

The Evolution of War

1) Hunter-Gatherers

Some, like Fore, didn't traditionally fight wars

Most did, but in local, uncoordinated way

They lack social organization to mobilize for extended warfare

Need to collect food, so can't fight a lot – which requires more division of labor

Fights over women, honor, trinkets

Often not over land per se, since may lack notion of land ownership

But may fight over customary access to territory

2) Agricultural Societies

They have territory to protect

May have invested in land, so it's worth protecting or capturing

Agrarian societies often concerned about scarcity, and there may be a logic of territorial expansion

Agrarian production sustains states:

Charles Tilly: “the state made war and war made the state.”

Medieval Europe saw mobilization for war through nobles pledging allegiance to monarch and his military adventures

Medieval chivalric code:

Warfare socially stratified: nobles v rest

Honor to die in battle

Codes of conduct

3) Bureaucratization of War

18th & 19th century Europe saw new mode of warfare:

Regimental system Keegan discusses

Drilling and subordination of individual to mass

New technologies: guns, artillery, then tanks & airplanes

Increased distance from enemy

Increased resources needed for war → militarization of economy

After French Revolution, nationalism legitimates this

Attempts to segregate battlefield and protect non-combatants
often overwhelmed by:

(a) New technologies

(b) Nationalist sense that the enemy is a whole country

Hiroshima as endpoint of these trends