CJCPMUNC

2026

TROJAN WAR

TABLE OF CONTENTS

Letter from the Chair

Dear Delegates,

Welcome to CJCP MUN 2026! My name is Arushi Gowda, a senior at Central Jersey College Prep, and I will be serving as your Chair for the Historical Crisis Committee: The Trojan War. Having you at our third Model UN conference at CJCP means a lot to us, and I can't wait to meet you all!

I began my MUN journey at the beginning of my sophomore year at Franklin High School. I remember that competition clearly because I didn't speak at all. The entire competition, I was too scared to get up, even though I had an opening speech ready, three mod topics, and four other speeches. I would watch the other delegates get up and say their speeches with so much confidence, feeling a tinge of jealousy. More than that, I felt so unprepared. All the other delegates sounded like they had studied our topic for months. I would always think, "Why couldn't I be like that?"

My next competition was an international one, and I finally gave a speech. Not just an opening speech, but I gave mod speeches, proposed mods, and even wrote the resolution paper. I came prepared with a binder full of research I had been doing about my committee and topic. I ended up winning an award at my very first international competition, and I realized how much potential I had been holding back.

Delegates, I know how nerve-racking it can be to walk into a committee room. Whether it's your first competition or not, it's okay to be nervous. The best piece of advice I can give you is to be prepared with your research and be prepared to make friends. Winning awards is one part of it, but the biggest thing you can get out of MUN is new friends and new experiences. Don't be nervous to start conversations or give speeches you're unsure about. Everything that you do in a committee session is a learning experience, so don't be afraid to take risks and step out of your comfort zone. Just try your best, and you'll realize how much potential you actually have.

As we approach the competition, I hope all of you do as much research as you can and step into our crisis committee with an open mind. I can't wait to meet you all and see all the things that you do! Remember, always try your best!

Sincerely,
Arushi Gowda, Chair

Letter from the Vice-Chair

Honorary Delegates!,

Welcome to the Crisis Committee! My name is Amari Scott, and I'm your vice chair for the Trojan War historical crisis. This is the third annual CJCP competition, and we are very proud of the work we've done. We hope that this is one of the most memorable competitions you've ever been to!

I started Model UN as a Freshman in high school. My first ever competition was an international competition in New York called GCIMUN. It was extremely serious, and I remember being ridiculously tired, bored, and altogether uninterested in the competition simply because I didn't know what I was doing. Maybe I spoke one time. If this is your first competition, don't be like me. I promise you'll have way more fun if you talk, even if you're unsure of where to go.

My next competition was at Princeton. I knew that the people running the competition were college students, and basically talked my way into an award, making a lot of references to current events and things like modern artists and sports. That was the most fun I've ever had at a competition, and because of that, I have a soft spot for trying to have fun in committee while also kind of keeping focused on the topic.

I basically rinsed and repeated for the next year and a half, and I quickly realized that you should find a niche in these competitions. Find a way you enjoy the competitions, and stick with it. If you're not having fun, or you're not making progress, it's not worth it. Some people enjoy more serious, statistical discussions, and others like trying to get a laugh out of the competition. No matter what, stick with your niche. Never try to be someone you're not, even if people try to change that.

It is okay to be afraid or nervous. The best you can do for yourselves is just keep your cool. This may be some of your first crisis committees, or even a competition. For all we know, this may be different from anything you've ever done in your entire life. But that's okay. At the end of the day, you're here because you want to be (hopefully). Give it your best and most importantly, have fun.

Sincerely,
Amari Scott, Vice-Chair

Committee Breakdown

The Trojan War Crisis Committee places delegates directly in the midst of one of the most legendary conflicts of the ancient world. Unlike traditional Model UN general committees, this is a **crisis committee**, which means debate will be dynamic, fast-paced, and there will constantly be new developments. Delegates will not only speak and vote in committee sessions, but also send **directives** to take individual or group actions that could dramatically influence the course of events.

In a crisis committee, there are various things that make it unique:

- **Public Directives:** These are short and authoritative draft resolutions that intend to solve one crisis or issue within the committee. Just like draft resolutions, they need to have sponsors, signatories, and you need to vote to pass them. When they are passed, the actions that you take in the "front-room" will affect the new crises that you receive.
- **Press Releases:** Press releases are issues by one, or multiple delegates to the chair that are to be read out to the whole committee. They can be used to formally announce alliances, marriages, information, and more.
- **Private Directives:** These private directives, also known as crisis notes, are notes addressed to an arbitrary character that allow you to take actions without your committee knowing about it. They can be used to develop new technology, raise money, raise an army, sabotage another character, etc. You will write a series of these over the course of the conference, and each one can only be used to take **ONE** action. However, you should have a greater plan in mind, and use each note to achieve that grand goal, known as a crisis arc.
- **Joint Private Directives:** These Joint Private Directives (JPD's) can be used to issue take an action, like you would in a crisis note, but with the help of multiple delegates. Let's say that you want to raise an army, but you need the help of a character who is a grand general. You can issue a JPD which allows that general to help you. However, these will take up one of either of your notes so use them sparingly. These notes need to be written together in the front-room, and signed by both delegates on there.
- **The 2-Pad System:** CJCPMUNC III Crisis Committees will operate under a two-pad system. What this means is that when issuing your crisis notes, you will have two legal pads to write them on. However, we will only be collecting one at a time, so you submit one. While we respond, you work on another, and then we give your first one back and take the second at the same time. So, you will not know the response to the first one, whilst writing the second. This means that you should have actions that you want to take on each pad, that aren't depedent on a response from the other.

Background Information

Structure:
Delegates, you will be asked to represent a series of characters during the Trojan War. Each one has their own powers, interests, and priorities. It is your responsibility to help resolve the Trojan War, while consolidating power for yourself. Due to the nature of your characters, natural alliances may form, however, it is crisis, so anything can happen.

Topic Overview:
The Trojan War is one of the most well-known and interesting tales of Greek mythology. It is traditionally said to have begun when Paris, prince of Troy, took Helen, the wife of the Greek king Menelaus. Outraged, Menelaus called upon his fellow kings and allies to help him retrieve her, leading to the launch of a massive Greek expedition against Troy.

For both the Greeks and Trojans, the war was about more than Helen; it was a struggle for honor, survival, and eternal glory. Heroes such as Achilles, Odysseus, and Hector fought for victory, but also for their names to be remembered for generations.

According to history/mythology, the war ended with the Greeks' famous deception: the Trojan Horse. This distraction allowed them to enter the city, unknown to the Trojans, and destroy it. However, the outcome in this committee is unwritten. Delegates will decide whether Troy stands or falls, whether peace is possible, or whether they will change the course of history itself.

Guide Structure:

This background guide will provide a brief overview of the Trojan War, then break down 6 of the major topics and themes that will exist throughout the committee. Then, it will break down the powers of your characters. Delegates are encouraged to do their own research and formatulate their own plans for crisis arcs. However, the pre-writing of crisis notes, public directives, or press releases is **strictly prohibited**, if you are found violating these rules you will be disqualified from award contention. Best of luck delegates!

Current Situation

Nine long years of fighting have passed outside the walls of Troy, and the situation has changed drastically. The sprawling Greek camp on the beach is suddenly empty, with tents abandoned and ships vanished from the horizon. Left behind is a single, bewildering object: a colossal wooden horse. The city is now in turmoil, with the common people flooding out to celebrate while its leaders are locked in a fierce debate. Is the horse a religious offering to the goddess Athena, or a clever, deadly trick? The priest Laocoon is convinced it's a trap and begs for its destruction, while others fear that damaging a sacred gift would bring the Greeks' wrath upon the city.

This tense morning arrives after years of rising instability within both camps. Among the Greeks, leaders have been fractured by arguments over the future spoils of war and glory, while loyalty among the soldiers has waned. Inside Troy, the situation is equally dire, with food shortages becoming impossible to hide and the common people growing desperate as trade routes remain blocked. Allied support is faltering, and internal disagreements among Trojan leaders over whether to continue resisting or seek a diplomatic solution are growing, with whispers of betrayal and desertion drifting through the city.

Control of nearby sea lanes, coastal strongholds, and islands is still disputed. Whoever controls the Aegean routes will control trade, food, and reinforcements. Small islands and outposts, once seen as irrelevant, now hold significant strategic value for supply chains and covert operations. Heroes on both sides are driven as much by the pursuit of eternal glory as by military strategy, and the fear of being forgotten on this distant shore is a powerful, unspoken motivator that could lead to acts of either great courage or utter desperation. Raids, warfare, and diplomatic connections will make or break this committee.

Now, with the Greek army seemingly gone and only this mysterious horse left behind, a captured Greek soldier named Sinon is weaving a story to explain its purpose. The fate of Troy hangs in the balance. Will the horse be seen as a trophy to be brought inside the walls, or as a soldier's warning of a hiding place for enemy warriors?

Delegates, it is your role, your responsibility, and your actions that will end this war. Whether it be through warfare or diplomacy, time is of the essence. Best of luck to you, delegates. The future is in your hands now!

Topic 1: The Abduction of Helen

It's the classic, "he said, she said" situation, but the consqeuences stretch far beyond personal drama. According to the Greens, Paris's abduction of Helen is not merely an insult to Menelaus but a direct assault on the **sacred laws of Xenia,** the ancient code of hospitality that binds all kings. Violating these laws is considered a crime against the divine order itself.

More importantly, the Greeks argue that every **major king in Hellas had previously sworn the Oath of Tyndareus,** pact requiring them to defend Menelaus's claim to Helen and punish anyone who tried to steal her away. From their perspective, this makes a military response not just justified, but obligatory. Their collective honor, legitimacy, and unity as Greek rulers are on the line.

But the Trojan position complicates this narrative. Many in Troy maintain that Helen was not abducted at all, that she chose to leave with Paris of her own free will, driven by love or by disillusionment with her life in Sparta. If this is true, then the entire Greek invasion becomes a massive overreaction, even a cynical pretext to plunder the fabulously wealthy city of Troy. In this telling, Paris is not a kidnapper but a lover, and the Greeks are not defenders of honor but opportunists seeking loot and glory under a moral disguise.

This dispute, crime or romance, abduction or choice, sits at the heart of the committee. The spark that started the war, was this event. It raises an uncomfortable question: is the will or safety of one, worth 10 years of war, thousands of corpses, shattered alliances, and the destabilization of the entire Aegean.

This ambiguity opens the door to a variety of diplomatic or strategic options. Could neutral messengers or envoys be sent to demand Helen's return peacefully? Should negotiations be attempted with the Trojan royal family, perhaps proposing ransom, compensation, or terms of safe return? Or should the Greeks acknowledge the possibility that Helen left willingly and reconsider whether war is necessary or even morally defensible?

At this critical moment, the committee must decide which version of the story they believe, what actions they consider legitimate, and ultimately, who is responsible for the blood already spilled and the blood yet to come.

Topic 2: Holding the Army Together

It's important for delegates to note that the Greek army is not a single national force but a fragile alliance of rival kings, each commanding their own troops and pursuing their own interests. Though united under Agamemnon, this cooperation is highly unstable. After years camped on the beaches outside Troy, morale is dangerously low. Soldiers are homesick, restless, and increasingly discouraged by the slow progress of the war. Many no longer feel motivated to fight, which threatens the effectiveness of the entire army.

The leadership is equally strained. The Greek kings are proud, competitive, and prone to conflict over strategy, honor, and the division of spoils. The recent feud between Agamemnon and Achilles, one of Greece's most important warriors, exposed just how easily personal disagreements can undermine the war effort. Achilles' refusal to fight nearly broke the coalition, demonstrating the alliance's vulnerability to internal tension. Without a unified command, the Greek campaign risks falling apart from within.

Logistics create additional pressure. Feeding, clothing, and supplying tens of thousands of men far from home is a massive challenge. Shipments from Greece are inconsistent, forcing the army to raid nearby Trojan villages and islands for food, water, and other essentials. These raids are dangerous and drain manpower. Meanwhile, cramped living conditions and poor sanitation in the camp lead to disease, injuries, and low morale.

While the Greeks possess strengths, such as naval control and skilled fighters, their internal weaknesses cannot be ignored. Delegates should focus on practical solutions: how to maintain steady supplies, improve camp conditions, boost morale, and prevent further conflict among the kings. The stability of the entire Greek war effort depends on resolving these issues before they become impossible to manage.

Ultimately, success for the Greek army depends not only on battlefield victories but also on solving these underlying issues before they become the cause of defeat.

Topic 3: Defending the Walls

The city of Troy's greatest advantage is its legendary, towering walls, which have so far proven completely impenetrable to the Greek army. These fortifications force the Greeks into a prolonged siege, relying on encirclement and starvation rather than direct assault. For Troy, this transforms the conflict into a battle of endurance. The central crisis inside the city becomes resource management: how long can Troy survive on its limited stores of food and water? Even with strict rationing, the supplies within the walls will not last forever. The Trojan population must place their hopes in allies who attempt to slip reinforcements and provisions past Greek naval blockades, an effort that grows riskier each month. Behind the walls, anxiety rises as families watch storerooms shrink and wonder how long they can endure.

While maintaining a defensive posture is the safest option, many Trojan leaders believe the city cannot simply wait to starve. Figures like Prince Hector, the kingdom's strongest warrior, advocate for a more aggressive approach. They argue that Troy must take the initiative if it expects to outlast the Greeks. Potential strategies include launching surprise sorties to inflict sudden casualties, burning Greek ships to cut off their supply routes, or raiding Greek camps to destroy food reserves and equipment. The aim is clear: deal enough damage to force the Greeks to lose heart, pack up their ships, and return home.

But this path carries serious risks. Each time the gates open, Troy exposes itself to the possibility of disaster. If the Greeks anticipate a counterattack, they could try to force their way into the city during the chaos, breaking the siege in a single decisive moment. A failed offensive might also cost Troy many of its strongest fighters, men who are desperately needed for the city's long-term defense. Even a successful strike could provoke harsher Greek retaliation, increasing pressure on the already strained civilian population.

Delegates must consider these competing visions for Troy's future. Should the city maintain a conservative defensive stance, relying on its walls and allies but risking slow starvation? Or should it embrace a bold, aggressive strategy that might break the siege quickly but could also bring devastating losses? Each path offers potential advantages, and grave dangers. The fate of Troy may depend on which approach delegates endorse, and how well they balance caution with courage.

Topic 4: The Wrath of Achilles

Achilles is arguably the most critical figure in the Greek war effort. The Greek army now faces a severe internal crisis due to the ongoing conflict between Achilles and Commander Agamemnon. The dispute began when Agamemnon seized Achilles's war prize, the captive Briseis, a direct insult that Achilles interprets as a profound dishonor to his personal status, achievements, and reputation. In response, Achilles withdrew entirely from the war, retreating to his quarters with his elite force, the Myrmidons. His absence has created a serious vulnerability for the Greek army, giving the Trojans a clear strategic advantage and shifting the momentum of the siege.

The military repercussions of Achilles's withdrawal are immediate and severe. As both a supreme fighter and an influential leader, Achilles not only excelled in battle but also inspired loyalty and courage among the Greek troops. Without him, the Greeks have suffered defeats, lost ground around their encampment, and seen morale plummet. Casualties are mounting, and the soldiers' confidence in their leadership continues to decline. For the Greek coalition, the withdrawal of a single key leader has threatened to unravel the fragile unity of the entire alliance.

This committee must now deliberate on possible solutions to this internal crisis. One approach is diplomacy: formal apologies, restitution of honor, or gifts to restore Achilles's pride and convince him to return to the battlefield. Careful negotiation could reinstate not only his fighting ability but also the morale and cohesion of the Greek army. Alternatively, the Greeks could choose to continue the war without Achilles, relying on other commanders and their forces. This path carries high risk: without their most effective warrior, outcomes in battle are uncertain, casualties could continue to rise, and the Trojans may seize the opportunity to exploit the Greek weakness.

Delegates must weigh the costs and benefits of each option. Restoring Achilles may stabilize the Greek army and shift momentum back toward the siege, but it requires careful political maneuvering and concessions. Fighting without him preserves Greek pride but risks further defeat and internal collapse. The committee's decisions regarding Achilles may determine the immediate fate of the war itself.

Topic 5: To Negotiate or To Fight

The Trojan War has now dragged on for a full decade, producing costly stalemates that have drained resources, worn down armies, and tested the endurance of both soldiers and civilians. The human and economic toll is staggering: thousands of lives have been lost, supplies are dwindling, and both sides are suffering the psychological strain of prolonged conflict. This situation raises a fundamental question for delegates: should the war continue, or is it time to explore diplomatic solutions that could end hostilities without further bloodshed?

For the Greeks, pursuing diplomacy requires a reevaluation of the war's purpose. After ten years of siege, is the uncertain return of Helen truly worth the immense cost in lives, treasure, and political stability? Could a negotiated settlement with Troy, perhaps involving compensation, hostages, or territorial concessions, offer a safer, more sustainable resolution while still preserving Greek honor?

For the Trojans, the dilemma is equally pressing. Is Prince Paris's decision to take Helen worth the ongoing suffering of the city's population, the depletion of resources, and the constant threat of attack? Might accepting some form of compromise, even if it does not fully satisfy their sense of justice or pride, be preferable to continued devastation?

Delegates must carefully weigh national honor against practical welfare. Pursuing a military solution offers the potential for glory and vindication, but carries immense risks and uncertain outcomes. Diplomacy, on the other hand, requires compromise, negotiation, and enforcement mechanisms to ensure that any agreement is respected by both sides. Delegates must consider what terms would be acceptable to both Greeks and Trojans, how a truce could be guaranteed, and which concessions are worth making to achieve lasting peace.

This topic demands a delicate balance between principle and policy. Successful delegates will not only evaluate the morality and strategic sense of continued warfare versus negotiation, but also propose tangible steps to prevent the conflict from reigniting. The fate of both nations—and the survival of thousands of civilians—may hinge on their ability to navigate this complex and unprecedented decision.

Topic 6: The Trojan Horse

The committee convenes at a critical moment before the creation of the Trojan Horse, meaning that its fate, and whether it even comes into existence, is entirely in the hands of the delegates. This offers the committee a unique opportunity: the traditional sequence of events is not predetermined, and every decision could reshape the course of the war.

The scenario begins with an unexpected development: the Greek forces appear to suddenly and completely withdraw from Troy, effectively ending the long stalemate and siege. In their apparent absence, they leave behind a single, massive artifact: a gigantic wooden horse, presented as an offering to the goddess Athena to ensure the Greeks' safe journey home. Its presence immediately places the Trojan leadership on high alert, forcing the council to conduct a rapid, careful assessment of the horse's true nature and purpose.

Within the council, two primary perspectives have emerged. The first contends that the horse is a deliberate ruse, a cunning Greek stratagem designed to breach Troy's legendary walls and compromise the city's defenses. Delegates supporting this view often urge immediate destruction of the horse, arguing that bringing it inside the gates could be catastrophic. The second perspective maintains that the horse is a genuine religious offering, a sacred relic intended to honor Athena and bring divine favor to the city. Advocates of this position caution against rash decisions that could offend the gods and risk divine retribution.

The decision facing this committee is of extraordinary importance. How the council interprets and acts upon the presence of the horse could determine the fate of Troy itself, leading to either triumph, catastrophe, or unexpected outcomes. Delegates must weigh intelligence, strategy, and faith carefully, knowing that every choice carries significant consequences.

The Chair reminds all participants that this is a Crisis Committee, meaning outcomes are fluid and flexible. Unlike the traditional narrative, anything is possible – the Trojan Horse may never be built, or it may become a decisive factor depending on the council's choices. Delegates are empowered to shape history, for better or worse.

Characters and Portfolio Powers

Achilles: The main hero of the Trojan War. He was said to be near invincible, with superhuman strength and never-before-seen anger and pride. He commands the fierce loyalty of the elite Myrmidon fighters. His strength, courage, pride, and honor make him one of the most famous and idolized heroes of all time. His effect on the war was so significant that when he decided to withdraw temporarily, the Greeks almost immediately started losing the battle. He was tragically killed in the last year of the war by Paris of Troy, but not with one of the most lasting effects of any individual in the war. He and the Myrmidons are typically considered to be on the Greek side, but his withdrawal shows that he may be swayed.

Agamemnon, king of Mycenae: When Helen, wife of Menelaus, was abducted by Paris of Troy, Agamemnon was the first king to declare war on the Trojans. As such, he is known as the King of the Greeks. He was so interested in winning the battle for the Greeks that he sacrificed his own child in hopes of bringing the wind back to Greek sails. Despite being a brilliant tactician, his arrogance almost led Achilles to leave the war altogether, nearly costing the battle. He survived the war, but his cousin and his wife murdered him upon his return in response to the sacrifice he made. As the leader of the Mycenaeans and the core of the Greek army, he had an unwavering loyalty to the Greek cause.

Odysseus, King of Ithaca: The cunning Odysseus initially attempted to avoid being enlisted by pretending to be insane, but his intellect was one of the core reasons that the Greeks were victorious. He not only convinced Achilles to join the war, but was also the mastermind behind the Trojan Horse. He excels at espionage and covert operations, making him the go-to leader for any plan that requires cunning. While he commands a smaller force from Ithaca, his cleverness makes him indispensable, and he's a rational counterweight to the pride of other commanders.

Menelaus, King of Sparta: The husband of Helen, who was wronged and whose loss ignited the war, he fights to reclaim his honor and restore his reputation. He commands the formidable Spartan contingent, warriors renowned for their discipline. His primary leverage is that the war is being fought in his name; a peace that does not return Helen to him is a personal and political defeat. He must manage the fragile egos of his allies to ensure they continue fighting for his cause.

Ajax the Great: A formidable warrior whose unmatched strength and loyalty to Greece make him a symbol of raw power on the battlefield. Yet, his frustration grows as politics overshadow valor, and his deeds go unrecognized. He's second to Achilles, but seeks decisive combat to end the stalemate and reclaim Greek glory through force, not diplomacy.

Diomedes: A cunning and ambitious commander favored by Athena, Diomedes values intelligence as much as courage. He commands a significant force from Argos and recognizes that victory requires both strategy and diplomacy, not endless bloodshed. As rivalries fester among the Greeks, Diomedes positions himself as a rational voice capable of reshaping Greek command.

Patroclus, Peleus: Known for his compassion and unwavering loyalty to Achilles, Patroclus serves as a moral center amid growing Greek discord. With Achilles still withdrawn from battle, he faces the burden of holding morale together. He seeks to restore unity and push Achilles to rejoin the war before the Greek coalition collapses.

Nestor, King of Pylos: The elder statesman of the Greek army, Nestor relies on wisdom and diplomacy rather than force. He acts as mediator among quarreling leaders, believing division is Greece's greatest threat. His goal is to preserve Greek unity and guide strategy through cooperation rather than pride. While he commands a small contingent from Pylos, his true strength lies in shaping consensus and guiding strategy through reason.

Hector of Troy: As Troy's greatest warrior and prince, Hector bears the weight of defending his city, his family, and his people's hope. He commands the whole Trojan army and its allies on the battlefield. Despite exhaustion and loss, he refuses to yield, believing honor and duty must outlast fear. He must balance aggression on the battlefield with the desperate need to protect Troy from within.

Priam, King of Troy: The aged yet resolute King of Troy, Priam rules a city under siege and a family divided by pride and prophecy. He commands the loyalty of Troy's diverse allies and holds the final authority on all matters of state, from military strategy to diplomatic overtures. Compassionate yet strategic, he seeks peace but not surrender. As resources dwindle and morale falters, Priam must choose between diplomacy and defiance to preserve Troy's legacy.

Paris of Troy: The catalyst of the war now struggles under its immense weight. While initially charming, he has grown weary of the conflict his actions sparked and is acutely aware of the resentment many Trojans feel towards him. He seeks a path to victory that salvages his pride and justifies the decade of suffering, all while remaining in the shadow of his more capable brother, Hector.

Helen of Troy: A decade removed from Sparta, she is a woman trapped by her own legend, viewed as both a prize and a curse. She is deeply pragmatic and disillusioned, no longer the naive queen swept away by passion. Her primary goal is sheer survival, knowing that regardless of which side wins, her future is uncertain.

Penthesilea: The formidable Queen of the Amazons, who arrives at Troy seeking glorious death and redemption for a past tragedy. She and her warriors are a shock force, brimming with confidence and scornful of the exhausted stalemate. She believes the only path to honor is a decisive, all-out assault, and she is here to provide it.

Ajax the Lesser: A brash and arrogant Greek king, known for his brute strength and short temper. He is frustrated by the prolonged siege and the indecisive, "honorable" combat championed by heroes like Achilles. He advocates for ruthless tactics and total war, believing that chivalry has cost them ten years.

Aeneas: A noble Trojan prince and cousin to Hector, praised for his piety and devotion to the gods. He fights valiantly but is already looking beyond the war, haunted by prophecies of a great destiny elsewhere. He is a voice for practicality and the preservation of Troy's people and sacred relics, even if the city itself may fall.

Demophon: The son of the great Greek king Theseus of Athens, leading a contingent of Athenians. He is a thoughtful and strategic commander, less concerned with personal glory than with ending the war with minimal further Greek casualties. He is open to diplomatic solutions or clever stratagems that could break the deadlock without another costly frontal assault.

Memnon: The majestic King of Aethiopia, who brings a powerful army to reinforce Troy. As the son of the dawn goddess Eos, he carries an aura of divine grandeur and is seen as a potential second Hector. Confident and unburdened by the war's long history, he believes his fresh forces are the key to finally crushing the Greeks.

Sarpedon: A mighty warrior-king from Lycia and a son of Zeus, he is one of Troy's most crucial and respected allies. He fights out of loyalty and honor, not for the personal cause of Paris. He is a clear-eyed realist, increasingly concerned about the cost to his own people and questioning how long their support can be sustained.

Ramesses III: The mighty Pharaoh of the New Kingdom of Egypt, a ruler who has successfully defended his empire from massive foreign invasions. From his wealthy and stable realm, he views the Trojan conflict as a distant struggle between upstart maritime powers that threatens the established trade networks of the Eastern Mediterranean. His primary interest is not in taking a side, but in ensuring the war's outcome does not produce a victorious, destabilizing naval force that could threaten Egypt's shores.

Šuppiluliuma II: The last Great King of the Hittite Empire, ruler of a vast Anatolian heartland now straining under internal and external pressures. While Troy was once a nominal vassal within the Hittite sphere of influence, his overstretched empire can offer no direct military support. He watches the siege with grim pragmatism, concerned that a Greek victory could unleash a wave of Ahhiyawan (Mycenaean Greek) expansion that would further erode his crumbling frontiers.

Antilochus: Antilochus was a Greek hero in the Trojan War, known as the son of King Nestor and a close friend of Achilles. He was a skilled charioteer and warrior who fought bravely, eventually sacrificing his life to save his father, Nestor, from Memnon. Achilles avenged Antilochus' death by killing Memnon, and the two heroes were buried together alongside Patroclus.

Priam: Priam was the King of Troy during the Trojan War, a wise and ultimately tragic figure who ruled a prosperous city before its destruction. His sons, Hector and Paris, played significant roles in the war; Hector was the Trojan champion killed by Achilles, and Paris's abduction of Helen indirectly sparked the war.

Idomeneus: Idomeneus was the king of Crete and a prominent Greek warrior who led the Cretan forces in the Trojan War, known for his bravery and strategic contributions to the prolonged siege of Troy. As a key leader among the Achaean forces, he fought alongside other Greek heroes. He was instrumental in the events leading to the Trojan Horse deception, which ultimately secured the city's defeat.

Philoctetes: Philoctetes was a legendary Greek hero with a magical bow, essential for winning the Trojan War, but was abandoned on the island of Lemnos due to a festering, snakebite wound that produced a foul odor. Ten years later, Odysseus and Neoptolemus were sent to retrieve him, as a prophecy revealed the Greeks could not conquer Troy without Philoctetes.

Neoptolemus, Son of Achilles: Neoptolemus, also called Pyrrhus, was the son of Achilles who joined the Trojan War after his father's death to fulfill a prophecy that Troy would not fall without him. A brutal warrior like his father, Neoptolemus killed King Priam at an altar and took Andromache as a concubine.

Menestheus: Menestheus was an Athenian king and one of the suitors of Helen of Troy, who brought 50 ships to the Trojan War and was known for his skill in battle formation but not his personal valor. He participated in the Trojan Horse trick to sack the city, after which he sailed to Melos and became its king.

Questions to Consider

- What is our greatest military strength, and how can we leverage it?
- What is our most critical vulnerability, and how do we protect it?
- Do we have reliable intelligence on the enemy's movements, morale, and plants? How can we obtain it or use misinformation to our advantage?
- Was Helen's 'abduction' from the Greeks really an abduction, or was it a matter of choice? If it is, is the war worth fighting?
- How do we maintain the morale and loyalty of our soldiers and citizens after years of war and hardship?
- How are we supplying the army/city with essentials?
- What about funding?
- What is endgame?
- What credible deception can we create to mislead the enemy?
- Beyond assaults and stalemates, how can we bring life back to the war again?
- How does this war impact the right to rule?
- Will power dynamics be shifted depending on the outcome of the war?
- Who in the room advocates for which course of action, and what are their underlying motives? Should we trust the soldier's warnings over the priest's pleas?

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