Hobbes v Rousseau

warfare =
- organized purposeful actual/potential lethal force
- homicide v. war

archaeology of war
- defensive & aggressive markers
- settlement systems
  - fortifications; palisades; lookouts; aggressive/defensive positions; line-of-site connections; DMZ
- burials
  - mass graves; warrior graves; sex/age bias in skeletal populations; traumas

sites
- burned communities; deliberate destruction

technology
- specialized projectiles; swards; clubs; shields; armor; military transport (e.g., chariots)

iconography/history
- depictions/descriptions of war

negative evidence

purpose/causes of war
- elimination of people: competition
- effects of aggregation
- acquisition of resources/territory
  - surpluses; opportunity costs; protection racket
- acquisition of prestige

What does archaeology tell us?

the bias of anthropology?

human nature...

- Thomas Hobbes (1588-1679): Humans are evil and “warre” is the constant & natural state of human society
- Jean Jacques Rousseau (1712-1778): Humans are good and peace is the constant & natural state of society
- What does archaeology tell us?
Warfare

- Armed conflict between societies?

Note: Excludes types of non-violent conflict between societies
- e.g., trade wars, price wars

Archaeology of Warfare

1. How were societies organized for war?
2. What purpose did war serve?
3. How was lethal force applied?
4. How was potential lethal force applied?
5. Is that everything?

Archaeology of Warfare: The Big Question

5. How has warfare influenced the evolution of societies?
warfare: between society v. within society

- is warfare different from homicide?

- Johnathan Haas argues difference is…
  - homicide: individual aggression WITHIN the same society
  - warfare: individual (group) aggression BETWEEN societies

- Do homicide and warfare require different explanations?

archaeology of warfare

- physical remains providing evidence of warfare in the past

  - defensive markers
    - physical remains that suggest societies were concerned defend themselves from aggression

  - aggressive markers
    - physical remains suggest societies were concerned with directing aggression against others

One Society or Many?
Early Gangland Warfare

archaeology of warfare: defensive v. aggressive remains

- case study…Medieval Warfare (a la Monty Python)!

Physical Remains?

“fetchez la vache”
- **archaeology of warfare: settlements and sites**
  - **settlement systems**
    - distribution of sites on landscape suggests defensive/aggressive postures of societies
  - **fortifications & palisades**
    - defensive structure consisting of walls or mounds built around a stronghold to strengthen it against attack
  - **lookouts & line-of-site connections**
    - structures commanding a wide view of its surroundings
    - two or more lookouts visually connected by a straight line of observations
  - **DMZ or “no-man’s-land”**
    - an area between two opponents where fighting is prevented (often by an absence of people)

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**Equifinality = different processes generate the same physical remains**

**Neolithic Jericho: Fortification against attack from people or water?**

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**archaeology of warfare: burials**

- **mass graves**
  - graves with numbers of bodies that cannot be explained by natural causes of death
- **sex/age bias in skeletal populations**
  - graves that are disproportionately biased towards young males

mass grave from the battle of Towton, War of the Roses, England, March 29, 1461
Victims of warfare?

Tomb 1001 at Anyang, last capital city of Shang Dynasty

- archaeology of warfare: burials
  - traumas
    - particular traumas preserved on skeletons that are not related to natural disease
  - warrior graves
    - graves that contain grave goods and paraphernalia suggesting the individual was a member of a warrior class

- archaeology of warfare
  - EQUIFINALITY in burials?
    - mass graves
      - e.g., disease and natural disasters
    - warrior graves
      - is the paraphernalia really for war?
      - is the individual a true or fictive warrior?
    - sex/age bias in skeletal populations
      - are their gender biases in the society concerning who gets buried and where?
    - traumas
      - some traumas can happen through natural accidents
archaeology of warfare

- sites
  - burned communities
  - deliberate destruction

- technology
  - specialized projectiles, swords & clubs
  - shields & armor
  - military transport (e.g., chariots)

fire used in siege and to destroy source of economic productivity

Greek helmet 7th Century BC

archaeology of warfare: iconography & history

- depictions & descriptions of war

Mesopotamian war “booty”

iconography of a Moche sacrifice as seen on a ceramic vessel

- burials at Sipán match the iconography on pots
- iconographic evidence should have supporting physical evidence

Moche sacrificial victim from Huaca del Sol showing the damage to the back of the skull from a “star-shaped” mace

Xena: Warrior Princes or Popular Culture Warrior?
archaeology of warfare
- negative evidence
  - does the absence of evidence for warfare mean that peace prevailed?

preponderance of the evidence…
- does the presence of a single line of evidence indicate that warfare was omnipresent

“goals” of war…
- resource competition at root?
  - eliminate people
    - free up resources for yourself
  - acquire territory
    - may or may not entail elimination of people
    - resources made available for victors

goals of war?
- acquisition of prestige…
  - fighting wars provides individuals way to obtain prestige (honor and valor in battle…) and prestige leads to wealth
  - monetary and reproductive wealth!
  - political wealth (influence)
  - spiritual wealth

- has become a common perspective in archaeology that war is waged often/primarily because of the ambitions of the few

link to complex societies…
- it takes resources to wage war…
  - if you growing food, you cannot be fighting a war
- early consequence of resources surpluses is support of full-time warriors
  - i.e., individuals can wage war without having to worry about not having enough food

Edo period Samurai, Japan
How has warfare influenced the evolution of societies?

- Evolution is concerned with how many offspring an individual produces…
  - Must have enough extra energy to “build” and “grow” more offspring
  - Must live long enough to “build” and grow the offspring

Does warfare accomplish these things?