





§ NVREMBERGA §

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COERCION

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- Coercion



administrative quandaries

●  
three

national states



# WHY THE NATION-STATE?

## COERCION

- **Coercion** is when you feel pressured to do something you don't want to do because you will suffer more if you don't.
- When states conquer groups of people, they are suddenly faced with **administrative quandaries**: e.g., what to do with those conquered (kill? enslave? employ? feed?) and how to distribute spoils of war.
- Tilly identifies **three** primary European approaches to post-conquest administration: (1) tribute-taking empires; (2) systems of fragmented sovereignty (e.g., city-states and urban federations); and (3) **national states**.



# WHY NATION-STATES?

- **Direct rule** began to **replace indirect** rule after the French Revolution.
- Governments had to **bargain** with the people, providing **citizen rights** in return for **cooperation** rather than face resistance and revolution.
- European monarchs rarely if ever had a detailed model for a centralized state in mind, evidenced by the relative **inefficiency** of bureaucracies.
- Governments never actively designed key bureaucratic institutions — treasuries, courts, and so on — and then implemented them; instead, they arose **haphazardly** as solutions to problems that arose

