

War has been the major cause of collapse of civilization. Like ^{other} evils, war does not seem to be a detriment in the beginning. It begins to reveal its horrors, when it clutches the civilization.

The war seems desirable at the early stage of civilization because it brings wealth and power that justifies the losses in the war. The military virtues are cherished even by the defeated party. However, when war making societies take economical and political powers at their hand, it manifests its severe impacts and starts devouring the resources. It looks like a cancer which eats all healthy tissue of the civilization. In the past, when danger point reached, serious efforts were made to get rid of war. These efforts were made on two levels: the individual and collective. Individual took direct action by refusing to participate in war and inaction action by persuading the state to avoid

aggression, and to remove the cause of war. The second option, by and large, has proved to be more fruitful.

title = Wars and breakdowns of civilizations