

JOINT CRISIS COMMITTEE (JCC)

STUDY GUIDE

OPEN AGENDA

Head of Crisis:

Kaan Şenel

Crisis Advisor:

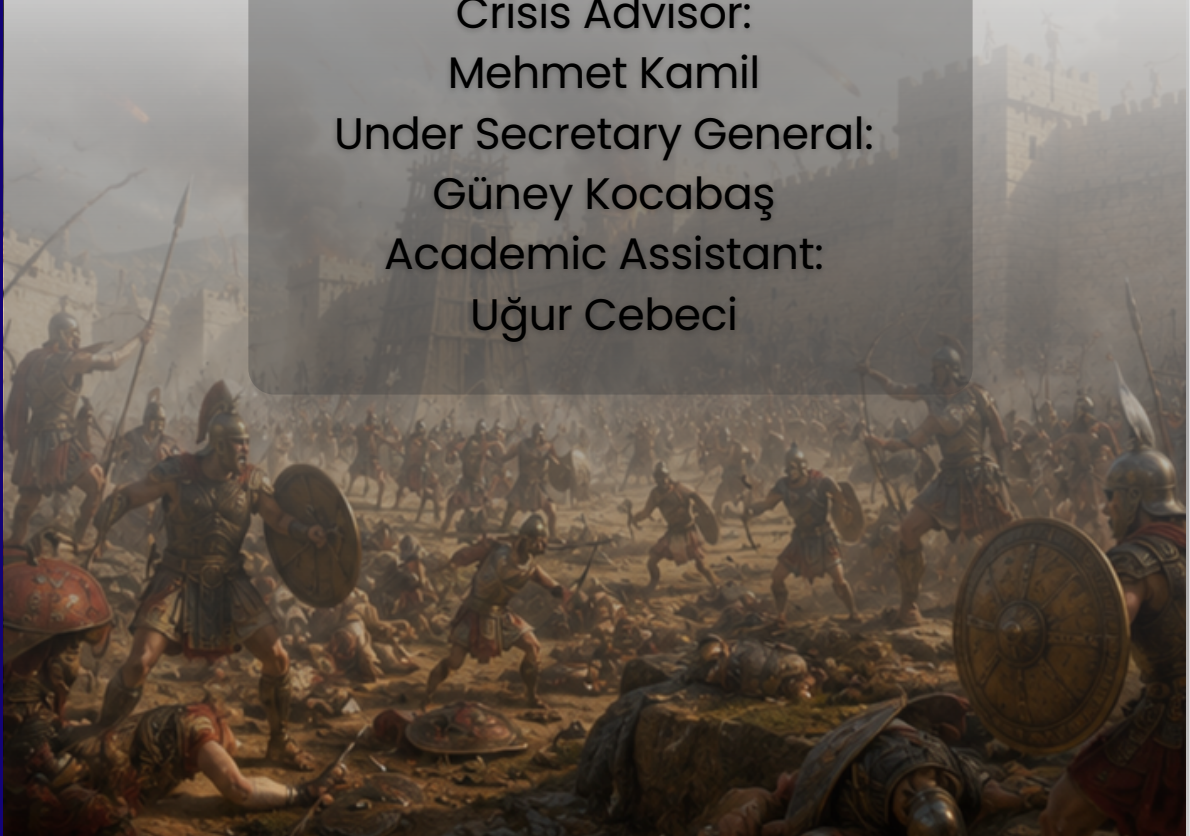
Mehmet Kamil

Under Secretary General:

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MUNIFL'26

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JCC: THE TROJAN WAR

STUDY GUIDE

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Under-Secretary General: Güney Kocabaş

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Special Thanks to our star Hazal Kuş for her efforts.

Special Thanks to Oğuzhan Çetin for his efforts.

Special Thanks to Kadircan Yıldız for the Rules of Procedure.

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1. Letter from Secretary General

Dear Delegates, Esteemed Academic Team, Hardworking Organization Team, Advisors, Staff and Partners,

I would like to welcome all of you to the third official session of the Model United Nations of Izmir Science High School! I am Hazal KUŞ and I am more than proud to serve as your Secretary General in this amazing conference.

Our aim is to ensure that all of your needs are covered. While preparing for the conference, our executive, organization and academic teams worked really hard to provide you with everything and I would like to express my biggest appreciation to them for their efforts. We are sure that MUNIFL'26 will be the best conference you've ever been in!

During the conference, you will not only be a part of diplomacy and discussing current topics, but you will also engage in meaningful debates, exchange diverse perspectives, and develop critical thinking and communication skills. At the same time, you will create strong bonds with others, build lasting friendships, and gain unforgettable experiences that go beyond the formal sessions.

As the Secretary General of this conference, I suggest you to read your study guides properly and do research about your agenda item as it will make your experience even more productive. I hope you all will have a fantastic conference full of unforgettable memories.

Best Regards!

Hazal Kuş

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2. Letter from the Head of Crisis

Esteemed Delegates,

It is my utmost pleasure to welcome you all to the MUNIFL'26 Joint Crisis Committee: Trojan War. We are deeply honoured to have been invited by this year's Secreteritat Oğuzhan Çeting and Hazel Nut. As they have provided us with the best offers and options. With this budget we have been able to create an exceptional conference experience. Therefore, MUNIFL '26 promises us a great experience for all of us.

As the Head of Crisis, explaining on behalf of the crisis team, our foremost objective is to create a simulation which includes both historical facts but also the myths behind the Iliad. Through this path you will not only be challenged by the opposing cabinet but also by your own comrades.

Trojan War takes an important place through both World and Turkish history. Even Mehmet the Conqueror announced that he took the revenge of the mighty hero of Troy, Hector. Later on Mustafa Kemal Atatürk made the same declaration after the campaign of Gallipoli. Unfortunately the legacy of Hector has not been understood by our nation. The Joint Crisis Committee proposes to make the legend of Iliad more known. Hopefully one day Homer from Smyrna's tales will be accepted through our people.

I eagerly await the remarkable strategies and alliances that will emerge within this committee and I sincerely hope that the third official session of MUNIFL'26 will become an unforgettable experience for all of us. May the force be with you, may the force be with all of us.

Kaan Şenel
Head of Crisis

3. Rules of Procedure

For this part of the guide, we would like to credit Kadircan Yıldız for his work, as this part has been written by his

What is a Crisis Committee?

There are many types of committees in model United Nations conferences. Mostly, there are the classic general assembly type committees that follow the Harvard rules of procedures. Crisis committees are quite different from these. There exists a crisis team. This team, the chairboard(s) and the Under-Secretary General works together to manage the committee.

Firstly, the allocations of the delegates are not restricted to countries, NGOs or corporations. They may very well be specific people. Also, the chairboard may have allocations as well. Generals, presidents, prime or other ministers, kings and queens may be allocated to the participants depending on the topic of the committee.

Secondly, agendas are narrower. They mostly concern lower populations instead of a global threat. However, seeing a topic with global effect may as well exist. Usually, it is a war or a political issue that has been focused on. Another difference is the number of participants. Crisis committees consist of cabinets. Cabinets have a lower number of participants compared to the general assembly type committees. The number of cabinets is also dependent on the topic but it is mostly one or two.

Some other difference is that there is no final document in the crisis committees. No resolution paper exists. Instead, different documents are written throughout the committee. These documents are separated into two groups: directives and others.

Directives are the documents participants write to take immediate or a later-planned action within the committee. Moving soldiers from a place to another may be an example. There are three main types of directives: individual, joint and committee. As it is pretty

obvious by the names of them, they differ by the number of authors. There are also information directives which are written in order to get information about the situations, assets, etc. How the procedure goes is that once a directive is written, the author(s) present it to the chairboard and they evaluate it before sending it to the crisis team for updates.

Since the chairboard also has allocations, delegates may not feel comfortable sharing their directives with them. It may be a private matter, a secret plan or even an assassination. At such times, delegates may mark their directives as top secret and those directives will go to the crisis team directly. Other types of documents include press releases, declarations etc.

Lastly, caucuses of crisis committees are divided into three groups: moderated, unmoderated and semi-moderated. The first two are the caucuses that every committee has. Semi-moderated is a little different. In these, there is no individual speaking time. Delegates may speak as much as they wish to. Thus, when giving a motion for a semi-moderated caucus, specifying only the total time is enough. Delegates must remain seated throughout the caucus just like in moderated caucuses. These types of caucuses are used because it is enabling the debate to run more smoothly without the delays of the chairboard asking for speakers or a show of placards.

What are Directives and How to Write One?

In a Crisis Committee, there are five types of papers that can be submitted. Each type has its own purpose, advantages, and disadvantages. Unless it is a top secret directive, directives should be given to the chair, who will then send them to the crisis team via admins.

Personal Directive

Personal directives are written when an action is within your character's authority or is possible due to their abilities. Now take a look at how to write a Personal Directive: Firstly, there is a format for writing directives; thus, one has to write who is sending the directive and to whom (from, to). After that, which cabinet is sending the directive, then the real-world time and the current date of the committee. Lastly, the type of your directive and the headline of it. And that's it; this is all the format one needs to know to write a directive. The only thing left is the content of the directive, and the method by which one writes it is fairly straightforward; it is written by addressing the WH questions, which are what, why, when, who, where, and, most importantly, how. Write down the action you want to take by answering the WH questions, then detailing and explaining it as much as possible to ensure that your plan is as comprehensive as possible. Also, the use of the future tense is critical, try to use it whenever possible. Here is how a directive looks on paper:

—————From: Menelaus	Personal Directive	Date: 1192 BC May 3
To: Related Authorities	Time: 12.34	

(Spartan Cabinet)

What: I will capture Tiryns with my 5,000 agoge men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard.

Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns.

How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100 soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven and the commanders of the groups will eliminate the soldiers who made the mistake such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. Meaning of mercy will disappear from their minds and any offers made by the enemy will be rejected for they have disrespected our Nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other

soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Once one gets used to it, it is quite simple and straightforward to write. While it lacks details and additional information, the directive nicely illustrates its format. As one keeps writing and contributing to their cabinet's goals, in no time one will witness that the directives one has written have already surpassed that one above. And to write such a directive, here are a few tips and tricks:

- For every action that is written in the directive, it has to answer all the WH questions.
- The longer and more detailed, the better.
- Drawing your war doctrine, charging plan, or strategy may significantly increase the directive's preciseness and effectiveness. The success rate of the directive will grow in proportion to how clear your action and directive are.
- Do not use abbreviations such as "etc."; instead, detail the directive explicitly.
- WH questions are not necessarily broken into paragraphs (one can write the directive like a book), but if you are a beginner, doing so will dramatically improve the quality of your directive, hence, it is strongly recommended.
- In JCCs, one should not try to impose their ideas or policies on others but rather to achieve a specific goal, such as destroying the other cabinet; therefore, do not be hesitant to ask for help from other cabinet members or your chair, you are all in this together.
- If you are positive that there is no impostor in the cabinet, directives should be written separately because it will be much faster. If you need the authority of another cabinet member, simply ask that person to add their name to the "from:" section. That way, eight people will be working on eight different tasks, and it will save quite a lot of time.
- Precise information, like troop counts, is critical; do not forget to write them down.

- If needed, fake names can be used for strategic persons in the directives, like Coxus, the Naval Commander.

Joint Directive

Directives written by more than one individual are considered joint directives. Joint directives are written when one can only achieve the purpose of the directive by utilising the authority of other cabinet members. Consider the scenario where one is a commander responsible for capturing Warsaw. Recognising the insurmountable challenge of achieving this objective without air superiority, a collaborative effort can be initiated by writing a joint directive with the Air Force general. In this case, the "from" field of the directive would include the commander's name alongside the name of the air force general, and instead of a personal directive, you write Joint Directive at the top of the directive. Everything else is the same.

Committee Directive

A committee directive is written when one wishes to use everyone's authority or when one is about to deliver their final directive (in most cases). The committee directive is essentially formulated collaboratively within the confines of your cabinet, with the members of your cabinet. Although it is formally referred to as a "Committee Directive," its essence remains akin to that of a cabinet directive. So, simply writing Committee Directive in the "from:" part will do.

Top Secret

Top Secret directives are those that your chair is not allowed to read. Top secret directives are directly handed to the admin. They are written precisely the same, but one must fold the paper and write "TOP SECRET" on the back side of it. The major reason for writing a Top Secret Directive is treason, a diabolical strategy to crash one's own cabinet or switch sides. For instance, if a person secretly kills his cabinet members and becomes dictator, the winning condition changes and only that person wins, whereas the cabinet loses. If one fails to accomplish their nefarious plan and gets busted, one will earn their cabinet's distrust and may die

and be given an insignificant character. Additionally, updates to the Top Secret Directives are only sent to the person who sent them unless they directly affect other cabinet members.

Press Release (Declamation)

Press Releases are written when one wants to make a declaration, a speech, or a notice. When one writes a press release, depending on the era of the committee, the other cabinet members may hear it or not. In our case, there are no printers, social media, or newspapers, so it is very unlikely to hear other cabinets' press releases. The format is once again exactly the same, except for the "WH Questions" part. For example:

———From: Erwin Smith

Press Release

Date: 845 July 23

To: Related Authorities

Hyping Up the Soldiers

Time:

18.17

(Wall Maria Cabinet)

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body, we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless?... They were not! Their memory serves as an example to us all! The courageous fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced with the cruelty of this world! My soldiers push forward! My soldiers scream out! My soldiers RAAAAAGE!

A press release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

From: Rollo	Declamation	Date:
802 August 28		
To: Related Authorities	Standing our Ground	Time:
10.27		
(Frankish Kingdom Cabinet)		

All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the *only* thing that matters. So, gather yourselves. Gather all of your strength, all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

And for this committee, we will allow you to write Declamation instead of Press Release because declamation is a more accurate term for the times.

4. Introduction to the Committee

Welcome to the JCC: The Trojan War committee. This Study Guide is intended to be a manual on being a good directive for the duration of the committee. The Trojan War takes place in 1200 BC and it is a mythological war between Akhas and Troys. We are able to learn more about the war from the Blind Bard of Smyrna, Homeros, as he has told the story of the Iliad and Odysseus for several years. For the past years there were always debates on the Trojan War, as we didn't know if the war really took place or not. But with advanced archeology humanity has found out that the war took place in today's Turkey and Greece (and mostly in Çanakkale). Originally war has happened due to the purpose of future possible colonialism in Black Sea and economic struggles. The events will be explained in more detail in the next sections.

1. Committee Secretariat and the Crisis Team

The Committee Secretariat consists of the Head of Crisis, Crisis Advisor, Under-Secretary General, Academic Assistant and Crisis Team Members. Normally crisis teams do not have any kinds of allocations, as they are considered as the “Gods” of the ongoing functions. Apart from other crisis committees, JCC: Trojan War's crisis team will be representing Greek Gods of Olympus and all of the members of the crisis team will have an allocation. This will have advantages and disadvantages that will affect the committee widely. The effects have been explained in the “Olympian Gods' Role in The Trojan War” section.

2. Cabinet Division

One of the cabinet is the Achaeans, meaning the Greeks, bound by the Oath of Tyndareus to 'rescue' Helen from Trojans. The coalition is led by King Agamemnon of the Mycenae and a host of Olympians support them, most notably Lady Athena and Lady Hera.

The other cabinet is Trojans and their allies, united in defense of Troy. They're led by King Priam of Troy, and some other Olympians support them. Most notably, Lord Apollo and Lady Aphrodite.

3. The Chairboards

Both cabinets have two members of the Chairboard each. Their role is to supervise and lead the delegates, review all directives before submitting them to CS.

4. Delegates

Each delegate represents either a mythological figure like Hector, Achilles, Odysseus or Sarpedon; or they represent leaders of various clans. A character guide is provided in the latter sections of the guide.

5. Background of the Conflict

One of the most renowned wars in Greek mythology is the Trojan War. The conflict was a war of the city of Troy against a group of Greek kingdoms called the Achaeans. The legends surrounding the conflict are still contested by historians but did make up a large part of Greek culture and literature. The dispute was not caused by one event, but it was the result of a series of political pledges and personal conflicts and acts prompted by honour and pride. The above actions led eventually to a combination of several Greek monarchs to march against Troy in a long-drawn-out campaign of war.

1. Oath of Tyndareus

Helen of Sparta was regarded to be the most beautiful lady in Greece before the war. Great princes and monarchs wanted to marry her. There was danger their competition may come to violence. Helen's stepfather, King Tyndareus of Sparta, wished to avoid a conflict between the suitors. Odysseus, the King of Ithaca, had persuaded him to make all the men who wished to marry Helen take an oath. This was eventually known as the Oath of Tyndareus, a promise that all the suitors would respect the ultimate decision of Helen's husband and uphold that marriage against any harm. Eventually Helen was married to Menelaus, the king of Sparta. The oath was a peaceful means to prevent rivalry among the Greek kings of the time. But the same pledge was to be the legal and moral foundation for the Greek kings uniting to fight Troy when Helen had fled Sparta with Paris years later. Thus the oath was instrumental in transforming a personal feud into a general conflict involving nearly all of Greece.

2. Judgment of Paris

The Judgment of Paris was another major cause of the dispute. At a wedding feast among the gods, Eris, goddess of discord, threw a golden apple among the guests, marked "for the fairest." Hera, Athena and Aphrodite all claimed the fruit was hers. Zeus refused to get involved and told the prince of Troy, Paris, to decide. Each goddess offered him a bribe to persuade him. Hera gave political authority, Athena promised wisdom and military victory, and Aphrodite promised the love of the most beautiful woman in the

world, Helen. Paris picked Aphrodite . Hera and Athena were upset . This was the decision which made Troy the enemy of several of the great gods who helped the Greeks later in the war. The event also linked Paris directly to Helen and set the stage for the coming war.

3. Elopement of Paris and Helen

After the Judgment of Paris, Paris went to Sparta as a guest of Menelaus. While there he and Helen were closely involved. Ancient sources are divided as to whether Helen was stolen or went freely with Paris but they do agree that the two travelled together to Troy. But it was more than personal betrayal for Menelaus and the Greeks. It was a terrible breach of hospitality which was considered a holy law in ancient Greek culture. The abduction of Helen from Sparta instantly produced political friction between Troy and the kingdoms of Greece. Menelaus called the former suitors of Helen and asked them to swear the Oath of Tyndareus and help him to win her back. Many Greek authorities started to prepare for war against Troy.

4. Gathering of Achaean Forces and the First Expedition

The assembly of the Achaean host was the genuine commencement of the Trojan War. Menelaus called for help. Greek monarchs and fighters from numerous regions came to follow Agamemnon, ruler of Mycenae and brother of Menelaus. The famous Odysseus, Achilles, Ajax, Nestor and Diomedes were among the leaders. The pledge drew many, but others were stirred by devotion, ambition or the lust for glory in war. The Greek coalition was the largest of the military alliances represented in Greek mythology.

The first Achaean expedition to Troy failed because the Greek army never reached Troy. In the mythological tradition of the Trojan War, the Achaean leaders assembled their armies at Aulis under the command of Agamemnon. But the Greeks were at a loss to know the true path to Troy. They therefore sailed to Mysia in northwestern Anatolia, mistakenly believing they had arrived in Trojan territory.

King Telephus, son of Heracles, ruled the country. Telephus was in charge of the defense when the Achaeans invaded Mysia. The ancient sources speak of a terrible battle in which Telephus defeated many Greek warriors and sent the invaders back to their ships. During the war Achilles wounded Telephus with his spear but the Greeks could not continue on to Troy. The battle storms scattered the Greek fleet and the expedition broke up. The first attempt at waging war against Troy was over. Many of the Achaean leaders went home.

This failure is significant because it shows that the Achaeans were not fully prepared for war. The coalition had good military leaders, and a large army, but lacked proper geographical knowledge and coordination. Their mistaken attack on Mysia caused them unnecessary enmity and delayed the Trojan expedition for some years.

The story continues with the sufferings of Telephus. His wound would not heal, and an oracle declared that only the person who inflicted the wound could heal it. Later Telephus went to the Greeks and asked Achilles for help. Achilles healed him, often said to have used material from the same spear that wounded him. In return, Telephus showed the Greeks the way over the Aegean Sea and led them to Troy. It was only after this reconciliation that the second expedition was able to reach Troy and initiate the Trojan War as it is described in later epic traditions.

6. Siege of Troy

1. First Nine Years

The second expedition reached the Troad and the Greeks camped by the ships but Troy did not fall to a direct assault. This failure shaped the entire military character of the first nine years. The Greeks had come with a mighty coalition army but not enough strength to storm the walls of Troy at once. Troy was a fortified city with good defenses, a royal family, allied communities and access to the wider Anatolian world. The Greeks could whip the Trojans in the open field, and they could hold the shore, but they couldn't just walk into the city. Thus the war became not a single expedition of recovery, but a long

campaign throughout the region. The Greek purpose was no longer simply to march up to Troy. Now the Greeks had to break down the entire system that kept Troy alive.

In this strategy the emphasis was on the Greek camp near the ships. The Achaeans might raid here into the plain, along the coast, and against settlements linked to Troy. The ships were not only a means of mobility, but also the army's logistical base, an escape route and a symbol of continued occupation. The Greeks had always to keep them defended, for if the ships were burned or taken, the army would be stuck in the enemy country. Hence the later Iliad makes the defense of the ships a matter of survival. But in the early years the ships were also a means of mobility for the Greeks. They could move from the beachhead to islands, coastal towns and river mouths, attacking places that a purely land-based army could not easily reach.

This sort of warfare was possible because the strength of Troy was not in its walls alone. A city at war needed grain and animals and metals and timber and textiles and servants and laborers and horses and chariots and allied fighters. It also needed confidence from its supporters. If the towns around thought Troy would win, then they had reason to keep helping. If those towns were burned or looted or captured, Troy grew more isolated. The campaigns of Achilles against cities other than Troy had thus both economic and psychological significance. They drained the material resources of the enemy, reduced the prestige of the Trojan alliance, and supplied the Greeks with food, wealth, and captives.

The campaigns against neighbouring cities also solved a Greek logistical problem. The Achaean army was far from home and had no modern supply system. There was no established state-funded system of wagons, warehouses, depots to supply the whole coalition for ten years. The Greeks had to live partly on what they carried with them, partly on trade or hospitality, and very largely on plunder. Raiding was thus not divorced from strategy, it was strategy that kept the army alive. A successful attack on a town could bring grain, livestock, bronze, iron, armor, weapons, slaves and women taken as war prizes. These prizes were then shared out among the commanders and warriors. In

this military society plunder was more than wealth. It was also an honor. The warrior who conquered a city acquired public prestige. The officer who had secured the larger prize showed that his rank was recognized by the army.

Achilles mattered most because he was the best fighting leader in this kind of raidy war. His was not a part of single combat heroics. He was an aggressive leader on the move, able to hit targets outside the walls of Troy. Apollodorus says that Achilles ravaged the land around Mount Ida, and drove off the cattle of Aeneas. It is militarily significant. Cattle were food, wealth and property. They backed households, sacrifices, feasts and elite prestige. Achilles by taking them hurt the resources of the family of Aeneas and weakened a major Trojan ally. He forced the Trojans and their allies to confront the fact that the Greeks could threaten not only soldiers in battle, but the economic underpinnings of noble power.

The attack on Aeneas' cattle also demonstrates how the war spread into the country. A city like Troy could wall its population, but it could not wall in every herd, field, orchard, road, and village. The open country was unguarded. Herdsmen, farmers and local guards were the targets. A raid against livestock may seem less than a battle before Troy, but it was extremely effective strategically. It made the defenders decide between safety inside the walls or risking open battle for property. If they came out Achilles could beat them on the field. And if they stayed inside, they risked losing access to livestock, fields, roads, and allied support outside the walls.

One of the most important incidents in this wider campaign was the sack of Lyrnessus. Lyrnessus was not Troy, but it was part of the world that made Troy possible. That it was captured shows how Achilles attacked secondary centers to weaken the Trojan side. Lyrnessus is directly associated with Briseis in the ancient tradition; In the Iliad Briseis is associated with the destruction of her city and the killing of her male relatives, but later sources say that Achilles took her captive when Lyrnessus was captured. This means that Briseis came into the Greek camp as a captive from a military campaign, and also became the public prize that marked Achilles' honor."

Such a sack would have been an organized process of the military, and a violent one at that. Firstly, the attacking force had to reach the city or settlement, often after passing through hostile or uncertain territory. Scouts and local knowledge would help, as the attackers would need to know the roads, water sources, gates, walls and possible escape routes. If the settlement was poorly defended, the Greeks could attack fast before reinforcements got there. If it was fortified, they might encircle it, set fire to the outbuildings, close all the exits and wait for panic or treason. And then the city fell and the killing and looting began. Adult male defenders were often killed, both because they were the immediate military threat and because leaving them alive could create later resistance. Women and children may be taken hostage. They collected goods of value. Livestock was driven off. Buildings could be burned or looted. The point was not to win a battle, but to eliminate that community as a useful ally of Troy.

Pedassus too seems to follow the same pattern. Pedassus is listed by Proclus along with Lyrnessus as cities sacked by Achilles. Its significance lies in the fact that it is classed as one of the “neighboring cities,” implying that the campaign of Achilles was not a single raid, but a series of attacks on allied towns. The Greeks didn’t simply wait outside Troy for ten years. They were snapping the little supports that went around it. Each town taken meant the Trojan defense was that much thinner. If Troy was the heart of the fortress, these places were its outer body. Achilles sliced into that outer body again and again. Another major target in the tradition was Hypoplacian Thebes. It is connected with Eetion, the father of Andromache, Hector's wife. Andromache recalls the destruction of her father’s city and the death of her father and brothers at the hands of Achilles in the Iliad. This reference is important because it shows that Achilles’ earlier campaigns had a profound effect on Trojan families, prior to the beginning of the action of the Iliad. The war had already invaded the private lives of the royal and allied households of Troy. Hector's wife was afraid not just for Troy, she had lost her own city to Achilles. Thus the destruction of Hypoplacian Thebes links the regional war to the affective world of the Iliad. It also shows that Achilles was feared not only as a fighter before Troy but also as a destroyer of allied cities.

This wider military campaign is also connected with the taking of Chryseis. The later conflict in Iliad Book 1 commences with the arrival of Chryses, priest of Apollo, at the Greek camp to ransom his daughter Chryseis from Agamemnon. But in the background Chryseis had come into Greek possession by the system of raid and booty distribution. As Proclus' summary has it, Achilles got Briseis and Agamemnon got Chryseis from the spoils. That is why the quarrel in Book 1 is not a petty domestic quarrel. It's a crisis caused by the military economy of the first nine years. Achilles' prize was from a campaign against lands beyond the gates of Troy, as was Agamemnon's prize. In giving up Chryseis, and then taking Briseis, Agamemnon is not just taking a woman; he is taking the visible reward of Achilles' success in the regional war.

Achilles' campaign becomes even bigger with Apollodorus' longer list of captured places. Lesbos, Phocaea, Colophon, Smyrna, Clazomenae, Cyme, Adramytium, Side, Colone, Hypoplacian Thebes, Lyrnessus, Antandrus, and many other cities. Some are coastal, some are island or near-island targets, some are inland or regional centers. And even if the list is a later mythographic expansion, it has a clear idea: Achilles' war was not geographically narrow. He operated within a network of Aegean and Anatolian sites. This suggests a campaign of mobility, surprise, transport by sea and selection of vulnerable targets.

The inclusion of Lesbos is particularly useful for the naval aspect of the war. "An island campaign requires ships, coordination and the ability to move troops over water. The Greeks had to be able to land men rapidly, hold the beach, prevent the defenders from blocking the landing, and then advance inland or toward the town. Such operations were dangerous, for soldiers going over the side were exposed. They could not form a full battle line all at once. To land shields, spears, armor and supplies. If the defenders struck at the right moment they could drive the landing force back into the sea. The fact that Achilles is credited with taking island and coastal places shows him as not only a champion of the battlefield, but as a leader capable of amphibious warfare.

The coastal cities named by Apollodorus also signify attacks on communication and trade. The wider coastal world of western Anatolia included cities like Phocaea, Smyrna, Clazomenae, and Cyme. A coastal settlement could supply ships, sailors, metals, timber, food and safe harbors. By attacking such sites the Greeks could interrupt the flow of goods and people that kept Troy in touch. The Greeks didn't have to wipe out every ally for all time. Even temporary destruction could undermine confidence and disrupt supply. Greek raids instilled fear in merchants, herders and local rulers, so they would be less inclined to openly support Troy.

Antandrus and Adramytium are also important because they are in the wider area associated with Mount Ida and the lands of Troy's allies. Control or devastation of such areas would have impacted movement between inland Anatolia and the Trojan zone. The army needs roads. Allies need roads and passes to move men and supplies. Reinforcement becomes more risky when a raiding force attacks these areas. This is the logic of interdiction: instead of attacking Troy's wall directly, the Greeks attack the places through which help can arrive.

The repeated attacks also served a psychological purpose. Every city they took sent a message to Troy: the walls protected the main city, but not everything connected to it. This would be pressure on Priam and Hektor. The allies may ask themselves why they should continue supporting Troy if Troy cannot protect them. Troy families heard of towns sacked, of relatives murdered, of women enslaved. Fear would run wild while the main city was still standing. The Iliad starts in the tenth year, but those losses earlier in the war form the emotional background of the poem. Andromache has lost the city of her father already. Briseis has lost her husband and family already. Chryses has already lost Chryseis to the Greek system of plunder. Lycaon, son of Priam, has already been captured and sold into slavery. The suffering which the poem later shows had been created by the campaign outside Troy.

The seizure and subsequent sale of Lycaon, son of Priam, also suggests that Achilles' operations could reach directly into the Trojan royal family. Proclus says in his summary

that Patroclus carried off Lycaon to Lemnos and sold him as a slave. In Apollodorus' account, Achilles also caught Lycaon at night when he was collecting branches in Priam's orchard. This is not the sort of military action that leads to the sacking of a city. This means ambush, night movement, and the targeting of a high-value individual. A royal captive could be ransomed, sold, or used as a symbol of superiority. The taking of Priam's son proved that the Greeks could even attack the royal family.

These campaigns also explain why Achilles' withdrawal in the Iliad creates such a serious military crisis. For nine years Achilles had been the chief offensive weapon against the wider world of Troy. He was the fighter who destroyed allied cities, seized cattle, captured nobles and returned with valuable booty. Agamemnon dishonored Achilles by taking Briseis, Achilles knocked out more than one strong fighter from the battlefield. He eliminated the army's most effective raiding commander, the man whose campaigns had provided the Greeks with material and raised their spirits. The Greeks had other great warriors, Ajax, Diomedes, Odysseus, Agamemnon himself, but without Achilles the balance was tipped. Perhaps the Trojans, with their most terrifying Greek attacker gone, might have become bolder.

The campaigns against other cities also show how far the Greeks could go. Achilles could sack many towns, but Troy lived on. This is one of the central military tensions of the war. Tactically and operationally the Greeks were successful away from Troy. They won raids, captured settlements, killed allied leaders and took large amounts of plunder. But these successes did not automatically add up to a strategic win. Troy's walls were standing solid. The royal leadership went on. Its friends kept arriving. This meant the Greek war effort was strong but not total. The Greeks could plunder the area, but could not yet force the central city to surrender.

The first nine years, in this sense, should be read as a war of pressure and not just a siege. The Greeks put pressure on Troy holding the shore, threatening the plain, attacking allies, taking resources, and destroying towns. Troy survived by its walls, by its leadership, by its alliances, and by not being completely defeated in open battle. The war became a fight

between Greek mobility and Trojan endurance. Achilles was the embodiment of the Greek ideal of agility. Troy was the definition of defensive stamina. The other problem was that neither side could fully solve. Achilles could destroy nearly everything around Troy but not the city of Troy. Troy could survive Achilles' onslaught, but not the world around her.

This resulted in a long and unstable military situation. The Greeks became wealthy but also reliant on plunder. They had victories, but they were tired of war. Achilles received honor but also became more sensitive to public insult. Agamemnon had the final word but depended on warriors who could do more than he could. Troy was unconquered but ever more surrounded by destruction. So the real background, then, by the opening of the Iliad is not simply "nine years of siege." It is nine years of raids, coastal attacks, city-sacking, livestock-seizure, captive-taking, alliance-breaking, and military frustration.

The dispute over Chryseis and Briseis is the direct result of this system. The women of Book 1 are from the campaigns outside of Troy, and the anger of Achilles is partly a result of the fact that his honor was won in those campaigns. The Iliad opens with the military economy that sustains the Greek army turning on itself.

2. Last Year of the War

The first part of the last year of the Trojan War finds the Greek army still encamped beside its ships on the coast below Troy, after years of futile siege, raiding and devastation of the surrounding countryside. The Achaeans have not yet won Troy, but they have wounded much of its surrounding world. Achilles has stormed allied cities, taken prisoners, looted flocks and gained a reputation as the most feared Greek commander on the field. Troy has survived because its walls, its royal leadership, and its friends have stopped the Greeks from turning regional dominance into ultimate victory. So the military balance at the start of the Iliad is precarious: the Greeks are strong but weary, Troy is hurt but not defeated, and the success of the entire war depends on the Greek coalition's ability to stay united.

The crisis in question does not start with the Trojan attack, but with chaos in the Greek camp. Agamemnon has won the war prize of Chryseis. Chryses, a priest of Apollo, comes to the Achaean ships to ransom his daughter. Agamemnon refuses him harshly, and Apollo afflicts the army with plague. From a military point of view the disease is grave, for it attacks the army while it is concentrated in a crowded camp by the ships. Men and animals die, morale falls, and the soldiers begin to see the disaster as physical as well as religious. After ten days Achilles calls an assembly and demands to be told the reason. Calchas reveals that the plague will only stop when Chryseis is returned without ransom. Agamemnon agrees; but he will not accept public dishonor without compensation. And so he steals Achilles' Briseis. The act destroys the political structure of the army as Briseis is not merely a personal possession but the visible sign of Achilles' military accomplishment in the earlier campaigns. By taking her, Agamemnon demonstrates to the whole army that supreme command can trump battlefield merit. Achilles withdraws himself and the Myrmidons from the fighting, and so the Greeks lose their most powerful striking force.

That takes the war in a new direction. But the Trojans have had to measure every step against Achilles' presence until now. His speed, his violence and his record of destroying allied cities make him a strategic asset. If he refuses to fight, the Trojans may become more aggressive. There are still great warriors in the Greek army, such as Ajax, Diomedes, Odysseus, Menelaus, Idomeneus and Agamemnon, but none of them has such a psychological effect as Achilles. The absence of Achilles does not simply mean one fighter is lost from the line, it means Trojan confidence and Greek morale are affected in tandem. Now the conflict is whether the Achaeans can survive without the man who has borne so much of the offensive burden of the war.

Agamemnon's first response is to continue the war in the usual way of command. The Greeks prepare for war, and the armies march out into the plain between the ships and the city. The open plain is the dominant tactical space in the Iliad. Behind Troy's walls is the Trojan army. Behind the Achaeans is the Greek ships and camp. So each side fights under different kinds of pressure. The Trojans if driven back can fall back on the city, but if

they give way too far they are destroyed in the open. The Greeks can retreat towards the ships, but if the ships are reached or burned their whole expedition is threatened. The battlefield isn't neutral ground, it's a corridor between two survival points, the city and the fleet.

The first fighting after Achilles' withdrawal indicates that the Greeks are still capable of a strong performance. In the heroic logic of the poem, Diomedes enjoys a major time of success, killing and wounding enemies and even attacking divine opponents. This part is of military importance because it delays the full effect of Achilles' absence. The army does not crumble all at once. Other commanders are still in charge and the Achaean line is still a threat. Yet the larger direction of the war starts to favor Troy. Hector takes on the role of chief defender and field commander of the Trojans. Paris is still the cause of the war, but Hector becomes the head of Troy's army. He has not only to fight, but to hold the city's defense, to spur the soldiers on, to bear the weight upon the house of Priam.

The duel between Menelaus and Paris provides a potential resolution to the war by means of single combat. If the two men most directly involved could settle the conflict, that one may end. But Paris is saved and the truce is broken. The failure of single combat is structurally important because it confirms that the war has grown too large to be resolved by the original cause alone. Now the fight is not just for Helen. After years of death and pillage, of honour and alliances and vengeance, the armies themselves have a stake in continuing. The war has taken on a life of its own.

The fighting continues and the Trojans press harder. Hector becomes increasingly in control and the absence of Achilles more noticeable. The Greeks try to repair the political damage by sending an embassy to Achilles. The Greeks send Odysseus, Phoenix, and Ajax to Achilles with Agamemnon's offer, which includes gifts and the return of Briseis if Achilles re-enters the battle. This scene is significant to the last year as it shows that the Greek command understands the strategic cost of Agamemnon's insult. Achilles does not agree. He is not simply being obstinate. He is rejecting the heroic economy that has failed him. He argues that the brave and the cowardly die in equal measure, and that

Agamemnon has robbed him of the honor that makes his labor worth it. The embassy's failure is that the offer frames the problem as one of compensation, while Achilles perceives it as a much deeper violation of status and meaning.

After that the military situation deteriorates. The Trojans press on to the Greek camp, and the Greeks are put on the defensive. Their wall and ditch around the ships become vital. Earlier in the war the Greeks were the active raiders and attackers; now they are defending their own base. It is one of the great military movements of the Iliad. The Greeks who had previously burned Trojan allies now face the threat of their own camp being destroyed. Hector's success brings the Trojans close to the ships and the fighting is concentrated around the Greek defensive works. This is more tactically dangerous than an open-field defeat. If the Trojans can break the wall, cross the ditch and reach the ships, the Greeks will lose not only ground but also their means of getting home.

The military climax of Achilles' absence is the fighting at the ships. Ajax is one of the few Greek leaders who is able to withstand the pressure from Hector, so he plays an important defensive role. The battle is less about winning the war than about avoiding the immediate disaster. Hector wants to burn the ships, because fire would turn a battlefield win into a strategic victory. The ships are the Greek supply line, transport system, last refuge. Their destruction would leave the Achaeans stranded in a hostile country and put an end to the expedition. This is why the threat to the ships in the poem is so intense. It is not just an image of the dramatic, it is the material basis for Greek survival.

Patroclus enters the war at the moment when the Greek position is on the verge of collapse. He implores Achilles to let him wear Achilles' armour and to lead the Myrmidons to the fight. It is at once psychological and tactical. If the Trojans think they see Achilles coming back, they may panic and fall back, buying the Greeks some time. Achilles agrees but lays down limits for Patroclus' mission: he is to drive the Trojans away from the ships, not to follow them to Troy. This instruction is important because it separates defensive rescue from offensive ambition. Patroclus is there to save the line, not win the war on his own.

The plan works for some time. Patroclus drives the Trojans back from the ships, killing Sarpedon, the son of Zeus and Lycian ally of Troy. Sarpedon's death is significant because it demonstrates the larger alliance system still functioning in the last year. Troy is not alone in being defended by Trojans; it is helped by foreign allies, whose leaders fight and die for Priam's city. The death of such an ally hurts Trojan prestige and morale, but Patroclus goes beyond the limited mission Achilles gave him. He goes on the pursuit to Troy. He thus moves from defensive success to dangerous overextension. He is not saving the ships anymore. He is pushing towards the city, under the illusion of momentum.

Patroclus is finally stopped and killed in a sequence involving Apollo, Euphorbus, and Hector. In military language, his death is the result of pursuit beyond support, of exhaustion and exposure. He's gone too far from the original defensive target. Hector kills him and takes Achilles's armor. This is the tipping point of last year. Up to this point Achilles' withdrawal is a political and military crisis. The death of Patroclus is now a personal catastrophe. Symbolically, Hector also possesses the armor of Achilles. The visual identity of Achilles has been inherited by Troy's greatest defender, but Achilles himself remains, dishonored, bereaved and absent.

The contest for Patroclus' body illustrates the importance of bodies and armor in heroic warfare. To have the body of a great warrior is to control burial, honor and memory. The Greeks fight to recover Patroclus, for to leave him to the enemy would be an intolerable disgrace. The Trojans struggle to keep him, for the body would be a trophy and a sign that Hector has beaten the power of Achilles. The body is reclaimed, but the armor is lost. Total humiliation is averted. Now Achilles must return to war, not just to save the Greeks, but to avenge Patroclus and to reclaim the meaning of his own heroic identity.

Achilles' return immediately changes the balance of the war. Hephaestus makes new armor for Achilles, who formally reconciles with Agamemnon. The reconciliation is necessary because the army has to get back to work, but Achilles is now emotionally past ordinary politics. His motive is not Agamemnon's authority, nor the recovery of Helen,

nor the success of the Greek expedition. His motive is revenge for Patroclus. It makes him even more dangerous than before. Achilles has fought for honor and plunder before; now he fights driven by grief, rage, and the near certainty of his own early death.

Now, with Achilles back to the battle, the Trojans can no longer hold the momentum they had won. Achilles drives them back with great violence. Again the military pattern is reversed: the Trojans who have got to the ships are driven back toward the city. Achilles kills many men including the son of Priam, Lycaon, whom he had previously captured but who has returned to Troy. The slaughter of Lycaon is especially important, for it links the final year to the earlier period of raiding. A prisoner from the wider campaign reappears, only to die in the final slaughter. Achilles' return to violence melds the earlier and later phases of the war.

Achilles' slaughter at the river Scamander appears excessive even by heroic standards. The river becomes choked with bodies, and the natural world itself seems to rise against him. This episode is therefore not merely supernatural ornamentation; it reveals that Achilles' return produces a form of warfare that exceeds strategic necessity. He is not simply defeating the Trojans, but overwhelming them with a violence that is militarily effective while also morally and cosmically disruptive. The Greeks recover the advantage, but only at the cost of Achilles fighting with something close to inhuman fury.

The final battle between Achilles and Hector takes place outside of Troy. Hector first stays outside the walls, but when Achilles comes near, he runs around the city. The chase matters because it strips away the public image of heroic confidence and exposes fear, isolation and fate. Hector is Troy's chief defender, but this time he is alone. The city sees from the walls, and has no power to save him. Achilles kills Hector and then desecrates his corpse by dragging it around behind his chariot. Militarily, the death of Hector is a blow to Troy. He is the best field general in the city, and its emotional center. Without him Troy's ability to stand up to open battle is greatly diminished. Psychologically, the effect is even greater: Priam loses his best son, Andromache loses her husband, the Trojans lose the warrior who gave their defense its most human and disciplined shape.

The Iliad does not end with the fall of Troy. It concludes with Priam's night visit to Achilles to ransom Hector's body. This conclusion is important because the poem's final movement is not a military victory but an ephemeral restoration of human order after extreme violence. Priam comes into the Greek camp, kisses the hand of the man who has killed his son, and reminds Achilles of his father Peleus, while Achilles grieves for Peleus and for Patroclus; the scene creates sympathy through shared human suffering. Achilles restores Hector's body, and the poem ends with Hector's burial. Although the war is not over, the central emotional arc of the Iliad is complete: Achilles' anger has shifted from public insult to private grief, from withdrawal to revenge, and finally to a limited recognition of shared mortality. The final line of the poem is not about the destruction of Troy but about the burial of Hector.

Events after the Iliad are mostly from the lost epics of the Epic Cycle, especially the Aethiopis, the Little Iliad, and the Iliou Persis, and later mythographic summaries such as Apollodorus. These works go beyond Hector's funeral from the past year. Next comes the arrival of Penthesilea, queen of the Amazons, who comes to the aid of Troy. Her arrival also implies that Troy still has outside help, despite the death of Hector. Achilles kills her, and the episode continues the pattern of Achilles destroying the defenders who come to restore Trojan strength. Next we encounter Memnon, son of Eos, and commander of an allied force from the east. Memnon kills Antilochus, son of Nestor, and Achilles kills Memnon. These episodes demonstrate that the war after Hector remains international in mythic scope: the survival of Troy depends on successive allied champions, but each falls to Achilles.

Achilles dies before the fall of Troy. In the traditional sequence, he is killed by Paris with the assistance of Apollo. This death is of strategic importance as it deprives the Greeks of their greatest fighter before the final taking of the city. The Greeks can no longer count on Achilles directly to superiority on the field of battle. Ajax and Odysseus fight over his armour when he dies. Odysseus wins, and Ajax kills himself, disgraced. Thus the Greek army loses both Achilles and Ajax in the final phase. That's a high cost for the military.

The two warriors most associated with overwhelming physical strength are gone, and the Greeks are forced to move from heroic might to intelligence, prophecy, special weapons, and deception.

The later tradition then turns to conditions for the capture of Troy. The Greeks find that they need the bow of Heracles, which is in the hands of Philoctetes, whom they had abandoned on Lemnos earlier in the war. They bring him back and he kills Paris. This event kills the original Trojan offender, but even the death of Paris does not end the war. Helen is then handed over to another son of Priam, Deiphobus. The prolongation of the war after Paris is once more a reminder that the war has outgrown its original cause. It cannot be checked by the death of the man who took Helen.

They bring in Neoptolemus, son of Achilles, to Troy. He replaces Achilles but not in a real restoration of the previous situation. He is not Achilles himself. He is a symbol of inherited violence. The Greeks also steal the Palladium, a sacred image that is part of the protection of Troy. This act reveals that the last stage of the war is fought not only by common combat but through religious and symbolic attacks on the safety of the city. Troy must first be weakened before it can be taken.

The wooden horse is the deciding act. The Greeks build the horse, put chosen warriors inside, and pretend to sail away. The other Trojans, deaf to warnings, bring the horse into the city. The Greek fleet lies at Tenedos, and returns by night. The warriors come out of the horse, open the gates and the Greek army enters into Troy. This was the last military solution to the problem that had been going on for ten years. Direct assault was unsuccessful. Regional devastation didn't make them surrender. Troy was not captured, but was weakened by the hero's dominance on the battlefield. Where force has failed, deception will prevail. The city falls, because the Greeks finally go around the walls, not break them.

The later tradition transforms the sack of Troy into total destruction. Priam is slain, Astyanax is hurled from the walls, many Trojan men are massacred, and the women of Troy are split between the victors. Cassandra, Andromache, Hecuba and others are made

captives. Menelaus retrieves Helen. After years of siege and raids and heroic combat, the city that accepts the instrument of its own defeat is destroyed from within. The last year thus has a double structure. The Iliad is primarily concerned with the rage of Achilles and the death of Hector. The ending continues on through the death of Achilles, the use of prophecy and deception, the wooden horse and the sack of Troy in the larger Trojan tradition. The Iliad provides the emotional and military downfall of Troy's greatest defender; the Epic Cycle provides the remaining sequence by which the city itself is finally taken.

7. Olympian Gods' Role in The Trojan War

7.1) Introduction

The Greek Gods are widely famous in the popular culture as they are one of the best recorded mythologies that humanity was ever part of. Like most of the common religions of the time there were multiple gods that existed in the time for different important topics such as death, war, wine etc. Even in that time there were people, such as the great philosophers Socrates and Platon, who didn't believe in Olympian Gods and criticized the situation. Even with this the reason behind their importance is that Homeros explains the natural events with the Greek Gods. Such as in the start of Iliad, a deathly plague spreads between the Akhas. The reason behind this is being explained with the God of Medicine, Apollo being raged against the Acheans.

7.2) Titans

When talking about Greek Mythology there is a lot to explain as there are plenty of different tales that come up to today. One of the most important one of them covers how did the Olympians rise. Before everything there were only Chaos. Later on Gaia the Lady of Earth created Uranus the first Emperor of the matter. From them the first Titans has been created. Uranus was ashamed from his children and has prisoned them in the depths of Tartarus. Later on the youngest children Kronos the Titan of time has ignited the flames of the rebellion and with his brothers and sisters has managed to defeat Uranus. Kronos was so strong that he has even managed to cut his all-mighty-fathers-menly-organ witch results with the creation of the goddess of the beauty Aphrodite.

7.3) 12 Great Olympians

The rise of the 12 Great Olympians starts with their father Chronos. During Emperor Chronos's first year the Cosmos was living the Golden Age of it. But he was cursed by his father and mother, Gaia and Uranus. The curse stated that he will be overthrown as he did to his father and he will be prisoned by his own son. With this fear Titan of Time has started to corrupt ending the Golden Age and starting to eat his own children to somehow proceed his kingdom. He has swallowed Poseidon, Hades, Hera, Hestia and Demeter. Totally being with sadness and despair their mother Rhea has decided to hide their youngest child Zeus to the island of Girit and made Chronos eat a rock instead. Later on Chronosson Zeus has started a new rebellion like his father did against Uranus. In a war that takes long as 10 years Zeus and his brothers have won against the brutal Chronos. It could have been the first naturalist work before Emile Zola.(!) Strongest of them all Zeus, Poseidon and Hades rolls the dice after the war to decide who will be taken control of what. The lowest scorer of them Hades has become the God of Underworld, in the middle Poseidon has become the God of Seas and Earthquakes and of course Zeus has become the God of Sky. Under Zeus and both his sister and his wife Hera Olympian Gods have been risen.

7.4) All-Mighty Zeus, Scale Between Two Powers

Zeus stood as the undisputed king of the gods, ruler of the sky and thunder. He was the central figure who maintained balance between the two sides during the Trojan War. In modern tales such as the Percy Jackson Series Zeus is sometimes shown as more sympathetic than he actually is. In the original Greek mythology he always showed who is the real boss. Once he was enraged by Poseidon, God of The Seas and Apollo, God of The Sun, he turned the powerful Gods to human beings and punished them by making them build the walls of Troy. While he favored neither side, he was nonetheless still active in shaping the conflict. Bound by a promise to Thetis, mother of Achilles, Zeus favored the Trojans for a short while so that the Greeks may revere Achilles more once the Trojans got the upper hand.

7.5) The Cow-Eyed Hera, Protector of Akhas

Hera, the Queen of Olympus and the wife of Zeus stood as one of the fiercest protectors of the Achaeans during the Trojan War. She harbored a great hatred for the Trojans ever since Paris chose Aphrodite over her. She constantly schemed, even going as far as to seduce Zeus as to distract him from the battlefield. Being the goddess of marriage, she was also deeply offended by Paris' violation of the sanctity of marriage through his abduction of Helen. She also rallied Athena and Poseidon to the Achaean cause, even going so far as to descend on the battlefield to aid the Greeks.

7.6) Silver-Bowed Apollo, Protector of Troy

Apollo, the God of the Sun, was one of the most powerful defenders of Troy. Being one of the patron gods of Troy, he was deeply venerated within the city and thus bestowed upon it his protection. His wrath against the Achaeans was swift and terrible, sending a devastating plague which described as his arrows raining on them after the Greeks desecrated his temple and insulted his priest. He also guided the arrows of the Trojan warriors and healed them.

7.7) Blood-Stained Ares, God of War

Ares, the fierce and brutal god of war, embodied the violence, chaos and slaughter of battle. Son of Zeus and Hera, he was a powerful god and he fully supported the Trojans during the war. Unlike Athena, who embodied the strategic side of the war, Ares embodied the fighting and actively fought during the conflict, even being wounded by Diomedes, who was empowered by Athena. His daughter, the Amazon warrior Penthesilea also fought on the side of the Trojans.

7.8) Goddess of Wisdom, Mistress of Strategy Athena

Athena, the Goddess of Strategy and Wisdom, was one of the most formidable and intelligent allies of the Achaeans. While Ares embodied the raw struggle and chaos of the war, Athena embodied strategy, aiding the Achaeans by empowering Diomedes, guiding the spear of Achilles and advising Odysseus. While she was a patron goddess of Troy, with her Palladium statue being kept in the citadel of the city, she sided with the Achaeans because of Paris' judgement, where he preferred Aphrodite over her.

7.9) God of the Seas, Earth-shaker, Storm-Bringer, Father of Horses, Poseidon

Poseidon was the brother of the mighty Zeus. He ruled over horses, earthquakes and the sea. Poseidon housed a deep resentment for Troy, because how the Trojan King Laomedon, father of King Priam, had refused to pay his sacrifices to the god who had built the walls of Troy for him. He actively helped the Achaeans.

7.10) Goddess of the Moon, Lady of the Wind, Artemis

Artemis was the Goddess of the Moon, Wind and fertility. Being the twin sister of Apollo, she also supported the Trojans. Famously during the beginning of the conflict, she refused to let the Achaean Fleet out of port due to Agamemnon offending her by hunting one of her sacred animals, prompting Agamemnon to sacrifice his own daughter Iphigenia. One major event involving Artemis highlighted the conflict between the gods, when she and Hera came to heads which resulted in Hera taking Artemis' bow, which sent her fleeing to Zeus in tears.

7.11) Goddess of Love, Reason behind the War, Aphrodite

Aphrodite, the Goddess of Love, was the instigator who began it all. Chosen as the most beautiful Goddess by Paris, she rewarded him with the undying love of the most beautiful woman on earth, Helen of Sparta. Throughout the war Aphrodite aided the Trojans, rescuing Paris from the hands of Menelaus. She was also wounded by Diomedes while trying to save her son Aeneas.

7.12) Messenger of Gods, Guide of Souls, Lord of Roads and Thieves, Hermes

Hermes was the Messenger of the Gods, Lord of the Roads and Guide of Souls. He was also the patron of thieves, merchants and everyone else who lived by their wits. While he wasn't very active in the conflict, he was instrumental in guiding King Priam through the Achaean camp to the tent of Achilles upon the orders of Zeus.

7.13) God of Divine Forge and Smithery, The Lord of Flames, Volcanic-Terror, Great-Cripple-God Hephaestus

Hephaestus was the God of Weapons Forging, God of Flames and the Lord of Volcanoes. He was born disabled and was thrown off Olympus, breaking his legs. Despite this, his skill in making weapons was unmatched. During the Trojan War, he chose the side of the Achaeans, forging an armor for Achilles' which was so brilliant that it caused fear in the hearts of the Trojans. He also saved Achilles when the River Scamander was about to kill him, using his volcanic fury to force the River God into submission. He was married to Aphrodite, who cheated on him with Ares.

7.14) Goddess of Harvest, Life Giver to Fields, Demeter

Demeter was the Goddess of the Harvest, presiding over the growth of crops and the cycle of seasons. She once famously plunged the Earth into a cold barren winter when she was grieving for the kidnapping of her daughter Persephone. She was primarily neutral in the war.

7.15) God of Wine, Lord of Ecstasy, Dionysus

Dionysos was the God of Wine, Theater and Festivity. He was largely neutral in the war, the bloodshed and sorrow of it lying beyond his domain.

7.16) The Last Olympian, Goddess of Hearth, Keeper of Sacred Flame, Hearth of Home, Hestia

Hestia was the Goddess of The Hearth and the Goddess of Domestic Life. She was the force which kept the sacred flame that burned within every house alive. She was largely neutral in the war.

7.17) Lord of this (Under)World, Keeper of Death, Hades

Hades is one of the three strongest Gods without any doubts, as he keeps the army of the dead. With his abilities he also took the Yalan Dunya Eylems kitten which was named Ebru, Hades doesn't intervene in the Trojan War as he is busy with other important paperwork stuff. However, it was important for every warrior that they be buried with the proper rituals so that once they enter the domain of Hades they might reach Elysium. He has been mentioned in the Iliad a few times.

7.18) Queen of the Dead, Persephone

Persephone was the Goddess of the Spring and the wife to Hades. She was largely neutral during the War.

7.19) The Mechanism Behind The Gods

The gods of Greek mythology are humanlike in their behavior, displaying characteristics such as pettiness, envy and vengeance. However conflict amongst the gods does not usually take the form of violent confrontations, but rather it is done through a battle of pride. Each god of this war did their utmost to protect their own pride and hurt that of the opposing side. Gods wished to be venerated by humans, and often bestowed their favor to those who did. This veneration primarily came in the form of sacrifices at altars, temples and sanctuaries. A living creature would be sacrificed upon the smoking altar, where the smoke carried the essence of the sacrifice to the gods.

8. Relevant Military Theory

For this part of guide we would like to thank to Mehmet Kamil DOĞAN from Turkish Military Academy as he has put special efforts.

1. Warfare Dictionary

War: It is a violent clash of interests between or among organized groups characterized by the use of military force. The essence of war is a violent struggle between two hostile, independent, and irreconcilable wills, each trying to impose itself on the other.

Enemy: It is a force that opposes your wills. Most important thing about enemy is that it is not an inanimate object to be acted upon but an independent and animate force with its own objectives and plans (MCDP-1 Warfighting)

Military Strategy: The art and science of employing the armed forces of a nation to secure the objectives of national policy by the application of force or the threat of force. (Joint Pub 1-02)

Doctrine: Fundamental principles by which the military forces or elements thereof guide their actions in support of national objectives. It is authoritative but requires judgment in application. (Joint Pub 1-02)

Maneuver: Employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission. (Joint Pub 1-02)

Mission: The task, together with the purpose, that clearly indicates the action to be taken and the reason therefor. (Joint Pub 1-02)

2. Introduction

To successfully handle the crisis committee, a delegate must understand how war works. War isn't just a phenomenon in which people fight each other in separate trenches or fields. It's a long lasting conflict that has many more sides that just clash itself. Logistics, war engineering, communications, maintenance, ordnance; those are some of the rear-line services in modern land forces and gendarmerie organizations that carry land operations and varieties of those organizations clearly shows us that war isn't just about infantry. Since this committee isn't about modern warfare, we are not expecting to see aviation units or something but we do expect details about given subjects. Nevertheless, in this committee every delegate should know that they are staff officers and commanders of their own fictional armies. Giving clear, simple and detailed orders to their subordinates is a virtue that every commander and staff officer must possess and we expect your directives to meet this standard. Define every detail about logistics, use abilities of your war engineering, communications, maintenance ordnance etc. units, then lead the conflict with your infantry forces. Don't forget, it is not the sword that wins battles, but caution.

Disclaimer: "Relevant Military Theory" section aims to provide the ability of approaching the committee from a military point of view to our delegates, so it is not mainly about Ancient Greek warfare or the committee itself.

"The worth of an army is measured by the worth of its officers and commanders."

-Marshal Mustafa Kemal ATATÜRK



3. Logistics and Rear-Line Services

As mentioned in the introduction part, there are some other branches that were made to maintain sustainability in the battlefield. Not just in the context of the Trojan War but in every battle, logistics is the most critical branch except infantry. If you can't feed your infantry battalions then it's impossible for you to accomplish any clash with success. Let's say that you have to deliver some honey and bread for your infantry as ration. We are expecting to be informed about how you will acquire rations, how are you going to deliver that to them, what roads are to be used, are you going to secure the road against any threat to your logistics units etc. You will not be given any rear-line unit in the beginning of the committee, you have to form those units with your directives. If there is a river you have to cross, you should use your war engineers to construct a bridge for your troops. If you want to strengthen your organization in the battlefield, you have to form communication units to provide transmission abilities for your commanders in the battlefield. A centralized communication organization can keep you in the game for a long time. Those are the main ways to keep sustainability in the battlefield, if you have any other ideas about improving rear-line services you can include them in your directives.



Branches in Turkish Gendarmerie. You may think of the “jandarma” branch as infantry.

4. Simple Elements of War

a) Pillaging and Scorched Earth

Pillaging is the act of looting or violently stealing goods from a place, usually during war. Although it may seem cruel, you can use pillaging as a tactic after capturing a territory to sustain military forces. Scorched earth can be easily explained as the opposite of pillaging, it is destroying your own resources on your territory while retreating so your enemies can not use them. You can use those war tactics in your directives but it might have some serious consequences since you may face resistance from locals.

b) Pitched Battle

Pitched battle is a form of conflict in which two armies clash on an open battlefield, such as plains or hills. In this crisis committee, pitched battle will serve as the primary form of warfare, as the committee is set in Ancient Greece times. It is the easiest form of conflict to manage since it takes place in an open field, you can observe anything and anywhere if you manage to capture a strategic point that allows you to do so. When commanding a pitched battle make sure that your critical subordinate commanders are located in high hills so they can observe and conduct the battle. Always keep that in mind, if Mustafa Kemal couldn't manage to conduct the battle in Conkbayırı, we would have lost the Gallipoli Campaign.

c) Siege Warfare

If defenders have carried their defensive elements into a fortress, aggressors typically choose to besiege the fortress and force them to surrender by destroying their morale and their logistics systems. If the defensive forces can not break the siege, they will most likely surrender.

d) War in Ancient Greece

War in Ancient Greece took place in those manners that I have mentioned before. In summary, wars took place in plains. There were no firearms or artillery elements so war

meant hand-to-hand combat. To succeed in the wars of Ancient Greece, you must understand the simple elements of war.

5. Conclusion

War is not only about direct combat between infantry forces, but also about logistics, communication, engineering, morale, and strategic planning. Delegates in this crisis committee are expected to think and act like real commanders by organizing rear-line services, sustaining their armies, and giving clear and detailed directives. Understanding the simple elements of war is essential in order to achieve victory on the battlefield. Delegates are also encouraged to read the 'Conduct of War' section of the MCDP-1 Warfighting booklet in order to gain a deeper understanding of the nature of war.

[Click for MCDP-1 Warfare booklet.](#)

9. Relevant Geography

The geography of the Trojan War is concentrated in the Troad, the northwestern region of Anatolia with which Troy is associated. This area corresponds roughly to the Biga Peninsula of modern northwestern Turkey. It is bounded on the west by the Aegean Sea, on the north by the Hellespont, or Dardanelles, on the east and southeast by Mount Ida and its surrounding highlands, and on the south by the wider coastal districts of Aeolis and Mysia. In ancient geographical terms, the Troad was the land around Troy, situated between the Aegean world and the interior of Anatolia. Troy occupied a position from which sea routes, land routes, pastures, river plains, and coastal settlements could all be reached.

Troy is identified with the archaeological site of Hisarlık, near modern Tevfikiye in Çanakkale Province. The site is inland from the present coast, but in antiquity the coastline and river plain were different because of long-term sedimentation. In the Homeric setting, Troy was located near the coast, on the Troad Bay. It is a fortified city or citadel on high ground overlooking the plain and the sea. This position allows Troy to

dominate movement across the surrounding plain while also benefiting from walls and elevation.

The plain before Troy is the main battlefield of the Iliad. Troy lies on the shores of the Troad Bay, while the Greek ships and camp are on the Aegean Sea. Between these two points stretches the open ground on which much of the fighting takes place. When the Trojans advance, they drive the Greeks back toward the ships; when the Greeks advance, they push the Trojans back toward the gates and walls of Troy. The battlefield is therefore organized around two centers of military power: the city of Troy and the Achaean ship-camp.

The Greek camp is located by the ships on the beach. It functions as the military base, storage area, assembly point, and line of retreat for the expedition. The ships are crucial because they connect the army to the sea and to Greece. They transport men, goods, weapons, animals, and booty, and they are also the expedition's principal means of return. If the Trojans burn the ships, the Greeks will be stranded in enemy territory without secure transport home. This geography of defense also includes the Greek wall and ditch surrounding the camp. Their presence marks a shift in the Greek position from an offensive beachhead to a fortified military base.

The rivers of the Trojan plain are significant features of the landscape. The two principal rivers associated with Troy are the Scamander and the Simois. They run through or near the plain and shape the movement of men, horses, chariots, and soldiers. Riverbanks, mud, channels, and crossings all affect the conditions of battle. In the Iliad, the Scamander is also personified as a divine river that rises against Achilles when his slaughter fills the water with bodies. The river is therefore both a physical feature of the terrain and a sacred presence within the landscape.

The main highland setting of the Trojan region is Mount Ida. It lies to the east and southeast of the plain and is associated with forests, pastures, rivers, and upland routes. Mount Ida is also tied to divine observation in the mythic geography of the war, as well

as to the larger hinterland that supports Troy. The country around Ida supplies cattle, timber, and pastoral wealth. This upland geography is connected with Achilles' raid on the cattle of Aeneas, an episode that shows how the war extends beyond the plain of Troy into the pastoral and economic regions that sustain Trojan power.

South of Troy is the Sanctuary of Apollo Smintheion, which the Achaeans sacked early in the war. The sacking of this shrine, whom the priest of was Chryses, and the kidnapping of Chryseis, the daughter of Chryses, directly provoked the wrath of Apollo, resulting in a plague descending upon the Achaean forces which was described during the opening of the Iliad.

North of Troy is the Hellespont, now called the Dardanelles, which links the Aegean Sea to the Sea of Marmara and the route toward the Black Sea. Troy's proximity to this strait helps explain its strategic importance. The city lies near major maritime routes connecting different regions of the ancient world. This geography also helps explain why Troy is portrayed as wealthy, well connected, and politically significant. It is situated near sea routes while also maintaining links to the land routes of northwestern Anatolia. Tenedos is an island off the coast of Troy. In the tradition of the expedition, it serves first as a staging point before the Greek landing and later as the place near which the Greek fleet waits after pretending to sail away during the stratagem of the wooden horse. Its location makes it useful for ships operating around Troy. An island off an enemy coast may serve as an anchorage, a waiting point, a place of concealment, or a temporary base. Tenedos is therefore part of the naval geography of the war.

Aulis belongs to the geography of departure. It is the place where the Greek coalition gathers before sailing for Troy. The gathering at Aulis demonstrates both the scale and the difficulty of the expedition. Ships arrive from many parts of Greece, each under a different commander, and the army must wait for suitable winds before the fleet can sail. The delay at Aulis also shows the expedition's dependence on weather, sacrifice, harbors, and naval timing. This stage is connected with the story of Iphigenia, since the fleet is prevented from sailing until the religious crisis has been resolved.

Mysia is associated in several traditions with the Greeks' mistaken first landing before they reached Troy. In these stories, the Greeks arrive in the wrong place and fight there before undertaking the later expedition to Troy itself. This episode situates the Trojan War within a broader Anatolian geography and shows that crossing the Aegean did not automatically bring the army to the correct destination. The western Anatolian coast was marked by gulfs, islands, river mouths, and local kingdoms. The Greeks could not reach Troy successfully without navigation, local knowledge, and guidance.

Lesbos belongs to the wider operational geography of Achilles' campaigns. The island appears among the places associated with Achilles in later mythographical summaries. A campaign against Lesbos requires naval movement, landing, and control of coastal approaches. This indicates that the war did not take place only in the immediate vicinity of Troy. The Greek fleet allowed the Achaeans to strike island and coastal targets across the northeastern Aegean.

The general military geography of the war also includes the western Anatolian coastal cities mentioned in later summaries. These include Phocaea, Colophon, Smyrna, Clazomenae, Cyme, Adramytium, Antandrus, Side, Colone, and other settlements. These places should not all be treated as clearly documented dependencies of Troy, but they do show that later tradition imagined Achilles' operations as extending far beyond the immediate plain before the city. Some were coastal or island targets, while others were connected to inland routes and regional resources. Strikes on such locations could provide loot, disrupt movement, weaken allied confidence, and expand the war beyond a simple siege of Troy.

Lyrnessus is a major city in the geography of Achilles' earlier campaigns. It is linked to Briseis, who becomes Achilles' war prize when the city is taken. The fall of Lyrnessus connects the regional campaign with the opening conflict of the Iliad. Briseis' presence in the Greek camp is a direct result of the war against cities beyond the walls of Troy, and her seizure later becomes central to the quarrel between Achilles and Agamemnon.

Pedassus is named with Lyrnessus as a city sacked by Achilles in the pre-Iliad tradition. It belongs to the group of settlements that make up the outer geography of Trojan support. Its capture demonstrates the Greek practice of attacking smaller towns rather than relying entirely on direct assault against Troy. Such campaigns leave Troy itself standing, but they make the surrounding region less secure.

Andromache, the wife of Hector, is from Hypoplacian Thebes. In the Iliad, she remembers Achilles destroying her father's city and killing her father and brothers. This city is part of the geography of allied or related communities whose destruction forms the human background of the poem. The fall of Hypoplacian Thebes shows that the war had already passed through many settlements before the main action of the Iliad begins.

Antandrus and the country around Mount Ida are associated with movement between the Trojan plain and the interior highlands. This area is important for routes, timber, cattle, and access to the wider Anatolian interior. It also influences the movement of supplies and allies toward Troy. A force capable of raiding these zones can weaken the resources that support the city without attacking the walls directly.

The immediate geography of Troy consists of the city, the gates, the walls, the plain, the rivers, and the roads that connect the city to the battlefield. The gates are especially important because they control movement between the safety of the city and the danger of the plain. Trojan warriors leave the city to fight and retreat through the gates when under pressure. The walls protect the civilian population, the royal household, and stored wealth. The towers and walls also provide vantage points from which Priam, Helen, Hecuba, Andromache, and others look down upon the fighting.

The Greek geography of the war consists of the shore, the ships, the huts, the defensive wall, the ditch, and the assembly space of the army. The camp is arranged for a long expedition. Leaders have their own followers, ships, and quarters. The camp contains captives, supplies, animals, armor, and prizes. It is exposed because it is not a city, but it is protected by the ships, the sea, and later by fortifications.

The wider geography of the war includes Greece, the Aegean crossing, islands such as Tenedos and Lesbos, the Troad, the western Anatolian coast, Southwestern Anatolia, the inland allied regions of Troy, and even far away lands such as Aethiopia. The Greek coalition comes from across the Aegean, while the Trojan side is supported by Anatolia and surrounding peoples. The war therefore spreads across sea lanes, coastal settlements, river plains, pastures, highlands, and citadels.

The cities and territories within Greece which joined the Achaean Coalition include, but are not limited to: Mycenae, Sparta, Pylos, Ithaca, Pthia, Salamis, Attica, Crete, Argos, Aetolia, Locris, Arcadia, Aetolia and Meliboea.

The kingdoms and territories which supported Troy include, but are not limited to: Troy, Dardanus, Caria, Lycia, Paphlagonia, Paeonia, Thrakia, Phrygia, Larisa and Ismara.



9.1) Glossary:

Adramyttium: Ancient city near modern day Ören in Burhaniye, Balıkesir.

Aeolis: The section of the Aegean Coast spanning from modern Ayvacık to Karşıyaka.

Antandrus: Ancient city near modern day Altınoluk in Edremit, Balıkesir.

Apollo Smintheion: Ancient sanctuary near modern Gülpınar in Ayvacık, Çanakkale.

Aulis: Ancient city near modern day Avlida in Euboea, Central Greece.

Clazomenae: Ancient city near modern day Iskele in Urla, Izmir.

Colone: Ancient city on the coast of modern day Alemşah in Ezine, Çanakkale.

Colophon: Ancient city near modern day Değirmendere in Menderes, Izmir

Cyme: Ancient city near modern day Çakmaklı in Aliğa, Izmir.

Dardanelles: The strait connecting the Aegean Sea to the Marmara Sea.

Hellespont: Alternative name for the Dardanelles.

Hypoplacian Thebes: Ancient city located near modern day Edremit, Balıkesir.

Lyrnessus: Ancient city located near modern day Dutluca in Burhaniye, Balıkesir.

Mount Ida: Modern day Kazdağı

Mysia: The region roughly spanning from Biga Peninsula to Bursa.

Phocaea: Ancient city near modern day Foça, Izmir.

Scamander: Modern day Karamenderes River.

Simois: Modern day Dümrek Stream.

Side: Ancient city located near modern day Side, Antalya.

Smyrna: Ancient city located near modern day Izmir.

Tenedos: Modern day Bozcaada.

Troad: Modern day Bige Peninsula.

10. Committee Mechanics

In the committee, we will have a resource management mechanic in the sense of military assets, requests for divine intervention, economic assets and morale of the armies.

Military assets will be categorized into the following:

1. Heavy Infantry
2. Light Infantry
3. Cavalry
4. Archers
5. Chariots

Economic assets will be representative, relative and not accurate to historical or mythological suggestions. In terms of treasure's richness. Looting and pillaging may earn money, projects and upkeep of the armies lose money. Since money was not invented at the time, the treasury of each army will be measured as its weight in gold. If an army can't pay its soldiers, morale will immediately collapse and unrest will follow.

Morale of the armies will have a spectrum. Morale will directly affect the events befalling any coalition and low morale may cause riots or worse. High morale will allow for risky but rewarding battle tactics.

Requests for divine intervention. Every delegate and the chairboard can request divine intervention. Divine intervention needs either sacrifice, prayer, or else (be creative!) for it to be approved. Each party may also venerate their gods through the construction of altars, temples and even sanctuaries. Likewise any damage to the aforementioned will anger the relevant gods. However it must be noted that these buildings hold great amounts of wealth. Some amongst the mortals, thought to be descending from the gods, have been blessed with gifts giving them heightened abilities.

Each coalition and individual delegates may visit sanctuaries around the Aegean for both personal and joint prophecies. These prophecies may affect morale, as well as potentially reveal some useful information.

It must be noted that many heroes in the Trojan War were kings of their own kingdoms or had their own command. These individuals have the full right to implement any directives within the domain of their own kingdom, as well as decide how their troops are used. They are able to refuse commands, implement deals with the opposing side independent of their coalition, or change sides entirely. However, in case of mutiny or betrayal, the chairboards have full right to enact any consequences upon them using the coalition forces.

One of the biggest motivators of the heroes of the Trojan War was the eternal glory they would gain from this war. As such, oftentimes the interest of individuals didn't align smoothly and there was internal conflict amongst the sides.. Glory will have many effects, from the morale of both your own troops and the enemy to the legacy of your own allocation. However, perhaps its most important effect will be on how the committee awards will be given, as personal glory will be directly factored in when deciding the awards. Glory can be gained through many ways, such as success in battle, valor and even betrayal. Be bold and creative.

The committee will rely on campaigning across the land to gain the upper hand. The win condition for the Achaeans is to rescue Helen or conquer the whole Trojan Coalition. The win condition for the Trojans is to repel the Achaeans or withstand the siege for a whole decade.

The Committee Secretariat will be including all 10 years on the general campaign and the prophecy of Calchas that Troy can only fall in the tenth year might be true, but might not be as well.

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Note from the authors: We have referred to the texts above, however as is the not-so-academical nature of our committee, we find it important to note that this committee is hand-crafted by the committee secretariat. As you may notice while doing further research, myths often conflict. In the guide and in the committee, we have taken a selection that is mostly based on these texts.