles, and Telamon (father of Ajax) made war on Troy. They attacked with a relatively small fleet of eighteen ships but still managed to besiege and enter the city. Heracles managed to kill the King, Laomedon and all of his sons except for young Priam, who took the crown. The King's daughter Hesione was given to Telamon as a victory prize in this battle, and her son Teucer later became the leader of the Salaminians, the sworn enemies of the Trojans, making the tensions leading up to the Trojan War not only political but personal.

In the lead-up to the Trojan War, Troy was an impressive city-state, with strongly fortified walls capable of surviving many years of battle. It had a population of around 10,000 people, both inside the citadel and in towns outside it, which were surrounded by a rock-cut ditch. The city walls were built in a curved shape, preventing any structurally weak corners which would leave the city vulnerable to attack. Due to their strength, these walls were rumored to have been built by Poseidon and Apollo as an act of punishment from Zeus.

The Trojan War conflict originated from an encounter between man and the Gods. A seer told Trojan King Priam that the birth of his son Paris would lead to Troy's destruction, and so he sent Paris away at a young age to live in the mountains. Zeus had heard of Paris' fair judgment skills, and one day came down and took Paris to the banquet hall of the gods, to settle the dispute between Hera, Athena, and Aphrodite regarding who should get the golden apple that Eris had engraved 'To the Most Beautiful'.

Hera offered Paris power, Athena offered him military glory and wisdom, and Aphrodite offered him the most beautiful woman in the world, who it was said could rival Aphrodite's own beauty. Without hesitation, Paris gave the apple to Aphrodite and seized Helen, who was the daughter of Tyndareus and Leda (although Zeus was Helen's real father). However, Helen was already married to the Spartan King Menelaus, and even before this marriage, all Greeks had been forced by her father Tyndareus to take an oath to protect her. Her husband Menelaus was also the brother of Agamemnon, the most powerful king in Greece. Hence, when Paris abducted Helen, this caused a huge stir amongst Greek leaders. To add insult to injury, according to some reports, Paris took Helen from Sparta along with a bountiful cargo of Spartan treasures.

The Greeks sent a delegation to retrieve Helen and the treasures but were refused. In an already tense and competitive attitude between mercantile city-states at the time, this was like holding a lit match to a box of gunpowder. However, the Trojans also had a long list of allies, including Amazons, Carians, Halizones, Kaukonen, Kikones, Lycians, Maionians, Mysians, Paionians, Paphlagonians, Pelasgians, Phrygians, and Thracians.

Military Capabilities

While not much is known about the ancient city of Troy, we can estimate the size and prowess of the Trojan forces and especially the defenses of the city of Troy itself, based on archaeological excavations and historical texts.

Combat

Contrary to popular belief, the hoplite phalanx formation has not yet been introduced to warfare and it is considered as a myth today. While soldiers at the time of Troy definitely used shields to protect themselves, the idea of strictly coordinated formations, absolutely necessary for the phalanx, was not yet introduced. Therefore scenes like in the movie adaption of the events in Troy, where the phalanx formation was depicted, are not true. The earliest known use of the phalanx was the 8th century BC in Sparta, which itself currently being disputed and it might be the case that the phalanx was only introduced in the 7th century. ²

The more common way of fighting battles as infantrymen was based on individual skill and the use of chariots, common for the bronze age. The chariots were manned by 2 soldiers with javelins who generally threw spears, rocks and even performed close combat with sword and shield. Chariots can be used for 'hit and run' attacks, but need large planes for mobility or they are easily cornered. While Trojans have good knowledge of the region, it will be difficult to use this advantage while being on the defensive. ³

Sieges

The historical city of Troy was famous for being hard to besiege, due to its strong fortifications. The legendary long siege can however also be attributed to the lack of sophisticated sieging technique of the time. Devices like catapults, siege towers or trebuchets were introduced later.

The first sophisticated sieging method was the use of the battering ram, which was first used in the 9th century BC by the Assyrians. The Greeks generally used assault ladders. This limited the siege significantly, due to the long reach of Trojan archers and the ladders being easy to tip over, due to the tall Trojan walls. We assume today that the Trojan walls were 10 meters in height out of which 8 were made out of limestone and 2 out of wood and mud. The thickness is generally estimated to around 5 meters.

Troop Strength

Troy's troop numbers pale in comparison to the Greek military, which is due to the relatively low population of the city of Troy compared to the Greek city-states. Another problem is the low supply of food and other essentials, whereas supply routes were used very rarely if even at all. So the Greek army is making use of the resources around Troy which leaves very little for the city. This limits the city's capabilities to hire mercenaries or have a large military focus.

Due to the lack of sources on troop numbers, we can only estimate how strong the Troy army was. We assume that the army consists of most males from 15-45 years of age with some of the male population responsible for the upkeep of the city and other necessary tasks like those of blacksmiths and others. We assume that Troy army was about 5000 men large and well armed. While moral was high it will be a challenge for the city to keep up the high spirit while supplies will run low and the encirclement will grow, while possible reinforcements will be nigh impossible. It will be up to the citizens of Troy to use their advantages wisely to defeat the Greeks.

Politics and Diplomacy

The City of Troy is a unique State with a very peculiar system of government, vastly different from that of an Achaean city, which is generally ruled by an authoritarian, absolute monarch. The government of Troy can be described as that of an oligarchy, or an aristocracy with a very weak, mostly symbolic king, and two strong governing bodies, the Council of Elders and the Assembly. Troy also enjoys a more separate, quasi-national identity, for its inhabitants speak a distinct language from that of other cities and populations in Asia Minor, and it is characterized by a lack of a warrior class, with most of its citizens occupying peacetime roles in society.

The Council of Elders and the King

Troy's highest and most important institutional body is known as the Council of Elders, a small governing circle made up of 7 men of old age and considerable prominence, and a king, for a total of 8 councilors or demogrants — although the number can vary. While recused from direct involvement in military life, the councilors are the main, active ruling body of Troy, and are involved engaging in executive actions, wartime decisions — through a commander in chief, who responds to their authority — as well as general diplomatic activity. While there are no long-standing factions or parties within the Council, depending on the matter at hand different fronts can often form, which can lead to deadlocks due to the even number of Elders with de facto equal power. When a consensus is reached, decisions are made by the council as a whole, often through the symbolic figure of the king. While the latter — a descendant of either one of the two Royal Houses of Troy, the Trojans, and the Dardans — does not have any institutional authority over his fellow elders, he does represent the city abroad, resides in a palace, and is vested with important moral and religious functions. Because of his status, he and other members of the royal family are often involved in diplomacy and foreign affairs.

The Assembly

The Assembly is a more passive, less powerful governing body, made up of members of the Council of Elders, a number of younger citizens of Troy, and — should it be called during a state of war — it may include leaders of allied powers. Because it does not have any power of initiative, it cannot assert itself independently and is limited in its functions to expressing assent or dissent with regards to the Council's decisions.

Industry and Society

The Trojan war occurred during the Late Bronze Age, a period that was named for its characteristic use of bronze. It was a sign of urbanization and modernization, that societies produced bronze and traded it in order to gain a technological advantage.

The city of Troy was, according to Homer, strong-build and well-walled which is an indication of its unusual defensive capabilities. Troy must have therefore had skilled masons, architects, and builders. Troy had furthermore a thriving wool industry and a "horse-taming" industry which was the first of its kind. Trojans had the capability to work metal and ceramic which they used for the manufacture of weapons, jewelry, household products and art. Farming land was very important because the society was dependant on agriculture. If the harvest was bad, it is likely that Trojans, like other societies during their time, raided other villages and resorted to piracy to support their people.

Armies were generally relatively small and had to live off the land. Furthermore, logistics were quite primitive — the soldiers had to scavenge for food themselves which resulted in the temporary division of

the army. Generally, societies during the late Bronze Age were highly bureaucratic city-states despite being ruled by kings and princes. Trojan society, typically for its time, viewed men and especially soldiers as protectors and women as caregivers.

VI. Cabinet B: The Greeks

Brief History

Greece at the time of our crisis is composed of many various kingdoms and settlements linked together by strong alliances based on trade, mutual interest and cultural similarities that are referred to as the Mycenaean civilization. As this civilization expands the commercial interest of the Greek cities in the region increases, as well as their capacity for warfare which is often motivated by the defense their interests and the need to acquire strategic positions. Troy, is the commercial gateway to Asia Minor and its commerce and hence a very powerful position in terms of trade in the Mediterranean Sea.

The Trojan war originated because of the most beautiful woman in the world, Princess Helen. Daughter of King Tyndareus of Sparta, she had many noble and suitable suitors attempting to make claims for her hand in marriage, but Tyndareus was wary of accepting proposal out of fear the political repercussions of those rebuffed. Odysseus offers to solve the problem when Tyndareus agreed, all suitors signed an agreement that they would protect the couple no matter which groom was chosen. After the oath was signed, Helen married Menelaus.

However, after her marriage, Helen was kidnapped by Paris whom some say she had fallen in love with during his diplomatic visit. In response to her apparent abduction, Menelaus convinces his brother - the king of Mycenae - to lead an expedition to retrieve her and keep the other Greek kings and princes to their oath by helping him get his wife back.

The king of Mycenae was the greatest king among the Greeks, and the two of them visited all the Greek chieftains and kings and convinced them to take part in a great expedition which they were preparing to avenge the wrong committed. They organized an expedition to Troy with more than 100,000 soldiers and 1,186 ships.

On their first expedition, the Greeks did not land in Troy, but instead in Mysia and are dispersed by a storm before returning to Greece to assemble afresh at Aulis.

Military Capabilities

The Greek military of the era revolved almost entirely around infantry forces. Although known for its hoplite phalanxes, most historical evidence suggests that during this period, fighting in a disciplined formation had not yet been commonplace. Depictions of Greek phalanxes fighting against Trojan forces, therefore, were ahistorical images created from the Homer's *The Iliad* and *The Odyssey* and warfare customs from his (much later) time. Politically, the war was one of the extremely rare occasions where Greek cities had allied against a common enemy en-masse, making it a significant event in the creation of a Greek national identity (Jones, 2011).

The main backbone of a Greek army was the citizen-soldier. Generally speaking, they were middle-class men, who provided their own weapons and armor. This meant that the quality of their equipment depended on their individual wealth, and lacked standardization. Primarily, Greek soldiers fought with a 2-metre long spear and a large round shield, with a short sword used as a secondary weapon if their spear broke. In terms of armor, bronze was heavily utilized for both breastplates and helmets. These were very heavy but had excellent protective capabilities. Ranged weapons, such as bows, slings, and javelins, were

generally used not by citizen-soldiers but slave soldiers and those with much lower social standing. This was because they were much cheaper to create, as well as the fact that ranged warfare required much less protection for these soldiers, making them easier to field. Cavalry was used on a very small scale, to harass the enemy flanks, and was only usually allowed to charge once the battle had been won and fleeing enemies needed riding down.

During the Trojan War, fighting was based around individual combat between selected champions. The open battle would then take place if neither side lost their nerve after the outcome of the duel (Ancientmilitary.com, 2011). Due to their heavy armor, most fights saw relatively few losses amongst the soldiers, and casualties only occurred on a large scale if one side was defeated and routed. Once the men were running away, they proved a much easier target without their large shields to protect them.

In terms of siegecraft, ancient Greeks only used ladders for scaling walls, with other tactics such as tunneling under fortifications not being developed until much later. This was the main reason why the Trojan Horse was such a success since deceptions of this scale had never been seen before. As such, a city of Troy's size and stature made it difficult for a traditional siege to succeed without very heavy casualties or an excessive amount of time (Warfarehistorynetwork.com, 2017). Other siege engines, such as catapults onagers, had not yet been invented by this time.

The supply situation during the Trojan War for the Greeks would have relied mostly on foraging for food locally, thus taking up the majority of their forces when not fighting. This meant that the Trojans unless faced with an imminent Greek attack, would be fighting a much smaller Greek force during the day (Thucydides, *The Peloponnesian Wars*). Supply ships from Greece was not a feasible option, given the long voyage times and limited food preservation techniques of that era.

Politics and Diplomacy

The Greek side is led by Agamemnon, who came to the rescue of his brother Menelaus' honor when his wife Helen was abducted by Paris, the second son of Priam, the King of Troy. It is said that Helen was kidnapped by Paris because he was promised her love by Aphrodite and that this act led to the war.

Before the Trojan war, there are little reports of Greek alliances, the Mycenaean culture being one of independence and small city-state governments ranging from kingdoms to democracies. This very independent culture led of course in early Greek history to feuds and wars between Greek cities which explain their warrior and warfare skills and culture.

However, war cannot be sustained in the long term, so alliances appeared protecting the trade between some cities and protection against some others. It was tradition to have one of the sons of the kings and rulers to go on diplomatic missions and hence secure more stable alliances by marrying themselves to the daughters of the city-state they wished to conclude an alliance with.

Agamemnon is by all accounts the first Greek king to lead an alliance of all Greek forces. And even if it is legend to admit that all Greek city-states wished to save the honour and marriage of Agamemnon's brother, it is more likely that Troy being the gateway to Asia Minor, their influence in trade and culture was perceived as a threat to the stable development of the Mycenaean economy and influence in the region.

The legend explains that Helen was the most beautiful woman in the world (which is why Paris kidnapped her) and as such, many suitors, princes, king and high-ranking members of many different Greek city-states, proposed to her before she married Menelaus. And all were bound by oath to protect her marriage at all costs once it was concluded. Which is why after a first failed diplomatic mission to Troy to retrieve Helen, Menelaus held his brother to his oath and asked him to hold all the other Greek suitors of Helen to theirs and wage war on Troy.

As Agamemnon was a revered king, controlling vast territories, rumored to have been given his throne by Zeus himself and was the one to send emissaries to the Mycenaean cities for their princes to uphold their oath, he became the obvious leader of the war against Troy.

Industry and Society

The Aegean peninsula was at that time dominated by Mycenaean culture, which is therefore what one needs to consider the Greek culture at the time. Greeks refer to all inhabitants of the Greek peninsula, while Mycenaeans refers to the cultural elite and administrative powers and its hold over all of Greece.

Agriculture and animal breeding

Agriculture was a major economic activity in Ancient Greece, accounting for the occupation of 80% of its inhabitants. Cereals were crucial in most Greeks' alimentation, especially barley (rather than wheat). The dry Greek climate, however, made the growth of cereal less than ideal; the lack of room for fields in the Greek peninsula was a motivation to colonize in Asia minor and to keep hold of land there such as in Troy. Cereals were harvested in June or July, and irrigation systems were very important to allow for their growth up to then. The Greeks did not use manure as fertilizer and were forced to use the soil on a two-year rotation system (leaving fields to rest every other year, in order for the dirt to be rich enough for cultures).

The Greek soil and climate were more suited to the growth of olives, which provided an olive oil. They were picked in late autumn, early winter. Grapes were also grown starting in the Bronze Age. The Greeks complemented their alimentation with peas, lentils, figs, and olives.

Greeks ate less meat than cereals or vegetables. The terrain was not always suitable for cattle rearing, which created a focus on goats and sheep, as they are less demanding than cows and provided meat but also wool and milk (which was consumed, as well as cheese). Oxen were mostly used as work animals, or for sacrifices in temples. Horses were bred and raised in the plain of Thessaly and Argolis (next to Mycenae) and were for the use of the aristocracy.

Manufacture and trade

The Greeks manufactured products, some of which were exported regionally and internationally; archaeological proof of this exists when we find products that have been transported very far from their place of production. Manufacture and production of goods in the Greek peninsula was under the control of the Mycenaean administration, which kept tabs on all non-domestic exploitation.

The Greeks produced olive oil, wool, pottery, and more elaborate crafts for the use of the aristocracy. Very elaborate jewelry and pottery have been recovered in sites dating back 2300 years from us, attesting to the high development and riches of the Mycenaean elites. Since the administration centralized the production in the palaces (keeping counts and bringing the surplus to the palaces), the Mycenaean palaces

became international trading centers, which contributed to the rise of that civilization but also to their power remaining stable for about 4 centuries.

The Mycenaeans did not mint coins, and there was no currency in use in the Aegean area. Some chips of metal were found in stacks in Mycenaean palaces, and they might have been used as a form of currency through weight equivalences; but this use was not widespread, at least not out of the palaces. Therefore, most trades were made through barter.

The main exports were olive oil, scented oil, wine, wool, and pottery; timber was also exported to Egypt, which constantly lacked wood. The Mycenaeans also imported a lot of raw material (metal, ivory, gold) that they would then re-export as manufactured goods, which gained in value through Mycenaean



craftsmanship: carved gems, vases of precious metals, glass ornaments were found in Mycenaean sites in Greece. They would also keep some of the manufactured goods for themselves; for example, the import of tin allowed for the production of bronze, which was a copper and tin alloy at that time.

Mycenaean goods have been found in great number in Cyprus, in Troy, and in territories occupied by the Canaanites, the Kassites, the Assyrians, the Egyptians and the Mittani. (Cf. map) Empty vases proving the trade of oil and wine are the most common find, but ornate vases and jewelry were also in demand. Mycenaean pottery was also found in southern Italy and in Spain; and rare objects in Central Europe and even in Ireland!

On the other hand, there is little evidence of trade with the neighboring Hittite Empire, which shows that the hostility between both powers extended to economic matters.

Culture and society

The export of luxury goods and pottery is a good sign of the Mycenaean cultural prestige in the Mediterranean Sea; Mycenaean products were recognized as quality products abroad. But the Mycenaean society also had its own structural and cultural peculiarities.

The Mycenaean religion seems to comport the same gods as the classical Greek pantheon that we still know about today: Zeus, Poseidon (which was especially important to the Mycenaeans), Hera, Athena, Ares, Dionisos, Artemis, Hephaistos, Pan; notable exceptions being Hades, Apollo and Hestia which appeared later. Few shrines have been found, which leads us to think that cult must have been given to the gods in open fields or at the peak of mountains (which bring one closer to the gods). Just like in classical Greece, it is very likely that the Mycenaeans would have never gone to battle without prior sacrifices, in fear of incurring the gods' wrath.

Mycenaean society revolved around the palaces where a powerful ruling elite lived, in luxury, and with great cultural and administrative development. The use of the Linear-B writing system, which is an ancestor to the Greek alphabet which is still in use today, allowed for an extensive administrative system. It was a complicated writing system with both letters and ideograms and was therefore only known by a small number of people (scribes and administrators).

Mycenaean architecture and society were also impressive to both its contemporaries and its successors, particularly the Greeks of Archaic and Classical times (8th-4th centuries B.C.). Their bridges, fortification walls, beehive-shaped tombs and irrigation systems allowed their palaces to be strongholds and powerful and prosperous centers of culture and trade.

VII. Concluding Remarks and Further Reading

Dressing up as a character will be allowed as long as it remains decent and acceptable by CUIMUN Crisis Staff, you may also bring props and accessories to enrich the simulation experience.

In order to further your research and preparation to the crisis, we advise you to read the *Iliad* (on which our crisis is loosely based) as it is the main source on the topic of the Trojan war and shows explicitly the links between god and men.

You could also watch the movie *Troy*, it will give you a good idea of the political and diplomatic issues at hand, however, anything pertaining to the characters or the timeline will not be considered official in our crisis unless the directors say so.

Any other academic source on the matter such as Britannica or experts' articles can also help you get a better understanding of the crisis.

Useful links:

<https://www.britannica.com/event/Trojan-War>

<https://www.britannica.com/event/Trojan-War/images-videos>

https://www.ancient.eu/Trojan_War/

The team and its directors are open to any questions you may have regarding the crisis.