

War

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War

first evidence : 15,000 - 8,000 years ago (agriculture)

• not found in all societies: wealth → defense → segmentation → growth → full scale competition

Simple War: no chain of command (rituals, displays, combat)

Raid: ambush, large number of attackers, minimal risk

Complex war: armies, professional soldiers

Evolution of War

Zapotec: 700BC - 1521AD

- first city in Mesoamerica: Monte Alban
- Began as simple villages ⇒ cities in 1200 years
- full scale war b/w communities
 - storable wealth
 - territorial expansion
 - domestication of corn

1. Village Life

- nuclear families w/ houses, storage pits
- defense: palisades

2. San José Phase

- >1000 people in city
- strongly segmented societies w/ hereditary elite

3. Guadalupe Phase

- Villages being burnt

4. Rosario Phase

- 7x increase in burning (escalation of raiding)
- 3 areas w/ buffer zones
- San José Mogote burned
- Temple Stone: cannot w/ captive corpse to identify who killed

5. Full Scale Wars, Zapotec State

- 2000 people in city
- 3km defensive wall
- 8-10k people in valley total
- elimination of rivals: attacks on large rival to control entire valley
- elite officers with ceremonial helmets, display of victim skulls

Evolution of Empires

Empires are recruited to emerge when two cultures collide

- increased social organization to combat enemy
- selection for militancy

Example: Steppe vs Forest:

- | <u>Steppe</u> | <u>Forest</u> |
|--|---|
| <ul style="list-style-type: none">• plains habitat• mobile, horse-mounted• female warriors• lots of raiding | <ul style="list-style-type: none">• sedentary, rich• paid tribute to protect from raiders• closer to steppe \Rightarrow more social complexity, stratification |

* empire size increases with military technology

Beaker Culture

- first British empire
- 2750-2500 BC
- replaced 90% of British Neolithic gene pool

Global Empires

Eurasian Conquering

- large east-west expanse
- guns, germs, and steel (weapons, bacteria, technology)
- had domesticated animals, plant foods
- higher levels of food storage
- lots of steppe-forest boundaries

