

BACKGROUND GUIDE

TROJAN WAR CRISIS



MEDMUN 2019

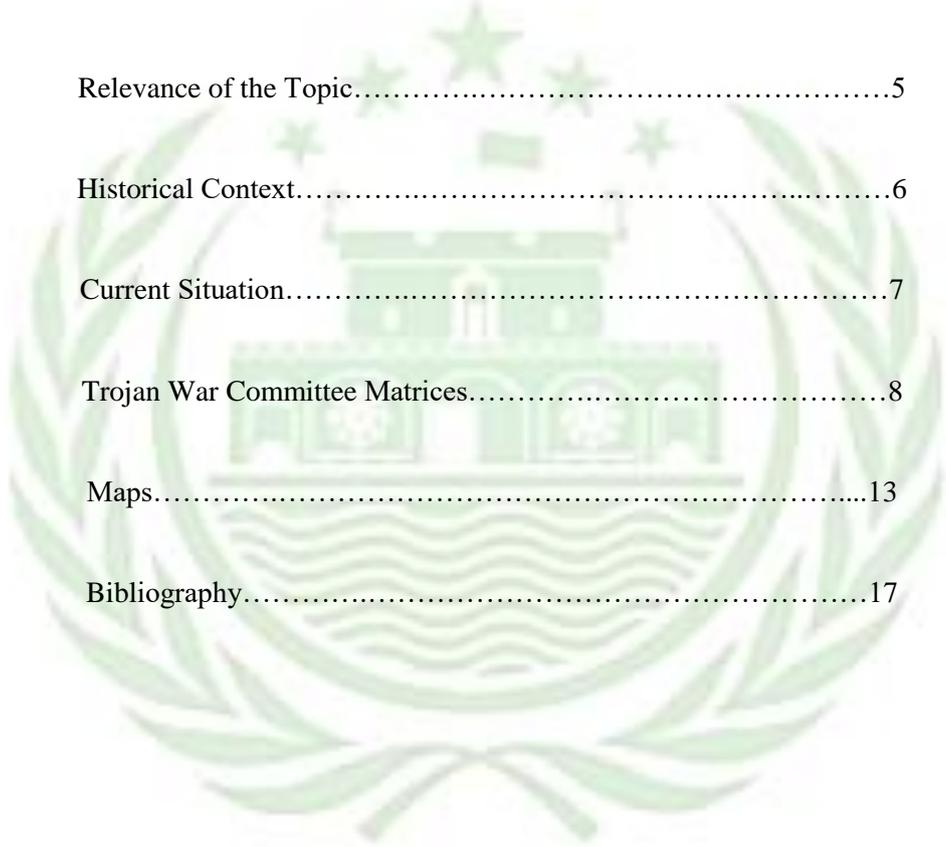
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1. Presenting the Committee

As delegates, you are the main actors in this conference. Your individual actions will dictate the outcome of the simulation. Because of this, it is necessary to be well informed about your roles and capabilities during the crisis. It is important to note that MUN Rules of Procedure do not apply in crisis committees and that debate should be fluid and fast-paced, with the chair facilitating these exchanges.

As the crisis staff, we will be providing you with information, called updates. This can be classified into press releases in which information is released to all committees, memos, in which we will provide information or advice to one committee, digital updates that are sent to you through your chairs, or individual intelligence briefs for you or your committee.

We expect you to react to our updates and create your own output, which includes:

- Press releases (unilateral or multilateral): One or more delegates make a statement on an issue or event, and transmit it to the crisis staff for distribution to all committees.
- Individual Action Orders: A request made by a delegate for an action to be carried out on his or her behalf. (For example: The Minister of Intelligence asks the crisis staff to bribe the bodyguards of the president, or the Minister of Defense asks to move 5000 troops to surround the city of Alexandria.)
- Communiqués: A formal message sent from one delegate or committee to another delegate or committee.
- Committee Directive: An entire committee collectively makes a major decision. (For example: Signing a treaty, making trade agreements, etc.)

Additionally, committee interaction is necessary. These interactions could be in the form of:

- Negotiations that can be organized between committees. Delegates can either request to meet other delegates on their own behalf or in the name of the committee, in which case he or she would be nominated and then chosen through a vote.
- A delegate from a committee could also be asked to come to address another entire committee.

One of the main features of our conference is war games. Because of the volatile context of the simulation, some delegates will face each other in a series of war games. The delegates will have to make decisions about troop movements, tactics, and military operations using maps of armed forces locations for reference. The games will be conducted on a turn by-turn basis with each delegate involved having 2 minutes to make a decision and inform the head of war games.

Delegates will have all necessary information at their disposal to make the best decision possible. In cases in which entire committees are engaging in armed conflict, the committees will be responsible for sending the best-suited delegate, or delegates, to deal with the conflict, based on their actions in committee and portfolio powers.

2. Capabilities

Each delegate in the simulation has specific tools at his or her disposal to dictate the course of events, known as portfolio powers. Your portfolio powers will either be provided to you, or you can send a note to the crisis staff asking specific questions about your powers. For instance, the Minister of Agriculture of Micronesia has no control over Micronesia's navy; hence, he or she cannot use it.

However, the head of an intelligence agency has control over spies, assassins, etc. and can use them appropriately. The tools at your disposal vary based on the persona, position, influence, etc. of your character. Each action a delegate takes will have ramifications on many levels. Thus, do not underestimate areas such as the economy, society, and diplomacy; they are important factors to consider and we will reward delegates who are able to include them in their performance, as they increase the realism of the simulation.

3. Constraints and Limits

An important aspect of the crisis simulation is striving to achieve your personal objectives while staying on policy. The thin line between fiction and reality should dictate your actions in the simulation. To respect this line, we will operate on a reward/penalty basis. In other words, your objective should be achievable with the highest degree of realism, respecting the interests of your character and your committee. For every request you make, we will be evaluating the realism and quality of your request, its alignment with your character's policy, and its usefulness to the simulation.

Our penalty system will operate as follows: We will send warnings to delegates who are operating off policy, followed by a personal brief from a crisis staff member. If all of the above fails, we will have no choice but to terminate your character. If you are the Minister of Agriculture of Micronesia and continually want us to blow up the White House with a nuclear warhead that you do not possess, expect to appear in an execution video. Keep in mind that if your character is terminated, it may be for other reasons as well—assassinations tend to happen in times of war in divided countries.

Regarding delegates who are not the leaders of their country/organization, it is of utmost importance that any committee-wide public action or press release you make be confirmed by either your leader in person (should he or she be present in the simulation) or your home government (which the Crisis Staff will be simulating if it is not present in the simulation).

4. Relevance of the Topic

The Trojan War Crisis will pick up from Paris' seduction and kidnapping of Helen, at the eve of conflict as Agamemnon gathers the most powerful and legendary Greek warriors in mythology. On the other side of the Aegean waits the Trojans, ready to defend their city-state and the holy gift of Aphrodite: the most beautiful woman in the world, Helen. Delegates must use their earthly and divine powers to compromise with the two sides, and more importantly, the deities of Olympus, as tensions grow between the Greeks and Trojans, threatening to burst into all-out war. Battles, scandals, curses, bribery, and most importantly, sacrifice, waits for those who dare to step into the chaotic world of Homer, coming to life after two millennia spent in the books.

The Trojan War is one of the most important military confrontations in literature, written over two millennia ago by Homer after spending years being recounted in oral literature. Its story has echoed throughout the centuries to reach our current day and age, constantly being reshaped and retold, from Shakespeare's *Troilus and Cressida* to Madeleine Miller's 2011 novel *The Song of Achilles*.

The Trojan War marked the beginning of a Western and Greek identity; it brought together the surrounding city states to a common ground, becoming a turning point in Greek culture and the basis of multiple myths, legends and tales. Since then, it has allowed individuals of many eras to question the ethical elements that appear through the epic poem: the sacrifices of war, the provocation of beauty, the price of death.

In the ten years of the Trojan War, what takes place is a tale of bloodshed, rivalries, and intervention of the gods. There are multiple stories within the epic poem and multiple themes to explore. Centuries later, warfare and competition between states and political persons remains the same. A soldier may not agree with the reasoning of war, such as the case of the Greeks who wanted Agamemnon to return Apollo's priest's daughter, but the leaders make their decision and move forward with their agendas.

These plot points help us understand the relevance of the Trojan War today, in a time when politicians sacrifice the safety and livelihoods of their citizens for their own personal gain, when states are threatened by not only forces outside their territories, but those inside as well, when sociocultural forces are shifting to accept and reject new groups and identities of people. It is in the most crucial moments of human civilization that literary tradition enlightens and guides us, and *The Iliad* demonstrates this still, at the beginning of the 21st century.

5. Historical Context

At the wedding of Peleus and Thetis the gods were enjoying themselves when Eris, or Strife, threw a golden apple into their midst with the words, "For the fairest," attached. Hera, Athena, and Aphrodite all claimed the apple and asked Zeus to judge between them, but he wisely refused, directing the three goddesses to a shepherd on Mount Ida who could decide the loveliest. The goddesses approached Paris and each offered Paris a bribe for selecting her. Hera promised to make him a king who would rule Asia and have great wealth. Athena offered to give him wisdom and an invincible valor in warfare. But Aphrodite won the apple by promising Paris the most beautiful woman in the world — the spectacular Helen. His choice was imprudent to say the least, since he made implacable enemies of Hera and Athena, both of whom vowed to destroy him and Troy.

On learning that he would possess Helen, Paris first went to Troy and established himself as a true prince, the legitimate son of Priam and Hecuba. Then he sailed for Sparta, where he seduced Helen during her husband's absence and took her back to Troy with him. Meanwhile Paris' sister Cassandra was faced with trouble. Apollo gave her the gift of prophecy while trying to make love to her, but she had taken a vow of chastity and resisted him. In anger

Apollo turned his gift into a curse by making it so that no one would believe her. When Paris returned with Helen and stood before Priam to get his father's acceptance Cassandra came into the room, visualized that the Trojan War would occur because of Paris and his lust, gave shrieks of despair, and railed at her immoral brother. Thinking Cassandra mad, Priam had his daughter locked in a palace cell.

When Menelaus returned to Sparta and found his wife Helen gone, he summoned the Greek leaders to go with him to conquer Troy and recover Helen. These leaders were pledged to aid Menelaus, for as they had courted Helen too they had taken an oath to avenge any dishonor that fell upon her future husband because of her. Thus Paris precipitated the Trojan War, which would fulfill the prophetic dream his mother had of giving birth to a firebrand that would destroy Troy.

6. Current Situation

The Greek chieftains assemble at Aulis under the leadership of Agamemnon, the brother of Menelaus. Most of the warriors are glad to go, eager to burn and sack Troy. But two heroes are reluctant. An oracle told Odysseus that he will be twenty years from home if he goes, so he feigns madness, but is exposed. Achilles, on the other hand, is disguised by his mother Thetis at the Scyrian court, as she knows that her son will have a short but glorious life if he goes to Troy. However, Odysseus discovers Achilles by a trick, and he too consents to go.

While the Greek leaders are meeting at Aulis, the Trojans are trying to negotiate their way out of the war, while also preparing for any surprise attacks. The Trojan dynasty itself is quarreling over Paris' kidnapping of Helen, and trying to reach out to their own allies for protection from the potential Greek threat.

*Disclaimer: Although the historical context will be based of Homer's *Iliad*, committee members may deviate from the original story, following the events of the current situation.

7. Trojan War Committee Matrices

You will join one of two committees, which roughly defined correspond to the “Greek” and “Trojan” camps. You will represent an individual within these committees.

Greek Committee

Name	Position
Menelaus	King of Sparta
Achilles	Son of King Peleus of the Myrmidons
Odysseus	King of Ithaca
Ajax	Son of King Telamon of Aegina
Diomedes	King of Argos
Patroclus	Son of King Menoetius of Opus

Objectives

The primary objective of the Greek committee is to locate and return Helen for the King Menelaus. The abduction of Helen represents a stain on the honor of the Greeks and therefore loyalty to the King drives the army towards this objective. However, the primary objective can be achieved through either the option of war or negotiations with favorable terms, the decision of which constitutes the secondary objective. Finally, in order to support these efforts, other objectives to consider would be the gratification of the Gods and to maintain awareness about delivered prophecies.

Achilles - Son of the Nereid Thetis and of Peleus, the king of the Myrmidons. Zeus and Poseidon had been rivals for the hand of Thetis until Prometheus warned Zeus of a prophecy that Thetis would bear a son greater than his father. For this reason, the two gods withdrew their pursuit, and had her wed Peleus. Thetis tried to make Achilles immortal by dipping him in the river Styx. However, he was left vulnerable at the part of the body by which she held him: his left heel. Peleus later entrusted Achilles to Chiron the Centaur, on Mount Pelion, to be reared. Thetis foretold that her son's fate was either to gain glory and die young, or to live a long but uneventful life in obscurity. Achilles chose the former, and decided to take part in the Trojan War.

Menelaus - King of Mycenaean Sparta, the husband of Helen of Troy, and the son of Atreus and Aerope. According to the Iliad, Menelaus was a central figure in the Trojan War, leading the Spartan contingent of the Greek army, under his elder brother Agamemnon, king of Mycenae. Invoking the oath of Tyndareus (where once all of Helen's suitors had promised to come to his aid if anything were to happen to Helen) once his wife is kidnapped, Menelaus raised a fleet of a thousand ships and went to Troy to secure Helen's return.

Odysseus - Hero of Homer's epic poem the Odyssey. Homer portrayed Odysseus as a man of outstanding wisdom and shrewdness, making up for what his kingdom may have lacked in power and resources. Odysseus has traditionally been viewed as Achilles' antithesis in the Iliad: while Achilles' anger is all-consuming and of a self-destructive nature, Odysseus is frequently viewed as a man of the mean, a voice of reason, renowned for his self-restraint and diplomatic skills. In the original story, he is the one who comes up with the idea for the Trojan horse.

Ajax - Son of Telamon and King of Salamis, Ajax the Great was described as a powerful fighter but also with a very high level of combat intelligence over his army. He is the only principal character on either side who does not receive substantial assistance from any of the gods. Ajax also appears as a mainly defensive warrior, instrumental in the defence of the Greek camp and ships and that of Patroclus' body. When the Trojans are on the offensive, he is often seen covering the retreat of the Achaeans.

Diomedes - Born to Tydeus and Deipyle and later became King of Argos, succeeding his maternal grandfather. He is regarded alongside Ajax the Great as one of the best warriors of all the Achaeans (behind only Achilles in prowess). He and Odysseus were the only Achaean heroes who participated in covert military operations, and he was the one to receive most help from the gods, particularly Athena.

Patroclus - Patroclus was the son of Menoetius in Greek mythology, and best friend of the hero Achilles during their years of training under the centaur Chiron. During the Trojan War, Patroclus was a valiant soldier. When the Trojans had taken the advantage and were threatening the Greek ships, Patroclus convinced Achilles to let him become the leader of the army and repel the enemy.

The Trojan Committee

Name	Position
Paris	Son of King Priam of Troy
Hector	Son of King Priam of Troy
Hecuba	Queen of Troy

Aeneas	Son of Aphrodite and Prince Anchises of Troy
Memnon	King of Ethiopia, Son of Tithonus and Eos
Troilus	Son of King Priam of Troy

Objectives

The primary objective of the Trojan committee is to protect and retain Helen from the invading Greeks for their prince, Paris. On the other hand, the Greek committee should look at getting back Helen as efficiently and swiftly as possible. At the beginning of the committee, this will require delegates to plot out favorable terms for negotiation. However, taking into account that a peaceful resolution may not be possible, the delegates second objective should be to prepare war strategies with the armies they have in their control. For the Trojans, this will mean fortifying their city and plotting defensive movements, whereas the Greeks must focus on maritime activities, along with offensive strategies once they reach the shores of Asia Minor. Finally, in order to support these efforts, other objectives to consider for both committees would be the gratification of and negotiation with the gods and to maintain awareness about delivered prophecies.

Paris -Son of King Priam and Queen Hecuba of Troy, best known was his elopement with Helen, queen of Sparta, causing the Trojan War. While Paris lacks the physical strength and bravery to fight in battle (exemplified by his use of the bow and arrow), he charms the gods into taking his side, particularly Apollo and Aphrodite. In the original text, it is with Apollo's help that Paris is able to fatally shoot down Achilles.

Hector -Trojan prince and the greatest fighter and leader for Troy in the Trojan War, originally killing Patroclus and later killed by Achilles. Hector commanded the Trojan army, with a number of subordinates including his brothers Deiphobus, Helenus, and Paris. By all accounts, Hector was the best warrior the Trojans and their allies could field,

and his fighting prowess was admired by Greeks and his own people alike.

Hecuba -Queen of Troy during the Trojan War, and wife of Priam with whom she had 19 children, including Hector, Paris and the prophetess Cassandra. During her pregnancy with Paris, an omen predicted that if the child lived, he would be responsible for the fall and destruction of Troy. Hecuba could not bear this news and as Paris was being born, she ordered two of her servants to kill him. However, they were unable to kill him and instead abandoned him, causing the prophecy to come true in the original story.

Aeneas -Trojan hero, the son of the prince Anchises and the goddess Aphrodite, who played a prominent part in defending his city against the Greeks during the Trojan War. He is a honorable and skilled warrior, favored by Apollo and his mother, and respected by even the Greeks and their allies for his character. According to later texts, particularly the Aeneid by Virgil, he would move to the Italian Peninsula go on to found the Roman Empire.

Memnon -Ethiopian king and son of Tithonus and Eos considered to be almost Achilles' equal in skill, bringing an army to Troy's defense during the Trojan War. Memnon arrived with a large army of Indians and Ethiopians, a truly remarkable army which consisted of thousands of men with various kinds of arms, and “surpassed the hopes and prayers even of Priam.”

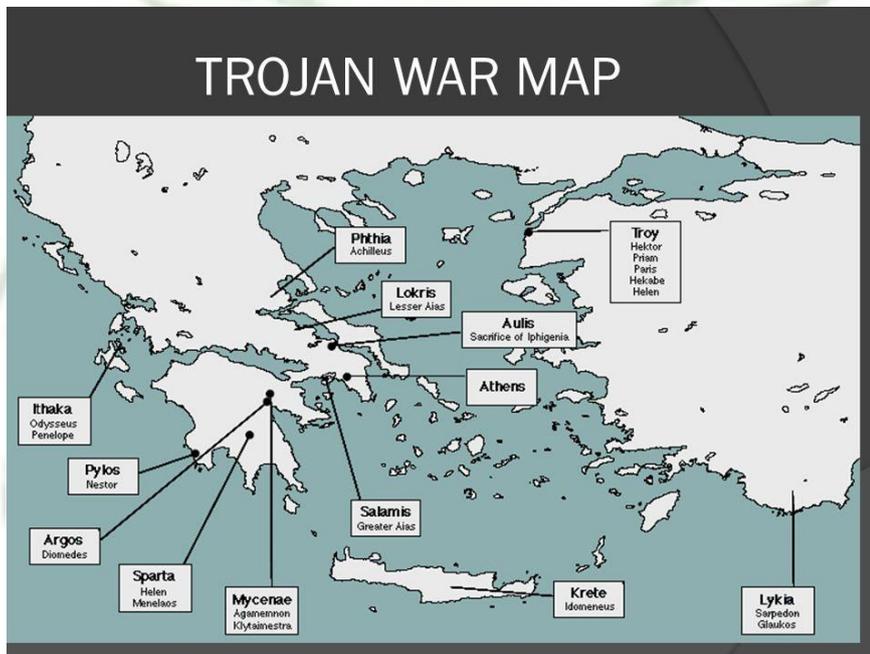
Troilus -Trojan prince in Greek mythology, son of King Priam and Queen Hecuba of Troy, and one of the leaders of the Trojan side of the war, originally killed by Achilles. According to the legend, Troilus falls in love with Cressida, whose father Calchas has defected to the Greeks. Cressida pledges her love to Troilus but she soon switches her affections to the Greek hero Diomedes when sent to her father in a hostage exchange.

8. Maps

Greek City-States and Troy



Character Map



Detailed Map of Asia Minor



9. Resources

The Trojan war was described by Homer as the greatest war in history involving at least 100,000 men on each side.

Both sides often used scouting parties in order to gain information on the enemy.

THE GREEK ARMY

- The coalition of Greek forces was led by King Agamemnon. Amongst the cities or regions in the Greek coalition were Boiotia, Phocia, Euboea, Athens, Argos, Corinth, Arcadia, Sparta, Kephallonia, Crete, Rhodes, Magnesia, and the Cyclades. Just how many men these totalled is unclear.
- Homer states an army of ‘tens of thousands’ or rather more poetically ‘*as many as the leaves and flowers that come in springtime*’.

- According to archaeologists the men were in units of 5,000.
- The smallest group was the squad of 10, which was grouped into platoons of 5 squads, companies of 5 platoons, and hosts of 2 or more companies.
- It is possible that the Greeks could employ foreign fighters to fight on their side.
- Homer mentions 1,186 Greek ships sailing to Troy under Agamemnon's orders. //
- (Historians place the number at around 300 ships carrying around 15,00 men)
- Amongst the Greek warriors were some exceptional heroes, who were great fighters and displayed the enormous courage on the battlefield, many of whom were believed to be demigods. Amongst the most important were *Achilles*, *Odysseus*, *Ajax*, *Diomedes*, *Patroklos*, *Antilokos*, *Menestheus*, and *Idomeneus*.
- Achilles forces (the Myrmidons) accounted for about 5% of the Greek army
- The Greeks were aided by several of the Olympian gods of Greek religion. Athena, Poseidon, Hera, Hephaistos, Hermes, and Thetis all gave direct or indirect help to the Greeks.

THE TROJAN ARMY & CITY

- The Trojan army defending Troy, led by its king Priam, had assistance from a long list of allies as well. These included the Carians, Halizones, Kaukones, Kikones, Lycians, Maionians, Mysians, Paionians, Paphlagonians, Pelasgians, Phrygians, and Thracians.
- The Trojans, had semi-divine heroes as well and these included *Hektor*, *Aeneas*, *Sarpedon*, *Glaukos*, *Phorkys*, *Poulydamas*, and *Rhesos*.
- The Trojans also enjoyed the favour and help of Olympian gods, receiving assistance during the war from Apollo, Aphrodite, Ares, and Leto.
- Troy was not only a magnificent city but also an impregnable fortress. Its walls were 33 feet high and 16 feet thick. There were 3 ways to conquer a fortified city in the Bronze Age: assault, siege, and ruse. During the ten years of warfare that followed the

abduction of Helen, the Greeks ravaged and looted the Trojan countryside and surrounding islands, but failed to make any progress towards infiltrating the city of Troy.

- Most of the Trojan War was in a fact a protracted siege.
- In Greek mythology, the walls of Troy were said to have been built by Poseidon and Apollo.

10. Questions to Consider

- Are the motives of both the Greeks and Trojan sides justifiable? Are they fighting for Helen, or something more?
- How can different Olympians be swayed, convinced, or even tricked to helping different actors in both committees?
- Are violent, military tactics or diplomatic solutions more effective in establishing peace still with the domination of only one side?
- How far is each individual willing to go to get their party to win, but also to gain personally from this conflict?



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