My game

The game shall see you as a general commanding your troops against an enemy force.

* You will be given a set amount of troops to start with and will decide how many to use to do certain actions/attacks.
* Will display how many troops you have and the enemy has after each encounter.
* At the end you will win if you have more troops than them or they are destroyed.
* Enemy will flee if their army gets to certain level below yours (i.e. less than 10,000 or half your troops)

Mongol Horde

Mongol warriors- very good from range and average up close. Very fast attack

Mongol pikemen- good to charge but weak against archers.

Chin Empire

Foot soldiers – good in high numbers, weak against archers

Foot archers – good against pikes weak against cavalry.

**Starting scene**

You have 50,000 horses, all with bows and swords

You have 10,000 pike men, with Long Pikes and swords- no bows

Enemy has 150,000 foot soldiers, swords only

Enemy has 50,000 archers. Bows only

**Options**

Straight charge –

1. Your horses initially take out many of their foot soldiers, each horse takes down 1 soldier on initial attack. (foot soldiers reduced by amount of horseman)
2. Once in range of enemy archers, you lose 1 pike man for every 2 archers, only if foot soldiers are 1.5 x your horses. Once pike men reach zero, horses start decreasing
3. If enemy foot soldiers less than 1.5 x horses, you only lose 1 pike man for every 3 archers and archers decreases by 1/2 per horse you have.
4. If our total forces are greater than 10,000. Remaining pike men attack
5. Pikeman attack and enemy lose 8 foot soldiers per pike men left and 5 soldiers per horse.
6. If enemy less than 20,000 or mongols have more remaining, enemy flee and are all slaughtered.
7. If foot soldiers equal 0, enemy lose 10 archers per horseman.

Harass their lines – You choose to harass their soldiers with your archers thanks to your extended range and experienced bowman.

* Reduces their foot soldiers by 1 for every 5 horses you have, and your horses are reduced by 1%. A few lucky shots and some just fall down.
* More you harass the less impact it has.
  + 1 for every 7, lose 1 %
  + 1 for every 10, lose 3%
  + 1 for every 15, lose 7% (Puts out a warning, that they are getting very close)

Will need a counter for amounts of time harass is used.

* If you harass 5 times in a row your horseman get too cocky and get too close to their archers and are engulfed by their foot soldiers. You lose 1 horse per enemy archer.

Attack only their flank

You send 2/3 of your horseman on a diversionary attack whilst sending the majority of your force to attack their flank with 1/3.

1. Your horses initially take out many of their foot soldiers, each horse takes down 1 archer and 1 foot soldier.
2. Once in range of enemy archers, you lose 1 pike men for every 30 archers,
   * Once pike men reach zero, horses start decreasing
3. Pikeman attack and enemy lose 5 foot soldiers per pike men left, 3 soldiers per horse and 3 archers per horse.
4. You lose 1 unit per 25 enemy.
5. You then retreat back to the safety of your lines once you lose the element of surprise

Can only use once. They aren’t that foolish.

COUNTERS NEEDED- to be constantly updated.

Harass used

Total Mongols left

Mongol horsemen left

Mongol Pikeman left

Total enemy left

Enemy foot soldiers left

Enemy archers left

Allow user to input enemy/mongol numbers