

Toluid Civil War

Additional information

Introduction

This document will include everything you need to know in order to be active in the crisis committee of GALMUN 2025, both for speeches and directives. It will allow you to make use of resources, to send armies and employ tactics, to acquaint yourself with the societal structures of the Mongol Empire and the kingdoms of Eurasia at large and much more.

This is not a research report! You should check out the Crisis Research Report on the website first. However, it's absolutely essential for you to acquaint yourself with the information mentioned below since it allows you to know the way in which the backroom will operate and respond to your directives. This also allows communication with the backroom to become easier, simpler and clearer. Make sure to make use of the information and details mentioned in this document to formulate your plans and to create your directives.

Mongol Society



Mongol society during the Toluid Civil War (1260s) remained deeply structured around traditional nomadic customs, yet it was undergoing significant transformations due to political fragmentation and the increasing influence of the cultures that the Mongols had conquered. The war, fought between Kublai Khan and Ariq Böke, disrupted the unity of the Mongol Empire and highlighted the evolving nature of Mongol

governance, economy, and daily life.

➤ Social and political structure

Mongol society was hierarchical but fluid, allowing individuals to rise based on merit and loyalty. At the top was the Great Khan, followed by royal family members and high-ranking nobles, who controlled large contingents of warriors and lands. The word of the Great Khan was law, as disobedience was considered as a sign of treason and rebellion. Below them were



commoners, primarily herders and warriors, and at the lowest rung were slaves, often captured from conquests. At the top of the Mongol Empire administrative system, assisting the Great Khan, is the Imperial Secretariat based in the capital city of Karakorum that served as the official royal court and employed Mongol and administrators from other ethnicities to run the empire. Another important aspect of the social structure of Mongol society at the capital city was the *Keshig*, the Imperial bodyguard that was in charge of protecting the Great Khan and maintaining order. The force included 6000 elite troops, recruited from the sons of noble mongols and rich elites of conquered nations. At the beginning of our crisis, the Imperial Keshig was led by Alandar and was sworn to Ariq Boke.

➤ **Tribal and Clan Loyalties**

The Mongols were organized into tribes and clans, with loyalty to one's lineage often taking precedence over broader imperial concerns. During the Toluid Civil War, these loyalties played a crucial role, as different clans supported different claimants to the throne based on personal ties, past alliances, and regional interests.

➤ **Religion and Belief Systems**

Despite their bloody military campaigns, Mongols practiced religious tolerance while maintaining their Tengri shamanistic traditions deeply embedded in their society. However, by the time of the Toluid Civil War, exposure to Buddhism, Islam, and Christianity was increasing leading to rifts between different important figures. Kublai Khan leaned towards Buddhism, while Ariq Böke and many traditionalists upheld shamanistic customs. Berke Khan converted to Islam which brought him into direct conflict with Hulegu Khan for his sacking of Baghdad. This reflected the broader cultural shifts within Mongol society, revealing internal tensions.

Economy in the Mongol Empire

Upon conquering a province, Mongol Imperial officials imposed tributes that were paid to the Great Khan in Karakorum through his representatives. This allowed Mongol commanders, nobles and administrators to make use of vast amounts of income to maintain their armies and further their conquests of distant lands. The empire also relied on taxing the different sectors of production in the conquered provinces: taxes on farming, trade, artisan crafts and more. China and India had especially lucrative products: Porcelain, paper and silk were produced in China while India produced world renowned spices and textiles. Other regions in Eurasia also had highly desired natural resources and products: Fur and Amber from the Russian principalities, Sugar from Baghdad and more. Certain regions such as Egypt, China and India also specialized in producing food commodities such as rice and wheat which were exported to many regions. The large conquests made by the Mongols also had the effect of unifying the Silk Road connecting East and West under a single political entity, thus allowing it to be further used by



traders due to its safety and reduced tariffs. This prosperity, however, is now threatened with the beginning of civil strife within the empire, as each part of the Silk Road is now dominated by conflicting warlords who are vying for control. The maritime trade route, connecting China to India and then India to Egypt and Iraq is, for now, still out of Mongol domination and served as an additional important link between East and West.

Mongol Military Machine



The Mongol army went through a series of reforms during the reign of Genghis Khan. The army was divided into *Tumans*. Each Tuman included 10000 highly trained men. The warriors within the ranks of the Tuman would have been of Mongolian, Turkic, Tatar or of other nomadic origin and would have been trained to ride horses and use bows and arrows for hunting from a young age. As such, the majority of the fighting men in the Tuman were Horse-Archers, who were also proficient with swords and lances. They also made use of siege

engines that are operated by foreign born soldiers from China, Iran or elsewhere. The army made large use of horses, as each warrior was equipped with multiple mounts. This made the army highly dependent on logistical supplies that allowed the horses to be fed and cared for.

➤ Mongol military tactics

While many of the tactics used by the Mongols were common on the steppes and were adopted by nomadic armies in earlier times, the Mongols under Genghis Khan and his successors transformed these tactics into sophisticated operational concepts that were characteristic of a permanent army. The tactics and strategies they developed enabled them to fight on several fronts and allowed a planned, steady expansion of the Mongol Empire rather than haphazard conquests over vast territories. As the Mongols' methods of war and conquest became increasingly well-organized, the Mongol army evolved from a tribal force into a true army. Here are some common Mongol Tactics that gave it the edge in matters of war:



★ **Arrow Storm and Rolling Barrage**

The arrow storm was the most common tactic practiced by the Mongols: They enveloped their enemy, then shot a hail of arrows in such numbers that it seemed a phenomenon of nature. The range at which they attacked in this way varied: At 200 or 300 yards their shooting was still accurate enough to disrupt an enemy formation, and once it broke, the Mongols charged. In the course of an arrow storm, archers did not aim at a specific target but loosed their arrows at a high trajectory into a predetermined “killing zone” or target area. While this practice probably caused few mortal wounds, it undoubtedly impacted morale as soldiers had to watch arrows wound their comrades while being unable to retaliate.

★ **Caracole Tactics**

The Mongols combined the arrow storm with hit-and-run tactics. The Mongolian Tuman was made up of many *Jaghuns*, companies of 100 men. Approximately 80 men in each *jaghun*, participated in this tactic with the remaining 20 acted as heavy cavalry. The Caracole tactic involved each *jaghun* sending 20 men per wave of attackers. The waves fired several arrows as they charged and then circled back to the Mongols’ lines after completing their charge. They shot their final shot roughly 40 to 50 meters from the enemy lines before wheeling around. This distance was close enough to pierce armor, but distant enough to evade a countercharge. While circling back, the Mongols often used the Parthian shot: shooting at a pursuing enemy as one retreats. They changed horses frequently to keep their mounts fresh. Since each man was equipped with 60 arrows, the Mongols could maintain this barrage for almost an hour, and perhaps longer.

➤ **Medieval Armies of the surrounding kingdoms**

Mongolian military might have taken the world by a storm, defeating many armies due to their high speed and advanced military tactics. Most medieval armies at the time relied on a traditional mixture of cavalry, melee troops and archers, with some cultures depending on one component more than the other. Battles tended to include the clash of two forces, with each side attempting to either outflank the other or crush the other side using brute force. The specific tactics depended on the military cultures of the soldiers making up the armies. The Mamluk Sultanate was dominated by a professional warrior class known as the Mamluks who became the elite soldiers leading armies of Egyptian and Arab recruits. The Russian Principalities fielded armies formed by feudal recruits led by the sons of lords and important traders. The Seljuk Sultanate was a feudal army that inherited some of the military tactics employed by Turkic nomadic armies. The Delhi Sultanate mixed Turkic nomadic tactics with the military culture of the Indian subcontinent. The Song Dynasty recruited armies that made use of advanced archer and siege



technology supported by large companies of meele and a vanguard of cavalry. These kingdoms who now find themselves under the shadow of the Mongol Empire must develop new strategies and use their knowledge of local terrain to defend against future Mongol onslaughts on their domains.

➤ **Black powder**

Black powder (known as Gunpowder) was an essential technology used primarily in China who discovered this mix of the highly explosive chemicals around the end of the 10th century. While it had some non-military uses, such as fireworks, the technology was widely developed for the purposes of war. It was utilized by the Chinese against initial Mongol attacks by developing an arrow launcher that was fired by black powder. Even though the Mongols and many nations have become acquainted with the concept of black powder, it is still considered to be exclusively Chinese technology. This means that should your character or faction desire to make use of it, they can only do so by developing their connections to Chinese characters and Chinese based institutions.

➤ **Other tactics**

If you want to make use of other tactics that are not mentioned in this document, you will have to send a highly detailed and well-structured directive about the tactics that you are using.

Tumans and armies in GALMUN 2025 Crisis

In this crisis, we have specified the armies that are operating on the map and the delegates who command them. A regular army is made up of 8000 soldiers, a tuman is made up of 10000 soldiers and the Imperial Keshig in Karakorum is made up of 6000 elite fighters. The armies and Tumans at play are as follows:

Mongol Factions:

- 1st Mongol Tuman commanded by **Ariq Boke** in Karakorum.
- 2nd Mongol Tuman commanded by **Ariq Boke** In Karakorum.
- 3rd Mongol Tuman commanded by **Ariq Boke** close to Kaipeng.
- 4th Mongol Tuman commanded by **Bulqai** in the east of the Mongol Steppes.
- 5th Mongol Tuman commanded by **Bulqai** In the east of the Mongol Steppes.
- 6th Mongol Tuman commanded by **Kubai Khan** in Kaipeng.
- 7th Mongol Tuman commanded by **Kubai Khan** in Peking.
- 8th Mongol Tuman commanded by **Kubai Khan** in Zhengzhou.
- 9th Mongol Tuman commanded by **Kadan** in Xi'an.



- 10th Mongol Tuman commanded by **Kadan** in Lanzhou.
- 11th Mongol Tuman commanded by **Alghu Khan** in Kashgar.
- 12th Mongol Tuman commanded by **Alghu Khan** in Samarkand.
- 13th Mongol Tuman commanded by **Berke Khan** in Sarai.
- 14th Mongol Tuman commanded by **Berke Khan** in Tsaritsyn.
- 15th Mongol Tuman commanded by **Berke Khan** in Kiev.
- 16th Mongol Tuman commanded by **Abaqa** in Aleppo.
- 17th Mongol Tuman commanded by **Abaqa** in Mosul.
- 18th Mongol Tuman commanded by **Hulegu Khan** in Tbilisi.
- 19th Mongol Tuman commanded by **Hulegu Khan** in Mashhad.
- 20th Mongol Tuman commanded by **Hulegu Kha** in Kandahar.
- The Imperial Keshig commanded by **Alandar** in Karakorum.

Song Dynasty:

- 1st Song army commanded by **Emperor Lizong** in Lin'an.
- 2nd Song army commanded by **Emperor Lizong** in Wuhan.
- 3rd Song army commanded by **Emperor Lizong** in Jingzhou.
- 4th Song army commanded by **Emperor Lizong** in Hengyang.

Mamluk Sultanate:

- 1st Mamluk Army commanded by **Sayf al-Din Qutuz** in Alexandria.
- 2nd Mamluk Army commanded by **Sayf al-Din Qutuz** in Cairo.
- 3rd Mamluk Army commanded by **Sayf al-Din Qutuz** in Jerusalem.
- 4th Mamluk Army commanded by **Sayf al-Din Qutuz** in Cairo.

Delhi Sultanate:

- 1st Delhi Sultanate Army commanded by **Ghiyas-ud-din Balban** at Taxila.
- 2nd Delhi Sultanate Army commanded by **Ghiyas-ud-din Balban** at Lahore.
- 3rd Delhi Sultanate Army commanded by **Mahmoud I of Delhi** at Delhi.

Seljuk Sultanate:

- 1st Seljuk Sultanate Army commanded by **Kilij Arslan IV** in Caesarea.
- 2nd Seljuk Sultanate Army commanded by **Kilij Arslan IV** in Malatya.
- 3rd Seljuk Sultanate Army commanded by **Kilij Arslan IV** in Erzurum.



Russian Principalities:

1st Russian Army commanded by Alexander Nevsky in Novgorod.

2nd Russian Army commanded by Alexander Nevsky in Moscow.

Geographic regions

At its peak, the Mongol Empire extended throughout Eurasia: From the Korean peninsula to Kingdoms of Eastern Europe, from the edges of the Arctic to Persian Gulf. As such the empire and the regions around it included many varying topographical features. The Mongol heartland was part of the great Eurasian steppes that extended from Korea to modern day Ukraine. The steppes were long flatlands made up of miles and miles of grass fields as far as the eye could see. This made it ideal for raising herds of cattle and horses and it allowed for nomadic tribes to move freely across it, becoming a springboard for invading richer regions outside of it. The Mongol empire dominates many Chinese provinces, with Northern China being composed of flatlands extending from the Mongol steppes and with Southern China being home to numerous mountainous and hilly terrain cut through fertile rivers. As one moves west, one finds the dry desert climate of central Asia that is interrupted by mountain ranges and steppes. Iran itself had a mix of Mountainous areas and desert flatlands before coming into the Near East with its fertile crescent surrounding the deserts that extend all the way throughout the Arabian Peninsula. Anatolia itself had some flatlands in the center surrounded by seas and mountains, peaking in the Caucasus mountain range. North of said mountains one could find once again the steppes that extended along the Volga river that ran south from Russian lands in the North where one could find large swathes of forests. It's important to consider geographical and topographical variety since it can affect the conditions of armies on the march and the movement of trading caravans and characters.

GALMUN 2025 Map

Like in every year in GALMUN, the crisis committee will be supported by a digital and highly detailed map that shows the following aspects of the crisis simulation:

1. The cities that are part of the crisis simulation.
2. The different provinces. They are each colored according to the faction or sub faction that controls them.
3. Main roads that connect the cities, in addition to the Silk Road (highlighted in gold) and the maritime trade routes connecting East and West. All these routes can be used for transportation.



4. The Great Wall of China: a series of fortifications that protect the Chinese provinces from nomads roaming the steppes to the North. It is high
5. The location of the different armies.

You can find the map on the GALMUN website just under the Crisis research report. Please note that every province is attached to a capital city. The control of said province is determined by who controls the city. As such, the faction only properly controls a province when it captures its city. Any changes in the control of cities and the movement of armies will be updated on the map throughout the session.

The faction colors are the following:

Mongol Empire -Ariq Boke faction : **Red**
Mongol Empire - Kublai Khan faction: **Blue**
Mongol Empire - Ilkhanate faction: **Black**
Mongol Empire - The Golden Horde faction: **Yellow**
Mongol Empire - Chagatai Khanate: **Orange**
Song Dynasty: **Brown**
Mamluk Sultanate: **Green**
Delhi Sultanate: **Dark Green**
Seljuk Sultanate: **Turquoise**
Russian Principalities: **Purple**

Diplomacy

Diplomacy was a very important part of relations between different factions and kingdoms. In principle two or more factions or characters can reach whatever deal that they could agree. We can summarize the general types of diplomatic agreements and statuses in the following way:

- Non-aggression agreement: both sides can agree not to attack each other for a specific period of time.
- Trade agreement: both factions can agree to allow trade between each other. They can also specify specific types of resources that are to be included in the deal. They can also agree on the exchange of items or denarii.
- Military alliance: both factions agree to support each other in war.
- Client state: A faction can agree to become a client state of another state, which means that it would belong to the stronger faction but would keep its autonomy. A faction might find the need to agree to this difficult agreement in order to preserve its existence or to protect itself from another enemy. A client state is expected to pay tribute to its new overlord and to support it in war.



- Declaration of war: A faction can officially declare war on another faction. This is considered honorable. However, it is possible to attack another faction without first declaring war.
- Gifts: a faction can give a gift to another faction to improve relations.

There are also some types of diplomatic arrangements that are characteristic of nomadic cultures. This could involve negotiations regarding the payment of tribute, hostage exchanges, and political marriages between clans and factions. The taking of hostages, who tended to be the sons of noblemen, from other nations ensured the honoring of agreements; failure to treat them well and to return them as stipulated by an agreement could provoke retaliation. The payment of tribute was also a normal aspect of international relations at the time, with weaker nations paying monetary and economic tribute to stronger ones in return for security.

In general, diplomatic agreements between factions can only be reached between the leaders of each faction. Though each character has the ability to reach deals with other characters, they cannot, however, reach deals that affect the fraction as whole without agreement or consent of the faction leader. All sides to an agreement need to write and send a directive with the agreed-upon points and with their signatures.

Tengrism and Böö (Spiritual Guidance)

As part of traditional Mongol culture, leaders often consulted spiritual advisors before critical decisions. This rule introduces the role of shamans (Böö) who interpret the will of Tengri and other spiritual forces. In our crisis, Mongol characters may summon a Böö before major events (battles, diplomatic missions, or succession claims). They should do so by writing a directive to the backroom. The backroom then determines the omen (whether it is good, neutral, or bad) via dice roll or pre-set narratives. Good omens can provide morale boosts or strategic advantages. Bad omens might cause hesitation, desertion, or unpredictable outcomes. Böö can also suggest actions based on divine signs, influencing political and military moves.