

Types of Tribes and Societies

<u>Type</u>	<u>Plant cultivation</u>	<u>Metallurgy</u>	<u>Plow</u>	<u>Iron</u>
Hunting & gathering	-	-	-	-
Simple horti-cultural	+	-	-	-
Advanced horti-cultural	+	+	-	-
Simple agrarian	+	+	+	-
Advanced agrarian	+	+	+	+

(+ = present; - = absent)

Characteristics of Types

<u>Type</u>	<u>Emerges</u>		<u>Median size of society</u>	<u>%High Freq of War*</u>	<u>%Beliefs about God</u>			
					<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>
H&G	-		40	33	60	29	8	2
S. hort.	7,000	BC	95	50	60	35	2	2
A. hort.	4,000	BC	5,000	79	21	51	12	16
S. agrarian	3,000	BC	(>100,000)	(66	(23	6	5	67
A. agrarian	1,000	BC						
Industrial	1,800	AD						

(Notes: *Frequency of war has been calculated from the Human Relations Area Files Cross-Cultural Sample, vol. 1. N=36. Breakdowns by types of wars show a consistent pattern of increase for wars of domination (suzerain wars) and displacement. Excluding simple agrarian societies (N=1) the percentages for H&G, Simple horticultural, advanced horticultural, and advanced agrarian types are 0%/11%/54%/80% for suzerain wars and 0%/11%/27%/100% for wars of displacement. Wars for "social" reasons (e.g. the Dani) tend to increase (20%/44%/64%/100%) as does economic raiding among horticultural types of societies (20%/67%/55%/20%); relatively unorganized antagonistic fighting tends to decline (100%/62.5%/36%/50%).

A=No Supreme Creator; B= Supreme Creator inactive or not concerned with humans; C=Supreme Creator active in human affairs but does not positively support morality; D=Supreme Creator is active, positively supports moral code. Other data are drawn from the third edition of Lenski & Lenski, Human Societies.)