CHARACTER SHEETS

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Genghis Khan:

HP : 10,000

DEF: - 75 Strike Dmg

 - 25 Slash Dmg

 - 50 Pierce Dmg

+ 100 Horse Archer Dmg

 (Genghis Kahn was known for his usage of horse archers and horse based warfare, it was a big staple of his military strategy)

10% Critical + 200 Dmg

 (base)

Natural Born Leader = Can pull 5 new cards from the deck if rolled 1-3 NOTE: If successful, The player cannot draw from the deck for 5 rounds, only until both players have the same amount of cards (5) then Genghis Khan can use this move again.

( This ability is only for Genghis Khan because he was the one who united the Mongol Empire. He came to power by uniting many of the nomadic tribes of Northeast Asia. After founding the Empire and being proclaimed "Genghis Khan", he started the Mongol invasions that conquered most of Eurasia.) [\*](https://en.wikipedia.org/wiki/Genghis_Khan)

Timur The Lame:

HP : 10,000

DEF: - 25 Strike Dmg

 - 50 Slash Dmg

 - 75 Pierce Dmg

30% Critical: Must roll a 8, 9 or 10 to add 200 dmg to any attack

(Timur was notorious for being very brutal and cruel in his tactics, for example he poured molten lead into an enemy governor's ears, mouth and eyes.)

+ 100 War Elephants Dmg

(Timur utilized war elephants when ever he could and they were extremely effective.)

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 ABILITY CARDS

Cavalry = +300 Slash Dmg

(Cavalrymen were armed with a variety of weapons, but mostly long Scimitars or Glaives. Cavalry was by far the most popular and effective way of attack during the 1300s) [\*](https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization#Cavalry)

War Elephants = +200 strike Dmg

(The use of war elephants was really only mastered by Timur The Lame, only then did they become valuable in war. The elephants had multiple different uses and strategies, they were great at destroying a path in thick vegetation letting all the other units able to pass through, they were also used as a scare tactic in battle, many soldiers and villagers were crushed and torn apart by war elephants. If that's not brutal enough, often the elephants tusks would be fitted with long sharp spikes or blades that were soaked in flesh melting poisons.) [\*](https://en.wikipedia.org/wiki/Timur#Capture_of_Delhi_.281398.29)

Horse Archers = +200 Pierce Dmg

(Horse archers were a staple of the mongol war tactics, it combined the two things that were the most effective, bowmen and cavalry.) [\*](https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization#Cavalry)

Battle Axe Unit = +100 Strike Dmg

(Battle axes ranged in size between 3ft to 5ft long. They often had a wooden pole arm or handle. The battle axe was very good at crushing and chopping a soldier's armor to pieces, it was also effective at severing whole limbs because the weight of the axe was enough to get through the bone of a leg or arm. The only real drawback to the battle axe is that if a soldier misses the hit, it's very hard to come back from it because of the weight of the axe.) [\*](https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization)

Scimitar Unit = +100 Slash Dmg

(Scimitars were a type of curved sabers around 3ft long that were razor sharp and fairly light, the curved shape and the sharpness of the blades made it easy to inflict bleeding or decapitation. Scimitars were the most common foot soldier weapon.) [\*](https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization)

Archer Unit = +100 Pierce Dmg

(Arguably the most notorious Mongol weaponry is the Mongol war bow. They had two types of bows, one for long range cover fire or sieges, and another for short range tactics.) [\*](https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization)

Respite = +50 HP

(It was common that battles had a starting and stopping time of day and people had time to gather themselves over the night. It was mutually agreed between two armies that fighting at night was not optimal. Soldiers/animals couldn't see where they were going and it was far more effective for BOTH sides to fight in the daylight. ) [\*](https://www.reddit.com/r/AskHistorians/comments/1eaxbj/how_long_did_battles_in_the_ancient_world_last/)

Feast = +200 HP if rolled 1, 2 or 3

Retreat = +100 HP if rolled 1-5

Medical Unit = +300 HP if rolled 1

(Medical attention was not common during war, human life was considered expendable and abundant. That is why this move only has a 10% success rate.)

Natural Born Leader = See Genghis Khan’s Special abilities

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Damage types:

Slash

Pierce

Strike

RNG:

All RNG aspects of the game are decided with a D10.

Critical Chance:

RNG

Every character has a 10% base Critical Chance ( Must roll 10)

Criticals always add 200 Dmg to any attack

<https://en.wikipedia.org/wiki/Timur>

<https://en.wikipedia.org/wiki/Mongol_military_tactics_and_organization>

<http://www.coldsiberia.org/monmight.htm>

<https://en.wikipedia.org/wiki/Mongol_bow>

<https://www.reddit.com/r/AskHistorians/comments/1eaxbj/how_long_did_battles_in_the_ancient_world_last/>