

Session

A3c-The emergence of warrior societies and its economic, social and environmental consequences

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It is well known that Neolithic was the first epoch of major changes of the landscape, modeled with fire to obtain lands for cultivation.

In a similar way the rise of warrior societies will generate environmental, as well as social and economic changes through the construction of strongholds, colonies, or the exploitation of open mines (*i.e.*, environmental changes), the new role of warriors within the society which created new myths and new funerary spaces (*i.e.*, social changes), or the technological and commercial development which increased the social contacts (*i.e.*, economic mutations).

In fact, the transformation of agricultural societies in warrior societies is a crucial moment in human history, resulting in a shift of local conflicts to large scale conflagrations, conducted after special laws and rules, alliances and trade over long distances, creating acculturations, which represent a major challenge addressed to anthropological archeology.

The Iliad, or Edda, reveal a world of symbols and important issues about the warlords, with weapons of prestige, monumental architecture built to impress and protect, with spectacular scenery and modeled mortuary rituals.

It seems that the art of war has imposed a deep cultural change to the world, with new myths and rituals, and especially the overall relationships among humans, between humans and new materials and between humans and animals.

With the discovery of metals a new materiality has changed the world and we are now witnessing the stratification of human societies (from the Chalcolithic period until the Iron Age), where the phenomenon of war has a central role, either in the social structure of human groups, which are designated as "warlike" societies, or in their interaction with the material culture and environment.

We invite therefore archaeologists and anthropologists to offer papers on the marks left by the warlike societies in the various manifestations of human culture: rituals, mythology arts, commerce, technology and the space over the age of metals.