

Sea and Sand

Supplement for

City-States

Fantasy Wargame

By Christopher S. Keeling



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Contents of this supplement:

Rulebook	6 HEX Mapboards
30 Character cards	30 Encounter cards
4 counter sheets	10 Player Reference Sheets

This supplement for *City-States* introduces two new major terrain features (large bodies of water and desert and jungle environments) and includes 60 additional Encounter and Character cards, six new mapboards, updated player reference sheets, rules variations, and enough counters to play *City-States* with up to ten players. The original *City-States* game from MARS GAMES is required to play. All of these rules and additions are optional, so clarify which are in use before game play to the satisfaction of all players.

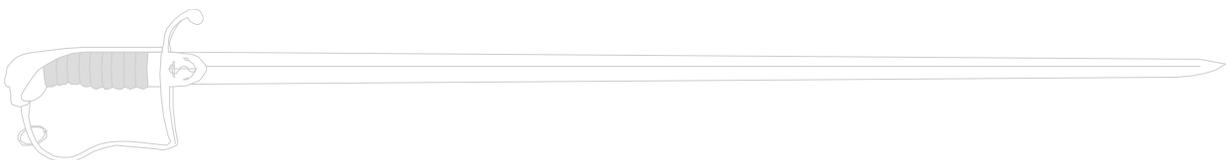
1. New Terrain

Three new terrain types can be found on the mapboards included with this supplement: ocean, desert, and jungle. Each has specific affects on movement and combat as explained below. Note that when placing HEXes, ocean and coastal hexes must be placed adjacent to other ocean and coastal hexes, if they are adjacent to another board.

Ocean: Ocean is indicated on some mapboards by dark blue hexes. Coastal regions, lakes, and rivers are medium blue to indicate their shallower depth and relative calmness. Ships may travel through ocean, lake, and river hexes (although they may only travel on rivers until they reach a bridge, which must be destroyed in order to pass).

Desert: Desert terrain is indicated on some mapboards by tan hexes. Desert regions are generally surrounded by mountains or plains, although it is possible for a desert to include a river or coast. Deserts act as plains for movement and combat purposes (albeit slightly more costly to move through).

Jungle: Jungle terrain is indicated on some mapboards by dark green hexes. Jungles are usually found in hot climates, and especially along coastlines in humid regions. Jungles have the same effect on combat as forests, but with a slightly higher movement cost.





2. New Races

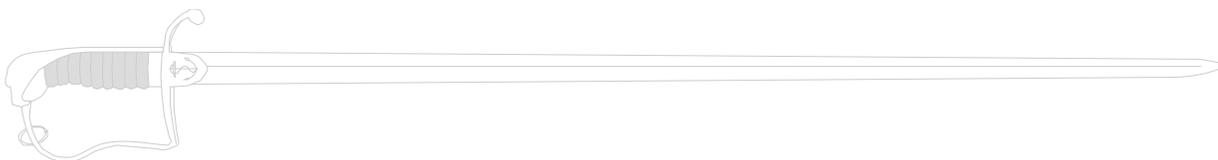
Four new optional races are presented here. Each has advantages and disadvantages. When these new races are in play, the races presented in the original game should be modified as follows: The leader of the Elves should be a level six Mage, not a Hero. The leader of the Flarn should be a level six Rogue, not a Hero. The Leaders of the Lizardmen and the Orcs should be level six Barbarians, not Heros. Note that this means that in some cases the national leader cannot command troops.

Halflings: Halflings are stout little people who live in burrows in the hills. They are not very warlike, and are known better for their thieving abilities than their military prowess. They may not have Barbarian, Hero, Mage, or Priest Characters over level five (such Characters are reduced to level five). Halflings may recruit giants (due to a strange kinship) slingers, light infantry, and footmen only. These Units get a +1 bonus to their attack rolls whenever they are defending in a battle, and automatically have a +1 to their defense because of their hardiness. Halfling Rogues receive a +1 bonus to their level for all Rogue Action attempts (note that this does not include mortal combat). The leader of the Halflings is considered a level six Rogue, not a Hero (note that this means that he or she cannot command troops).



Nomads: Nomads are the people of the desert. They are well-known for their endurance and strength. They may never have a Character with Mage or Cleric ability over five. If they receive such a Character, its level will be considered to be five for game purposes. Nomads may only recruit mounted archers, chariots, slingers, light cavalry, light infantry, and footmen. For these Units and Characters of this type, desert terrain costs only 2 for movement. These Units also get a +1 bonus to their attack rolls when attacking into or defending from such terrain. When using the optional rules for supply lines, Nomads may have supply lines equal to double their movement (instead of only one times their movement).

Savages: Savages are the human inhabitants of the jungles. They are primitive, but known for their ability to hunt and track, as well as blend into the scenery. They may never have a Character with Hero or Mage ability over 5. If they acquire such a Character, its level will be reduced to five. Savages may only recruit beast cavalry, slingers, light infantry, and footmen. These Units get a +1 to their attack rolls when attacking into or defending from jungle terrain. For Units and Characters of this type,





jungle terrain costs only 4 for movement. When using the optional rules for supply lines, Units of Savages are never unsupplied in Winter if they are in a jungle hex, even if they are besieged. The leader of the Savages is considered a level six Priest, not a Hero (note that this means that he or she cannot command troops).

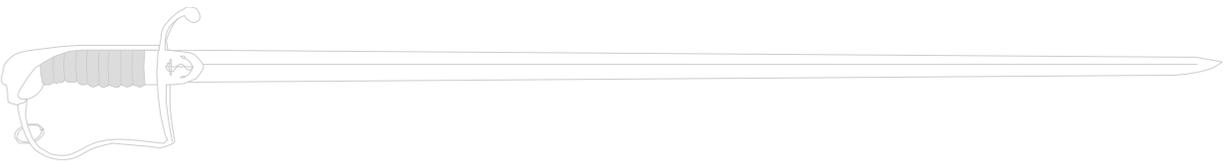
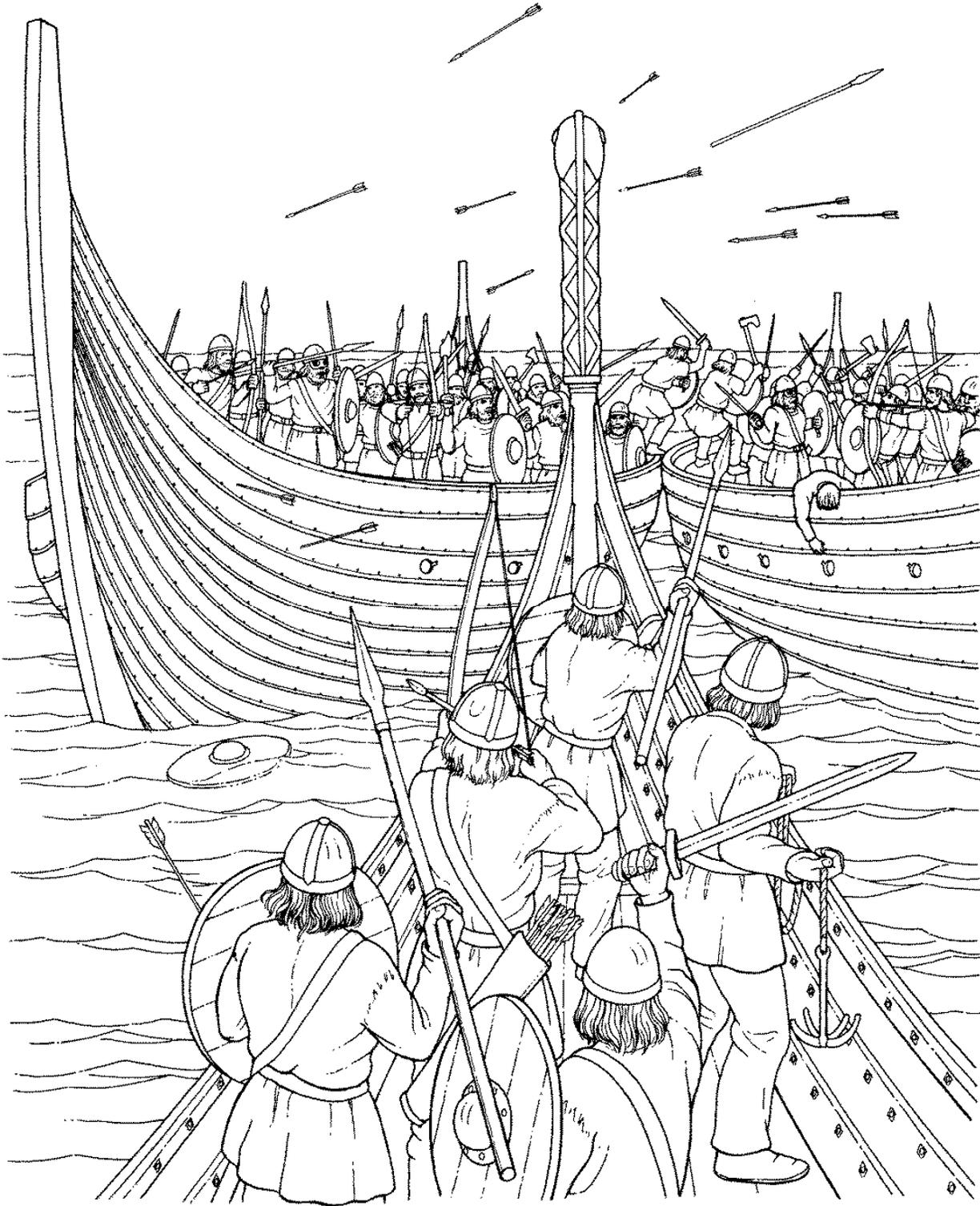
Undead: Undead are the servants of powerful Necromancers. They are evil and putrid, but extremely loyal and require little in the way of enticement. They may never have any Character with level six ability of any type (except for their leader). Undead may only recruit pikemen, beast cavalry, heavy infantry, light infantry, and footmen. For Units and Characters of this type, all terrain costs 3 points, even roads and plains. When using rules for supply lines, Undead Units are never Unsupplied, even if besieged. Undead Units and Characters may not cross water except via teleportation spells; this includes ship travel, bridges, and flying. Undead Units must be hit twice in one battle to be destroyed. If an Undead Unit survives the battle with only one hit on it, it will refill its ranks from the dead of the enemy for the next battle. Undead Units with one hit on them should be marked during the battle. The ruler of the Undead is not considered to be a Hero-6, but a Mage-6 instead (note that this means that he or she cannot command troops).

3. New Units

Several new units have been introduced in this supplement, including three types of cavalry, two types of infantry, and three types of ships. These units are described in detail below. Specific rules covering the use of these new units can be found in the appropriate section.

- **Flying Cavalry:** This unit is made up of light cavalry mounted on flying creatures, including giant eagles, winged horses (pegasi), and griffons. These troops generally fly over the battlefield providing support to friendly units, gathering information for commanders, and attacking enemy ground troops by hurling spears and dropping rocks. Due to the nature of their mounts, such units are very expensive to recruit and maintain. Only Elves and Humans may recruit flying cavalry.
- **Chariots:** This unit is made up of two- and four-wheeled chariots with wooden frames, sometimes armored with wood, leather, or metal. Each is crewed by a driver and one or more soldiers with bows, spears, or javelins. In addition, most crews carry smaller handweapons and are equipped with light leather or fabric armor. The size and speed of chariots make them a valuable asset to any force, however, their cost limits them to the richer nations. Nomads, Humans, and Orcs may recruit chariots.
- **Beast Cavalry:** This unit is made up of various giant monsters, including giant wolves, elephants, tigers, and even giant spiders or undead mounts, ridden by those who can dominate or tame such creatures. Riders are lightly armed and armored in the manner of light cavalry. Undead, Savages, Humans, Flarn, and Orcs may recruit beast cavalry.
- **Giants:** This unit is made up of humanoid giants, in some armies this may include ogres and trolls. They act as a regular infantry unit, however, their ability to throw giant rocks, wield enormous weapons, and the protection of their thick hides makes them very powerful. Their rarity and the difficulties inherent in controlling them on the battlefield make them costly to use. Halflings, Humans, and Orcs may recruit giants.
- **Marines:** This unit is made up of light infantry specially trained to fight aboard ships. They are armed with close-combat weapons, ropes, and grapnel hooks, and lightly armored. Due to their "sea legs," they are slower on land than light infantry, however, they are the only infantry which can be used to attack a ship in naval combat (although they cannot be used to attack naval Units from a land hex, only when carried aboard ship). Elves, Humans, Lizardmen, and Orcs may recruit Marines.





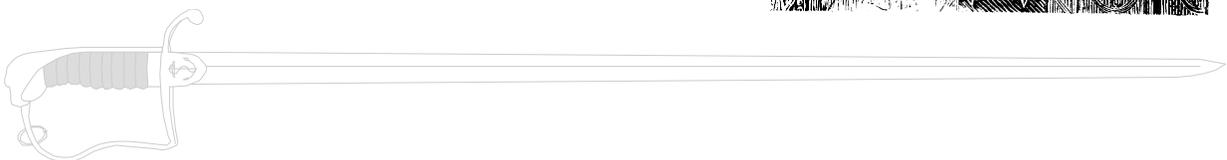


- **Transport:** This Unit is made up of merchant and supply ships that are capable of transporting soldiers and equipment. One Unit of transports can carry three Units of ground forces. These ships are unarmed and unarmored, slow and unmaneuverable. This makes them very vulnerable to attacks by other types of warships. Elves, Humans, Lizardmen, and Orcs may build transports. Units of any type (except Undead and other ships) can be carried by a transport, including those of a player's allies. When allied Units are carried, the ship is moved by the player owning the unit, the allied forces being moved onto land during the ally's turn.
- **Corvette:** This unit is made up of light galleys and sailing ships mounting light artillery such as ballistae, catapults, and rams. They are light and fast craft, but vulnerable to the attacks of heavier ships and incapable of carrying a great quantity of supplies and troops. No Units of ground troops, including Marines, can be carried. Elves, Humans, Lizardmen, and Orcs may build corvettes.
- **Man-o'-War:** This unit is made up of heavy galleys and large sailing vessels mounting artillery such as trebuchets and mangonels. These ships are slower than the corvettes, moving at the same speed as transports, but are heavily armored. One unit of ground troops, including Marines, may be carried. Elves, Humans, Lizardmen, and Orcs may build man-o'-war ships.

4. New Characters

Two new types of Characters are available for play, each with their own special abilities. Centaurs, Flarn, Lizardmen, Nomads, and Orcs may not have Priest Characters over level five. Similarly, Elves and Dwarves may not have Barbarian Characters over level 5. Halflings may not have Barbarian or Priest Characters over level 5.

- **Priest:** The Priest is a powerful member of a religious order, empowered by his gods to perform certain Magickal acts and pray for spells. As opposed to ordinary Magick, which is based on the manipulation of the elemental planes of water, air, fire, and earth, religious Magick is a granted power, usually used to influence or control nature or provide protection from spiritual entities such as demons.
- **Barbarian:** The Barbarian is a type of Hero who is associated with primitive cultures. In addition to being able to lead troops and duel like an ordinary Hero, the Barbarian is also capable of laying waste to enemy population centers in order to get all of the treasures of a civilized land. Due to the irrepressible nature of his individuality and the lack of any formal military training, the Barbarian's level is reduced by one for purposes of deciding which army has an advantage in combat, and he is not allowed to refuse a challenge to a duel (although





he need not issue a challenge).

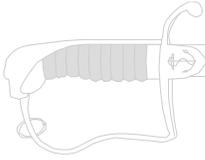
5. New Character Actions

Priest Actions: Priest actions include the use of spell-like prayers. Prayers are available only to the Priest; the prayer to be used must be chosen from the following list. To determine the roll required to successfully have a prayer answered, subtract the level of the prayer desired from the level of the Priest and add four (thus, for example, a Priest-5 attempting to use a Prayer-2 needs to roll a 7 or less on one die to succeed). The following list describes the prayers available to the Priest Character:

- **Bless** (Prayer-1): The Priest can Bless any one friendly or allied unit in the same or an adjacent hex, giving it +1 attack and +1 defense for the rest of the turn.
- **Dispell** (Prayer-1): The Priest may dispell any Magickally summoned or created Unit in the same or an adjacent hex, friendly or enemy.
- **Tithe** (Prayer-1): The player may roll one half-die, adding this amount of gold to his or her treasury.
- **Remove Curse** (Prayer-2): This will remove the curse on any friendly or allied character in the same or an adjacent hex if successful.
- **Exorcise** (Prayer-2): This spell may be used to dispell any demonic or undead creature from a Ruin, including Daemons, Mummies, Wraiths, Liches, Ghouls, Wights, and Spirits.
- **Curse** (Prayer-3): The Priest may Curse any known enemy character in the same or an adjacent hex. If successful, the target character will suffer a -1 penalty to his or her skill level for the rest of the game or until the curse is removed.
- **Sanctuary** (Prayer-3): This prayer will protect all friendly units and characters in one hex (the same hex as or an adjacent hex to the Priest) from the effects of all Mage spells and Priest prayers until the player's next turn.
- **Plague** (Prayer-4): The Priest may use this prayer against any adjacent hex. Roll 1D10 for each Unit in the hex. On a 1, the Unit is destroyed by the plague. Flarn and Undead units are unaffected.
- **Part Water** (Prayer-5): This prayer allows the Priest to create a ford in a minor river that runs along the edge of the hex he or she is in. This ford will last for the rest of the player's turn, then disappear. Any number of Units and characters may pass through the ford.
- **Resurrection** (Prayer-6): The Priest may attempt this prayer on the following turn after a character belonging to the player has been killed. If successful, the chosen character is restored to life (although any special items will be lost) in the hex with the Priest. A character cannot be resurrected after a turn has passed.

Barbarian Actions: The Barbarian is a warrior, capable of leading military Units and challenging other Characters to blood-duels. To lead military Units, the Barbarian must move with the Units. When a force (made up of some or all of the Units belonging to the player in the hex with the Barbarian) attacks an enemy or is attacked by an enemy, the two players each roll a die, adding the level of their leaders (if one does not have a Hero or Barbarian, then that player will add zero to the result). Barbarians receive a -1 penalty to this roll. The higher total receives a +1 to the attack numbers of all attacks made between these units in this turn





(that is, the fighting Units' attack numbers go up one point for the duration of the battle). If a Barbarian commanding military Units is killed by assassination or duel, the Units will disband (return to the box) on a roll greater than the Barbarian's level plus two unless there is a lesser Hero or Barbarian in the same stack to take his place.

- Pillage:** This action can take place when a force led by a Barbarian moves into an enemy town or city (either by advancing after eliminating an occupying enemy force, forcing it to retreat, or moving into an unoccupied enemy population center). The force must end its movement for the turn in the town or city. This action may be done by the Barbarian character in place of or in addition to combat (but only in addition if it takes place immediately following the action). The population center will be destroyed; place a pillage marker on the hex. The Barbarian's nation gets 1-5 (one half-die) times 5 gold (5-25 gold) immediately for a town, or 1-10 (one die) times 5 gold (5-50 gold) immediately for a city. When using the March and Siege rules, the population center will return to normal after the next Winter turn, but will have no allegiance until reoccupied by Units.



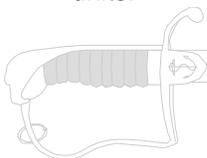
6. New Rules

These new rules are designed to supplement those given in the *City-States* game. They represent the influence of the new mapboards, Unit types, and Character types.

SETUP: Setup is conducted as usual, except that now up to ten players can participate. The *Sea and Sand* gameboards should be mixed randomly with the original *City-States* gameboards. Note that coastal and ocean hexes must border on other coastal or ocean hexes or on impassable space (no board). Other terrain types (such as jungle and desert) have no such restrictions.

MOVEMENT: There are two new types of land terrain, desert and jungle. They affect play as shown in the terrain tables given at the end of the rules. There is one new type of water terrain, ocean, which is passable only to ships. In addition, flying creatures have special movement rules. These rules are explained below:

- Ship Movement:** Naval Units (transports, corvettes, and man 'o war) may move only through adjacent ocean and coastal hexes (including lake hexes) and along major river hexsides. They may not cross land at any point during their travels. When travelling on major rivers, each hexside of river traveled counts as one hex of movement. Naval units may not pass bridges. In order to destroy a bridge, the naval Unit must wait for an entire turn in the adjacent river hexside (as for land Units). When traveling on a river, place the naval Units and any land Units being transported in an unoccupied hex adjacent to the major river hexside occupied at the end of the movement, with the prow (front) of the top ship counter pointing at the hexside currently occupied. Zones-of-control for naval Units do not affect adjacent land Units on land, only naval Units in adjacent water hexes. Likewise, naval Units are not affected by the ZOC of land units.





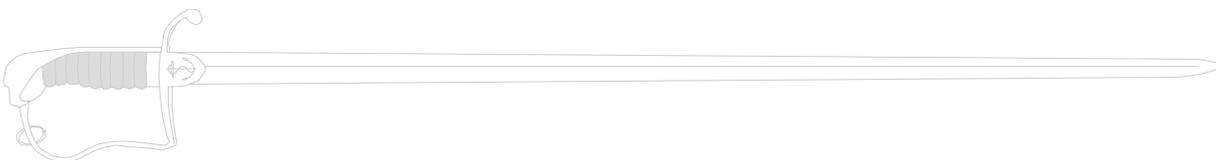
- **Flying Movement:** Flying creatures and Units stacked and moved with an army are limited by all of the normal restrictions of army movement, except that they pay no additional cost for any type of terrain. When an entire army is made up of flying Units (no ground or naval Units, only flying Units and characters), then the army may move entirely by flying. Characters are then assumed to be riding flying mounts. Flying Units pay 1 movement point per hex traveled, regardless of type, and pay no additional cost for crossing rivers or water hexes. Flying Units may cross light blue (coastal and lake) water hexes without any additional effects, however, they may not end their movement on such a hex. Flying units may not cross deep water (dark blue ocean hexes). Flying units may ignore the zone-of-control of enemy units (Land, naval, and flying) for movement purposes. Enemy Units may not ignore the ZOC of the flying Unit after it has landed (completed its movement), however.

COMBAT: Combat is conducted as usual, with the exception of flying and naval Units (which have their own rules as shown below). The greater variety of Units and their advantages and disadvantages changes the strategic play of the game considerably.

- **Aerial Combat:** Flying Units may participate in ordinary land combat, in which they can only be attacked by missile troops (slingers, archers, crossbowmen, and the like). Additionally, armies composed entirely of flying Units may attack adjacent naval units in a river, lake, or coastal hex (although they may not advance into a water hex after combat if successful). In this case the flying Units have an Order of A, the same as a man 'o war and the highest for naval combat.
- **Naval Combat:** Naval Units may not participate in land combat, although they may fight flying units when defending against their attacks. Naval combat is conducted just like land combat, except that land Units (with the exception of Marines) may not participate. Flying Units being carried by transports may participate, however, infantry, cavalry, and other ordinary ground troops may not. When two navies meet and fight, the Order is determined alphabetically, with A being the highest Order and C being the lowest Order. When flying Units are fighting, their Order is considered to be A, while that of ordinary Marines is a C. At the end of a round of naval combat (after all Units on both sides have made their attacks and casualties have been taken) any ground forces (including Marines, but not flying Units) which have no space on a ship, are lost. When the battle is over, any flying Units left without berths are also lost.
- **Passengers and Crew:** When a flying army is destroyed, all of the characters with that army are returned to ordinary land movement. When a navy is destroyed, any characters with that navy are lost and their cards (and items) are returned to the appropriate decks, which are then reshuffled. Characters and items are not lost during ordinary combat, only when the entire battle is over (it also does not matter which ship any character or Unit was on, only whether there is enough space for them to be rescued after the battle).

OPTIONAL RULES: This section contains rules which may be added to the game in order to change its flavor or style. These rules may also be used in ordinary games of *City-States* (without the Sea and Sand expansion) and may supplement or replace existing optional rules.

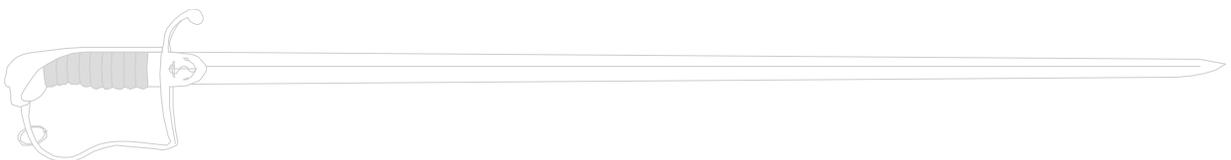
- **Economic Victory:** Instead of determining a winner by elimination or at the end of a set number of turns, it is possible to gain an economic victory. This is checked when each player collects his or her income each turn. On any turn in which a player collects 40 gold (for a two player game), 50 gold (for a three player game), 60 gold (for a four player game), 70 gold (for a five player game), 80 gold (for a six player game), 90 gold (for a seven player game), 100 gold (for an eight player game), 110 gold (for a nine player game), or 120 gold (for a ten player game), that player is declared the victor.
- **Tactics:** Using this rule, each player involved in a battle will choose a tactic before the battle. Each tactic will have some effect on the battle, depending on the Units involved and the chosen tactic of the

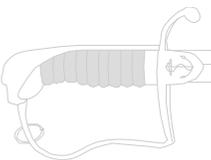
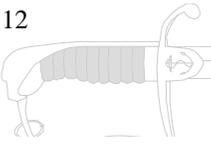




opponent. The tactics are described below, and their effects shown on the Tactics table.

Line	This is the standard formation in which all types of forces are lined up to fight.
Charge	This tactic is based on a cavalry charge with its flanks secured by infantry or other cavalry.
Flank	This tactic places the bulk of forces on one end of the friendly lines in order to make a push.
Square	This tactic forms the infantry into a square, a slow-moving but strong defensive formation.
Volley Fire	This tactic allows the missile troops to harass the enemy from all sides before engaging.







Charts and Tables

Unit Capabilities Table

Unit	Type	Order	Move	Cost	Attack	Defense	Carry
Engines	Missile	9	4	7	8	0	-
Flying Cavalry	Flying+Missile	9/A	10	7	5	1	-
Crossbowmen	Missile	8	6	4	5	0	-
Archers	Missile	7	6	5	6	1	-
Mounted Archers	Mounted+Missile	6	10	5	5	1	-
Chariots	Mounted+Missile	5	8	6	6	2	-
Slingers	Missile	5	6	3	4	0	-
Pikemen	Melee	4	6	5	6	1	-
Heavy Cavalry	Mounted+Melee	3	8	6	7	2	-
Light Cavalry	Mounted+Melee	3	10	4	5	1	-
Beast Cavalry	Mounted+Melee	3	8	4	6	1	-
Giants	Melee	3	6	5	7	1	-
Heavy Infantry	Melee	2	4	4	6	2	-
Light Infantry	Melee	2	6	3	4	1	-
Marines	Melee	2/C	4	3	3	1	-
Footmen	Melee	1	4	2	3	0	-
Caravan	Supply	-	4	1	-	-	-
Transport	Ship+Missile	C	10	10	0	0	3
Corvette	Ship+Missile	B	15	15	5	1	-
Man-o'-War	Ship+Missile	A	10	20	7	2	1

Character Levels

Level	Hero	Rogue	Mage	Priest	Barbarian
1	Warrior	Spy	Alchemist	Initiate	Tribesman
2	Veteran	Thief	Adept	Acolyte	Philistine
3	Sergeant	Assassin	Sorcerer	Cleric	Outlander
4	Captain	Agent	Wizard	Monk	Destroyer
5	Hero	Rogue	Mage	Priest	Barbarian
6	Lord	Master	Archimage	High Priest	Barbarian Lord





Terrain

Terrain	Description	Movement	Combat
Plains	Light green	2	+1 Mounted, +1 Missile
Desert	Tan	2	+1 Mounted, +1 Missile
Rough	Brown and light green	3	+1 Melee
Scrub	Dark and light green	3	-1 Mounted
Hills	Brown	4	+1 Mounted
Forest	Green	4	-1 Mounted, -1 Missile
Jungle	Dark Green	5	-1 Mounted, -1 Missile
Swamp	Blue and light green	5	-1 Mounted, -1 Missile, -1 Melee
Mountain	Grey	n/a	n/a
Town	Light green with buildings	2	+1 Missile
City	Tan with buildings	2	-1 Missile, +1 Melee
Field fort	(Fort marker)	-	-1 to attack numbers of attacker
Fortress	Grey fortress	-	-2 to attack numbers of attacker
Ruins	Three black dots	-	No effect
Road	Black line	1	No effect
Bridge	Road crossing major river	-	-1 to attack numbers of attacker
Ford	Light blue line	+1	-1 to attack numbers of attacker
Minor river	Light blue hexside	+3	-2 to attack numbers of attacker
Major river	Blue hexside	-	n/a
Open water	Blue	-	n/a
Ocean	Dark Blue	-	n/a

Tactics

Selection	Line	Enemy Selection			
		Volley Fire	Charge	Flank	Square
Line	No Effect	No Effect	No Effect	No Effect	No Effect
Volley Fire	No Effect	No Effect	No Effect	+1 Missile +1 Giants	+1 Missile +1 Giants
Charge	No Effect	+1 Hvy Cavalry +1 Lt Cavalry +1 Beast Cavalry	No Effect	+1 Hvy Cavalry +1 Lt Cavalry +1 Beast Cavalry	No Effect
Flank	No Effect	No Effect	+1 Lt Infantry +1 Lt Cavalry +1 Chariots	No Effect	+1 Lt Infantry +1 Lt Cavalry +1 Chariots
Square	No Effect	+1 Pikemen +1 Hvy Infantry +1 Giants	+1 Pikemen +1 Hvy Infantry +1 Giants	No Effect	No Effect





Character Actions

Action	Type	Notes
Assassinate	Rogue	Must choose a known Character in the same or adjacent hex
Protect	Rogue	Must be assigned to a specific Character in same hex
Spy	Rogue	Stack must be in the same or adjacent hex
Steal	Rogue	May steal Artifact from Character or gold from place
Duel	Hero	May be refused; higher total (roll+level) wins
Spell-1	Mage	Alchemist (level 1) or higher only [Create Gold, Fly, Sustenance]
Spell-2	Mage	Adept (level 2) or higher only [Bridge, Dispell, Scry]
Spell-3	Mage	Sorcerer (level 3) or higher only [Firestorm, Walls, Teleport]
Spell-4	Mage	Wizard (level 4) or higher only [Summon Elementals]
Spell-5	Mage	Mage (level 5) or higher only [Raise Dead]
Spell-6	Mage	Archimage (level 6) only [Fates]
Prayer-1	Priest	Initiate (level 1) or higher only [Bless, Dispell, Tithe]
Prayer-2	Priest	Acolyte (level 2) or higher only [Remove Curse, Exorcise]
Prayer-3	Priest	Cleric (level 3) or higher only [Curse, Sanctuary]
Prayer-4	Priest	Monk (level 4) or higher only [Plague]
Prayer-5	Priest	Priest (level 5) or higher only [Part Water]
Prayer-6	Priest	High Priest (level 6) only [Resurrection]
Pillage	Barbarian	Must be in population center with friendly Unit(s).

Combat Sequence

- I. Attacks are made from highest Order to lowest Order, "defending" player first with his or her highest Order Unit, attacking player next with his or her highest Order Unit, etc., until all units have attacked.
- II. Attacker may select any enemy Unit with lower Order as the target and must select the same or the next highest available if there are no Units left with a lower Order on the opposing side.
- III. Attacker modifies attack number by defense, terrain, leadership, and fortifications, then rolls a ten-sided die.
- IV. If the roll is equal to or less than the modified attack number, the target (or an identical Unit which has already fought may be selected by the defender) is removed from play immediately (a roll of 1 always hits, while a roll of 10 always misses, even if the modified attack number is higher than ten).
- V. Next Unit attacks until all Units on both sides have attacked or been eliminated.

