



**The Peloponnesian war:  
Warring states, a slave revolt,  
and a battle for hegemony in  
the Greek empire**

**Crisis Committee Study Guide  
BathMUN 2023**



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<https://eur01.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.google.com%2Fmaps%2Fd%2Fu%2F0%2Fedit%3Fmid%3D1aXb4q6g3EEZkmPFoFk2WaLG07HSUkWo%26usp%3Dsharing&data=05%7C01%7Ce a921%40bath.ac.uk%7Cd1d91def321b4f0f0d5608dbb3e90915%7C377e3d224ea1422db0ad8fcc89406b9e%7C 0%7C0%7C638301585937086732%7CUnknown%7CTWFPbGZsb3d8eyJWljoIMC4wLjAwMDAiLCJQljoIV2luMzli>



# Welcome

## Emily

Ἀσπάζομαι!

Welcome all to BathMUN's 2023 Crisis Committee. My Name is Emily, I'm a Politics and International Relations student at the University of Bath, and it's my pleasure to be your Co-crisis director for the weekend. During the crisis, I look forward to seeing the diplomatic, innovative, and even occasionally machiavellian solutions you formulate to the most challenging of conflicts, and sincerely hope you enjoy your time with the committee. I look forward to welcoming you all to our beautiful city soon!

## Otto

Welcome everyone, I'm Otto. I'm studying PPE at Warwick and am involved in our MUN society up there. This time, however, I'm thrilled to be co-directing the BathMUN crisis. I've been involved in MUN conferences for the past 7 years, and am excited to now be able to give others the opportunity to negotiate, scheme and have fun. I'm looking forward to see how you tell the story of the Peloponnesian War!

## Rob

Hey! I'm Rob, a postgraduate student studying Mathematics of Real-World Systems who has the honour of working in your backroom for BathMUN 2023! I cannot wait to see what you all end up doing over the course of the conference. I hope that we have created an environment where you can all flourish and have a hell of a lot of fun! See you all in December.

## Mollie

Hello! I'm Mollie, a second-year student at LSE studying Politics and International Relations. I am so excited to be a chair for this year's conference and I'm really looking forward to working with you all to dissect this crisis however you choose! We've got loads planned and are trying to make this the most valuable and exciting experience for you as possible. I'm looking forward to meeting you all in Bath in December!

## Henar

Hi delegates! I'm Henar (Spanish as you might guess), a first-year student of European Studies majoring in Political Science in the Una Europa Alliance. I've been doing MUN for over 6 years and I find Crisis Committees one of the most enriching options. We hope this conference will be exactly that for all of you with some surprises and laughs in between. See you soon and best of luck!

## Ailsa

Hi everyone! I'm Ailsa, one of the backroom team. I have just finished my MA in International Relations and European Politics at Bath, so this year's BathMUN is my final MUN event before I start working, making it something of a last hurrah! Crisis is such a fun version of MUN, and I can't wait to receive your directives and see how the crisis pans out. Looking forward to December!

## Titus

Hello, I am Titus and I have the dubious honour of being one of your back roomers. I'm a final year BSc Politics and International Relations student at the University of Bath. I started doing MUN in school only for that to be promptly screwed over by a little thing called the Pandemic. Nevertheless, I am back, and you/we get to have the great pleasure of being part of the very best MUN format, that is crisis and now very conveniently at my home University.

## Kyle

Hi there delegates, I'm Kyle. I'm a second year currently studying Sports Performance at the University of Bath. As for my role in this crisis, I'll be the subject consultant for the backroom due to my life-long enjoyment and study of ancient and military history. I most look forward to how you all shall put your own twists on the topic and wish you all an enjoyable crisis and conference.

## Committee description

Within this **2-cabinet committee**, we will tackle the Peloponnesian War, a region wide conflict set in the 5th century BC. Delegates will each be assigned a historical character and begin in either the Athenian or Spartan cabinet. Cabinets are expected to contain between 5 and 15 delegates, with each cabinet assigned a chair to assist them.

There will also be a staffed backroom, responsible for overseeing the weekend, as well as replying to directives. **Prewritten security directives are advised**, however no other pre-prepared material will be required or allowed. **Master of Disaster (MoD) will be used**, and logins distributed a few days before the weekend.

Beginner crisis delegates will be supported by cabinet chairs and back roomers, please familiarise yourself with the "introduction to crisis" section below, and feel free to reach out with any queries or questions, the back room and co-directors can be reached at the [crisis.BathMUN@gmail.com](mailto:crisis.BathMUN@gmail.com) email.

## Topic guidelines

This committee will focus on the Archidamian War (the first part of the Peloponnesian war) beginning 432 BC. The two cabinets will be the Athenians and Spartans.

Please note that, like the vast majority of crisis committees, will be starting from a set date in history and context. However, relative freedom is allowed with chairs' discretion in plot, so long as directives are considered historically plausible

Finally, it is important to note, this topic will most likely result in conversations surrounding sensitive issues such as historical slavery, the caste system and sexist beliefs. We believe that the addressing of issues such as these are integral to a historically correct scenario, but we will attempt to downplay their impact within the committee as we feel necessary.

Please understand that great care has and will be taken to be as sensitive as possible without becoming anachronistic. However, we acknowledge at times this may be a very fine line. We welcome any and all feedback, equally any participant who feels in any way uncomfortable with the subject is kindly asked to reach out to a member of the crisis team at any time.



# Introduction to Crisis

## Definitions

**Directive** – An essential component of Crisis and one of its most significant features. Directives are pieces of text created (typically digitally through Master of Disaster) by delegates and transmitted to the Backroom, where they are accepted by a member of the Backroom staff (or 'back roomer'). The back roomer will then read the directive and apply its consequences to the Crisis, seeking clarification from the delegate if necessary and issuing a public update if the change is serious enough to necessitate it.

**Cabinet** – A cabinet is a group of characters inside a Crisis that represent an organisation or faction. Usually, cabinets reside in different rooms. A Cabinet is often composed of people that share similar values and ideals or who are on the same side of a crisis. It is worth noting that there may be exceptions to this rule, with certain people having personal objectives or ideas that conflict with some or all of their cabinet colleagues. Some characters may even be spies or double agents. Furthermore, there are cases where delegates and characters can switch cabinets. These incidents are evaluated on a case-by-case basis and described by the staff during the crisis.

**Front room** – Referring to cabinet rooms or the Crisis version of the 'committee floor' where unmoderated caucus, moderated caucus, speeches, and discussion take place. It is more of a metaphorical phrase referring to the 'front of stage' where everything is happening in the open.

**Backroom** – In contrast to Front room, this refers to what happens behind the scenes or "behind closed doors." This is frequently used as an umbrella word encompassing the process of issuing directions for delegates, as well as the procedures of 'back roomers' and 'the Backroom' that monitor the Crisis, implement directives, write news releases, and correctly update the Crisis.

**Unmoderated caucus/ debate** – In this type of debate, delegates are free to move around the room and speak without any restriction. A crisis committee typically works in a constant unmoderated caucus.

**Moderated caucus/ debate** – This type of debate is where the chair picks who speaks and delegates should not speak at the same time. Here, a motion may be raised to the chair or by the chair for a moderated caucus for a specific amount of time, with a specific amount of time for each speaker, and a specific topic. When in moderated debate, everyone must sit down and only stand up when it is their turn to speak. This type of debate is restrictive compared to the unmoderated caucus. Typically, this is not used in crisis committees but at the chair's discretion it can be used a few times throughout the conference.

## How crisis works

As you may already know, crisis works by delegates taking on the views of an individual character rather than an entire nation like with normal, general assembly (GA) MUN. Crisis also works through relationships that a character has with other people or characters, typically your character will have relationships outside of your cabinet which can be utilised through a directive (For more information on directives please see page X). You should also have relationships within your cabinet, and you can make diplomatic or military moves by talking to them in the front room and then sending a group directive to the backroom. Overall, characters and directives are the two key parts of the crisis that make it different to GA MUN. Another part of how a crisis committee works is through the unmoderated debate. You may be familiar with the terms 'unmoderated' and 'moderated' debate or caucus from GA MUN and typically a crisis committee is in constant unmoderated debate which means speaking freely and moving freely around the room (for more information see definitions). This means that a crisis committee can fully simulate a 'war room' or leaders in a historical event without being held back by rules and regulations.

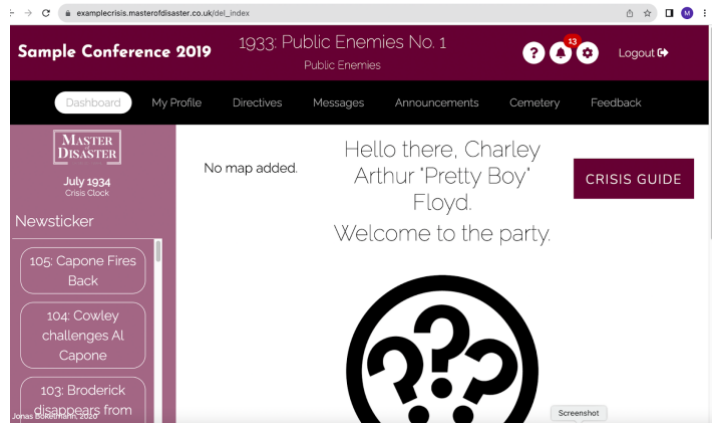
Furthermore, every single delegate will be given a character guide that tells them some extra detail about their character, their secrets, their strengths, and even their weaknesses. This helps to accelerate delegates into their roles and give them a starting structure for the crisis. From here, delegates should

stay within their character's abilities and expertise (such as a military leader or head of a charity) but should also ensure that they look at their portfolio that tells the delegate about their material assets such as their wealth, their armies, their vehicles etc. If you are ever in doubt of how many assets, you have you can always send a message or personal directive to the backroom and ask! The first directive a delegate should send clarifies exactly this. This is a security directive in which delegates confirm their security directives (where they are in this current time in history, do they have bodyguards and food testers etc.) and confirm what assets they have access to (money, weapons, etc).

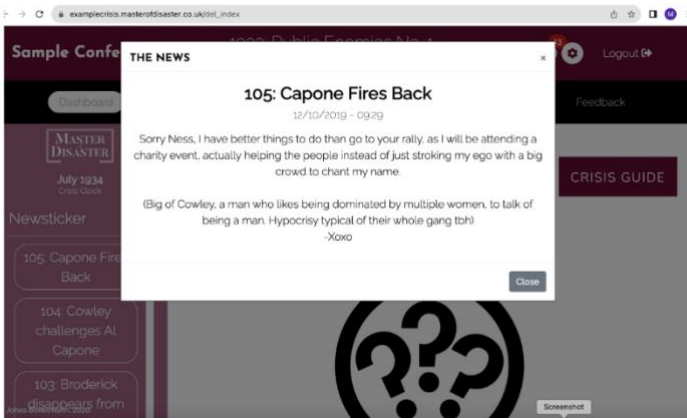
## How Master of Disaster works

A key part of the crisis is the use of directives as this is how a delegate will actually complete actions. For BathMUN, Master of Disaster is a platform that will be used to communicate actions to the backroom. For example, if a delegate may want to stage an attack on an enemy base they would do this through writing a directive to their secretary or another character not represented by a delegate. Here a delegate will detail exactly what they want to happen and when. However, Master of Disaster does more than just communicate directives, please see the guide below to see exactly how it can be used.

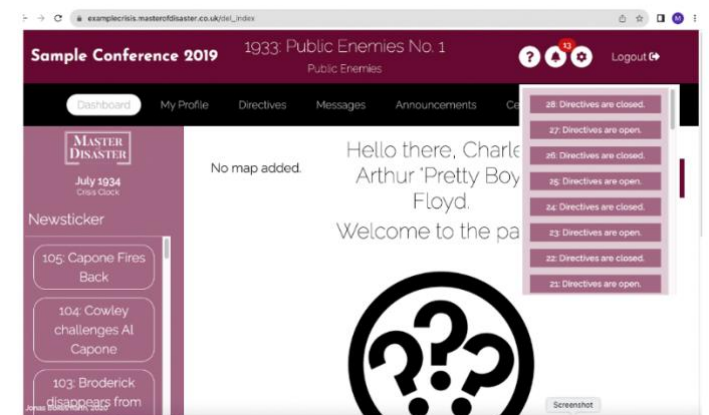
This is what you will first see when you open MoD. It should have your character name and picture as well as the conference name in the top left hand corner.



On the left hand side of the screen you will see the 'New sticker'. When an important event happens, there will be an update placed here. You can click on it to read further than the headline as seen in the picture on the right.

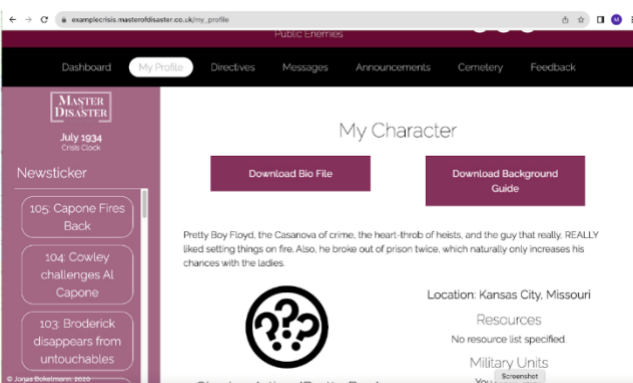


Furthermore, if you click on the bell icon there will be updates on whether directives are open or closed. This will affect whether you can send in directives or not. This may also be a signal that the backroom has too many directives to deal

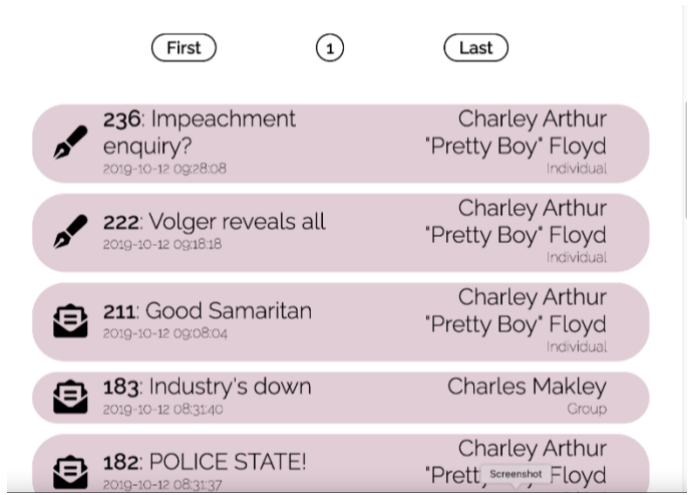


with at once or that a break is shortly starting in committee.

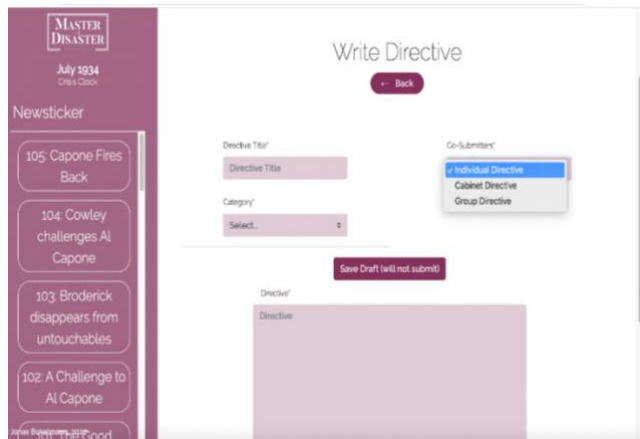
The next tab along from 'Dashboard' is 'My Profile'. Here, your biography file as well as the background guide will be readily available. Additionally, it should



have a short biography about your character as well as their resources. Furthermore, this page will have information on your cabinet.

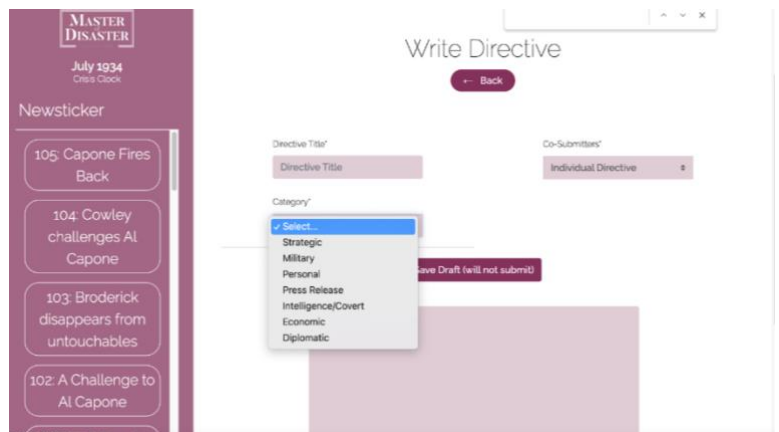


The next tab along is 'Directives', and this will probably be the tab that delegates use the most. On the opening page for this tab, you will find two key things. Firstly, the 'create new' button. This is where delegates will write new directives. Secondly, below that button is a key for the response system of directives.



After you click the 'write new' button, you will be faced with this screen where you will be writing the directives. Here, there are a few key parts. Firstly, the directive title. This is extremely important as it will be the first thing the backroom will read, and this should summarise your directive/plan.

Second, is the category section of the directive. Here, you must choose which type of directive you are sending. If you wish to write something for the New sticker, the best option to choose is 'press release', for example. Typically, these categories can have a variety of meanings.



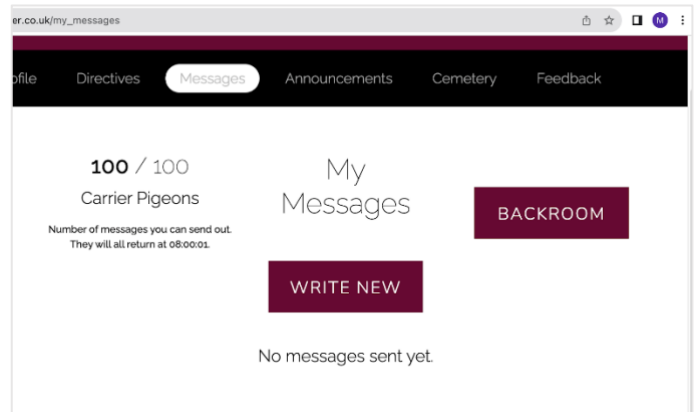
Thirdly, is the submitters section of the directive. Here, a delegate would select who constructed this directive. For most directives you would select 'individual'. However, if there is a mixture of resources and ideas used from other delegates then it would be a co-directive. Finally, if every member in the cabinet has agreed on the directive and every character is involved, this would be a cabinet directive.

Once a directive has been sent off, a delegate should return to the directive tab and scroll down to see their directives being replied to by the backroom. The signs on the left-hand side of each directive relate to the key as mentioned above.



When a reply has been given to the directive a delegate may immediately see the reply from the backroom. If no follow-up is needed the backroom may simply say 'accepted' or 'this plan is in action'. However, as seen with the photo on the right-hand side, when a directive lacks detail the backroom will ask follow-up questions before a directive is accepted. Here, a delegate has the opportunity to give more information to get their plans in motion.

The last important section on MoD is the 'Messages' tab. Here, a delegate can write secret messages to another delegate or the backroom. Delegates can message to other delegates in their cabinet but also to delegates not in their cabinet.



## Directive writing

- Types of directives
- What makes a good directive?

## Types of Directives

**Strategic** - These types of directives are for tactical and/or political plans that don't involve the military. These must be well-thought out and can be part of a bigger strategy to gain information or connections.

**Military** - These types of directives strictly involve the use of soldiers, weaponry, navy ships and any other types of advancements using armed forces.

**Personal** - This directive type is typically used from a delegate's perspective when they want to communicate with the backroom or find out specific pieces of information. For example, it can be used to find out how many troops a character may control, or to find out where the character's location is in the crisis.

**Press Release** - This directive type is used when characters want to spotlight an important piece of information that may be unknown to the rest of the room. Typically, when approved, the contents of this directive are put on the 'news sticker' part of MoD.

**Intelligence/ Covert** - This directive type is used when a character wants to retrieve intelligence or information on another character or situation completely secretly. These directives need to be thought through carefully to ensure that no information in the directive is released elsewhere.

**Economic** - An economic directive is surrounded around the money or assets a character may have or control. They may be used when a character wants to create more funds or turn assets liquid.

**Diplomatic** - A diplomatic directive is used to start or continue relations with another character. Typically, this is used to create connections with characters outside the cabinet a character is in or with people.

**Individual** – Sent by a single delegate, associated exclusively to their character's aims or ideas and affecting their character's resources. These might range from character movements and propaganda to assassination attempts and personal security.

**Group** – A communication from several delegates regarding a common objective or concept that was financed using a mix of funds from the different characters. Group Directives frequently include a wide range of topics, including cooperative enterprises, military operations, and diplomatic discourse.

**Cabinet** – Frequently, but not always, sent by a Chair with unanimous cabinet approval. Every delegate will be participating in a Cabinet directive, which may also require the use of resources from all parties. Before sending the cabinet directive, all cabinet members must agree on the resources to be used. Cabinet directives are often significant strategic moves or abrupt changes to the whole cabinet's strategy or stance.



## What makes a good directive?

So, now you know what type of directive you need to write - how do you write one. There are three key steps when writing directives - format, detail, and entertainment.

Firstly, format. Typically, directives are written in first person and in letter form. Most directives should be addressed to 'Secretary' if they are not directed towards a singular character. To your secretary you might explain your plans and what you personally are going to do or what you and other delegates are planning to do. Additionally, directives can be written to a character who isn't being played by a delegate and the backroom will take on that character for correspondence. For example, if you need some troops from a key military figure in Italy, you may address your directive to them and explain your plans to them to persuade them to help you in your endeavour. You should also sign off your directive with something along the lines of 'yours sincerely'.

Secondly, detail. A good rule of thumb when writing directives is to answer the following 6 questions. Who is doing this? What are you doing? Where are you doing it? When are you doing it? Why are you doing it? How are you doing it? If your directive can answer these 6 questions, perhaps just a sentence for each, you are achieving a good level of detail for the backroom to understand your directive. It is really important to include as much detail as possible so that the backroom doesn't have to ask follow up questions and for your plan to be executed flawlessly. If in doubt, add more information. However, remember back roomers have to read and analyse this directive very quickly and among others aim to write between 150-300/400 words in each directive.

Finally, entertainment. Keep in mind that the back roomers will be reading countless directives over the conference weekend and may greatly appreciate a directive with some humour, good analogies, or metaphors. If you are not sure how to incorporate this into your serious military directive, you could write one whole directive full of humour and love triangles if you desire. Overall, you want to make it interesting for back roomers to read and it also makes it more fun for you as a delegate.

Overall, a good directive does not have to include pages and pages of information and witty jokes. Back roomer's aren't expecting you to write your battle plans like an award-winning novelist and you won't be penalised for not having perfect spelling. We want you to enjoy your weekend and write directives with a good format, a good level of detail, and a good level of entertainment or amusement.



## Background

Prior to any war between Athens and Sparta, Greece was a united front as they had a common enemy: Persia. Greece and Persia have often been at war but to understand this topic we'll go back to around 499 B.C. At this time the Ionian Revolt started and with it the first phase of the Greco-Persian Wars. Between 492 and 490 B.C., Greece was invaded by Persia. During this excursion, Persia managed to retake control of territories that had been under their influence and turned Macedonia into one of their subordinates. Soon after, all major Greek cities started receiving ambassadors from Persia who demanded submission to their Kingdom. Among all the cities only Athens and Sparta didn't agree to cooperate and executed those who came with such demands. Enraged by the response, a new military campaign was sent to Greece with general success in the Aegean region. However, between 490 and 480, the Persian demands were slowly being rejected whilst Athens and Sparta strengthened. With time, all the defiant Greek cities joined the two and in 481 they built a confederate congress of unified city-states.

Over the next years, the city-states continued establishing themselves by building political alliances. With that, the Delian and Peloponnesian Leagues led by Athens and Sparta respectively gained force. The Delian League reached over 300 members all of which paid tributes (monetary or naval) in return for protection in case of a Persian threat. The Peloponnesian League worked similarly but instead of tributes, all members swore to have the same allies and enemies as Sparta and provide troops.

However, as time passed the Persian threat began to be left behind and rivalry started to be built between them. Thucydides, who is widely recognised for writing a thorough narrative of the war, states that the causes of the Peloponnesian War stem from the 5th to as far as some of the 6th century but the root of this conflict is Sparta's fear of Athenian expansion.

Geographically, Athen's allies covered a majority of the states around the northern and eastern shores of the Aegean, effectively possessing hegemony over the Greek waters. In contrast, Sparta's allies were located mainly on land, around the Peloponnese and central Greece, except for the sea power Corinth. Furthermore, Athen's emergence as the head of an empire as opposed to its previous alliance saw it become the most dominant force militarily, geographically and financially in all the Greek world. Due to these differences, and to the dismay of Sparta, Athens was able to build an even bigger and stronger navy which sowed further doubt as to whether Corinth would continue its alliance with Sparta now that rivalry existed between them. At this point, the often-called First Peloponnesian War started a 15-year-long conflict between Athens, Sparta, and their main allies. During the beginning stages, Athens suffered on land while Sparta lost almost all naval battles. These battles mainly involved Athens and Corinth although Sparta intervened sporadically, starting in the Battle of Tanagra (457) where Sparta achieved a pyrrhic victory.

Returning from their defeat, Athens started to attack other cities with a raging success, many of which were added to the Delian League. In 452 Athens suffered yet another significant loss after being defeated by the Persians in Egypt (a war they had in parallel). Due to such a setback, a 5-year truce was started but even once they returned the captured cities started to rebel and regained their independence. By 445 B.C., the Thirty Years' Peace was signed with Athens on the losing end. The treaty established Athenian concessions in the Aegean Sea and an arbitration process for disputes between the two sides. Additionally, it recognised the two Leagues as legitimate and allowed neutral city-states to join either side as they wished but did not allow states already aligned with either side to enter into an alliance. Finally, it stipulated that Sparta and Athens would limit their intervention in other Greek disputes.

# Timeline

- 433 BC**- Corcyra, a colony of Corinth, goes to Athens for military support following disagreements with its foundress. Athens sends their naval support and achieves control of the northwest seas.
- 432 BC**- Megarian Decree issued by Athens restricting any trade with Megara and imposing further economic sanctions due to their support of Corinth. Perdiccas of Macedonia also urges Sparta to wage war with Athens.
- 431 BC**- Thebes attacked Plataea, an ally of Athens. The Peloponnesian war has begun.
- 430 BC**- Peloponnesian army invaded Attica, concurrently the great plague broke out, wiping out a third of Athens' troops and almost two thirds of the overall populus.
- 429 BC**- Pericles dies, greatly impacting Athens' morale and resulting in a council to lead Athens and the war effort. Sitalces of the Macedonian Empire came to Athen's aid with 150,000 men following their heavy losses of the defence of Potidaea and Chalcidice.
- 428 BC**- The revolt of Lesbos is almost stopped by Athens; Sparta accepts Lesbos as an ally and attempts their proposed plan to take Chios and send aid to Mityline to squander Athens naval power.
- 427 BC**- Lesbos was ravaged by Athens following their revolt, Cleon begins to rise in power. Corcyra is enveloped in bloodshed and Sparta captures Plataea. Athens also attacks the Sicilian city Syracuse. Archidamus II of Sparta passes and is succeeded by Agis II.
- 426 BC**- Athens gains control over the straits in Italy and Sicily, Demosthene's land campaign to take over central Greece up to the borders of Boeotia fails, resulting in Sparta pushing forward to Delphi to only be ambushed by Demosthenes, further propelling his reputation and diminishing Sparta's.
- 425 BC** - Sparta propels an attack upon Attica, aiming for Demosthene's position. The attack backfires resulting in Sparta suing for peace following an armistice. Cleon takes control over Athens following the successful capture of the remaining Spartan hoplites in Attica.
- 424 BC** - Nicias raids the Laconian coast and captures the island of Cythera, enabling Athens to intercept any merchant ships between Egypt, Libya, and Laconia. Brasidas captures Amphipolis for Sparta, a vital financial point for Athens. Thucydides is exiled for their losses.
- 422 BC** - Brasidas of Sparta and Cleon of Athens fall at the Battle of Amphipolis. This allows Nicias of Athens to accept the Spartans' offers for peace on behalf of Athens.
- 421 BC** - The Peace of Nicias ensues, the Boeotian League as well as Megara, Corinth and Elis effectively leave the Spartan Alliance. The treaty with Argos had also ended leading to rising tensions despite the newly ensued peace treaty.
- 420 BC** - 2 influential generals, Alcibiades and Nicias both held strong voices in the Assembly of Athens. Whilst Sparta struggled with maintaining peace treaties with Argos and the Boeotian League, Alcibiades sought to make private treaties with the powerful states of Argos and Elis. Sparta was also excluded from the Olympic Games due to this private treaty.
- 419 BC** - Alcibiades makes several attempts to initiate conflicts between Argos and Sparta, which fail.
- 418 BC** - Megara and Corinth return to the Spartan Alliance. Agis II leads an impressive force to Argos, the Battle of Mantinea becomes the largest land battle of the war, resulting in a decisive Spartan victory. Argos and Sparta enter into an alliance once more.
- 417 BC** - Macedonia and Chalcidice join the Peloponnesian League, but a revolt erupts in Argos, causing the democrats to kill the oligarchs installed by Sparta. In Athens, Alcibiades and Nicias are both elected as generals. Perdiccas betrays Athens and Corinth goes to war with the democratic state.
- 416 BC** - Sparta's inactivity worsens situations when their new policy collapses and Athenians ravage their colony of Melos.

**415 BC** - The Athenian expedition to Sicily reignites the flames of war as Athens suffers great losses.

**414 BC** - Sparta officially declares war against Athens as their peace treaty was broken, Gylippus secures a major victory for Sparta in Syracuse.

**413 BC** - Athens is defeated in their Sicilian Expedition with their entire force being wiped out including Nicias and Demosthenes, causing critical blows to the empire. During this, Sparta establishes Decelea as a permanent base for their invasion of Attica.

**412 BC** - Athens claims a navy of about 50 triremes and continues making more. Meanwhile Sparta and Persia enter an alliance under Alcibiades, which had been branded as an Athenian traitor despite still carrying influence on both sides.

**411 BC** - The two states met in the naval battle of Syme which resulted in both sides suffering losses and an inconclusive result. With Alcibiades as their named commander, he once more represented Athens in a military position. Sparta had since then renounced their friendship with Alcibiades due to him seducing the King's wife.

**410 BC** - Athens claims a needed victory at the battle of Cyzicus amid political turmoil as oligarchic parties begin to emerge.

**409 BC** - Pausanias becomes king alongside Agis II in Sparta's renowned 2 king rule.

**408 BC** - The Persian prince Cyrus the Younger becomes personal allies with Lysander of Sparta, granting much needed financial and military support.

**407 BC** - Alcibiades is granted supreme command over all Athenian forces and sets off to Eleusis.

**406 BC** - Lysander and Alcibiades pitch themselves against each other in the naval battle of Notium, where Sparta emerges victorious resulting in Alcibiades self-imposed exile.

**405 BC** - Lysander strikes the decisive blow at Aegospotami and sweeps across the Aegean. With Athens crippled and starving, the Spartan forces with Agis II and Pausanias encamped outside the Long walls of Athens.

**404 BC** - Athens officially concedes, Sparta emerges victorious in the Peloponnesian war and becomes the dominant empire in Greece. Alcibiades is also assassinated as per order of Lysander.

## Current situation

The setting is March 433BC and Greece is once again broiled in war. The two large power blocs that have formed in Greece are in open conflict after their 13 years of peace. This conflict would go on to be known as the Peloponnesian War and would result in one side dominating all of the Peloponnese and surrounding regions.

On one side of the conflict, we find the Delian League. The Delian League consisted of many coastal city states who were banded together under Athenian leadership. At first this alliance had existed to protect Greek settlements from a Persian threat - with each member being independent, but with time it shifted into an Athenian Empire. The Delian League is also known for having the finest Navy that had ever existed up until this point.

On the other side of the conflict, we find the Peloponnesian League. The League was an alliance of various city states across the Peloponnese, with most of the peninsula being members of the league whilst some states such as Achaia and Argos chose neutrality. This League is led by Sparta, but with the addition of Boeotia to the alliance, the city of Thebes has also gained a prominent position. The Spartans

of the Peloponnesian league is known for having one of the strongest and most well-disciplined armies in the world.

Additionally, many other (currently neutral) geopolitical players have an interest in this conflict, including Macedonia, Argos and Persia. These states could have an impact on the outcome of the war and should not be ignored.

Now that the war has begun, we must wonder which power will end up on top and take their place as the dominant power in the region. Will the Spartans be declared the victors as they did before, or will the Athenians manage to break from the path of history and assert themselves as the leading city in Greece?

## **Block positions**

### **Spartan cabinet**

"The avowed of the Spartans in 431 was to liberate the subjects of Athens; but, according to Thucydides, their truest motive for making war was the growth of Athenian power and the fear it inspired which forced them to fight, and the Spartans voted for war in 432 "not so much persuaded by the speeches of their allies as because they were afraid that the Athenians would acquire greater power, for they saw that the larger part of Greece was already subject to them". Thucydides indeed held that the Spartans were normally reluctant to enter on wars, "unless they were forced into them," a condition that in his view was now fulfilled; they at last resolved to check the Athenians when "their power was patently growing and when they were striking at the Spartan confederacy" (Brunt, 1965)

The build up of Spartan society was unusual, even at its time. Spartan society was founded and perpetuated by its warrior culture and caste system. Sparta was, at any one time, ruled by two hereditary kings, one from each of the Agiad and Euryontid families (most likely originating from the conquest of Laconia). Each king was succeeded by his first born son after he came to power. The state was also ruled by a council of 28 elders (the Gerousia) which the kings were a part of. They were recruited from the highest social class, the aristocratic Spartiates. Rather like medieval knights, the Spartiates were a class of military professionals who lived most of their lives in communal barracks. Rarely seeing their wives and children, their lands were farmed by slaves, leaving them free to pursue the arts of war.

At the bottom of society were the Helots: a slave class typically working within agriculture, labour and domestic work. These people were bound to a property and held by individual citizens, who were unable to free or sell them. The relative freedom of spartan women from domestic work was in a large part, because of their subjugation of the Helots. The Spartans were often systematically cruel to the helot peoples, who were murdered for rebellion and even used for warfare.

### **Athenian cabinet**

Athenian society at this time is often described as its "Golden Age." Art, theatre, music, poetry, philosophy, and political experiments such as democracy flourished. Therefore, Athens was something much closer to what we would recognise as a democracy in the modern age. Athenian citizens (admittedly, only free, adult men) decided matters of state in the Assembly of the People, the principal organ of Athen's democracy.

Many governmental posts in classical Athens were chosen by lot, in an attempt to discourage corruption and patronage. The Athenian elite lived relatively modestly, and wealth and land were not concentrated in the hands of the few, but rather distributed fairly evenly across the upper classes.

Athenian women were much more contained than Spartan women (who benefited from education and were partaking in sporting activities) with very limited rights, most Athenian women dedicated their life to the care and upkeep of the family home.

Approximately one quarter of the population was made up of slaves, usually prisoners captured during the many clashes that extended Greek influence overseas.

## Translations

### Greetings

Welcome- Ἀσπάζομαι! (Aspádzomai)

greeting to one person- Χαίρε (pronounced khaiire)

greeting to more than one person- Χαίρετε (khairere)

How are you? Τί πράττεις (pronounced ti pratteis)

### Goodbyes

goodbye greeting, be strong and healthy Ἐρρωσο / ἔρρωσθε καὶ ὑγίαινε / ὑγιαίνετε (pronounced escoso kai igiene)

Goodbye- Εἰς αὔθις (Pronounced- is affthis)

Thank you- Ἐπαινῶ (Epainō)

### For the geeks

My hovercraft is full of eels

Τὸ ἐμὸν αερόστρωμνον ἐγγελείων πληρὲς ἐστίν (Τό emón aeròstromnon enkheleíōn plērés estin)

Caecilius est in horto

Ο Κεϊκίλιος εἶναι στον κήπο (Ο Keikílios eínai ston kípō)

the back room is always right

το πίσω δωμάτιο εἶναι πάντα σωστό (to píso domátio eínai pánta sostó)

good grief... the Time Machine works!

καλή θλίψη... ἡ Μηχανή του Χρόνου λειτουργεῖ! (kali thlípsi... i Michani tou Chrónou leitourgeí!)

### How to Swear in Ancient Greek

amathés - fool

aphòdeuma - shit

bdelyròs - bastard (unisex)

ghàuros - braggart

exòloio - drop dead!

es kòrakas - f#ck off

gràson - one that stinks like a goat

### Invoking the gods

The most popular way of invoking the gods into swearing was supposedly

Ma Dia- translates to "by Zeus"

However, most gods' names placed after "ma" can become an insult invoking or cursing the said deity..

however be warned, this may bring the deity down upon you! Examples includes Ma Heran- "By Hera" and Ma Apollona- "By Apollo"

## Further reading

Sources of further information surrounding the Peloponnesian war are fairly easy to come across and reliable information can be found with a quick google. However, if you choose, the back room would particularly recommend.

Any translation of “History of the Peloponnesian War” by Thucydides

Athens Vs Sparta in 6 minutes- YouTube <https://youtu.be/GjbfS8RDoYo>

The Peloponnesian War, website article- Nat Geographic  
<https://education.nationalgeographic.org/resource/peloponnesian-war/>

Introduction to the Peloponnesian War, website article- Lumen learning  
<https://courses.lumenlearning.com/atd-herkimer-westerncivilization/chapter/introduction-to-the-peloponnesian-war/>

Ancient Spartan Government, website argument- Study.com  
<https://study.com/learn/lesson/sparta-government-ancient-greece-overview-system-components.html>

Brunt, P. A. (1965). Spartan Policy and Strategy in the Archidamian War. *Phoenix*, 19(4), 255–280.  
<https://doi.org/10.2307/1085826>

Athenian society, website article- Lumen learning  
<https://courses.lumenlearning.com/atd-herkimer-westerncivilization/chapter/athenian-society/>

