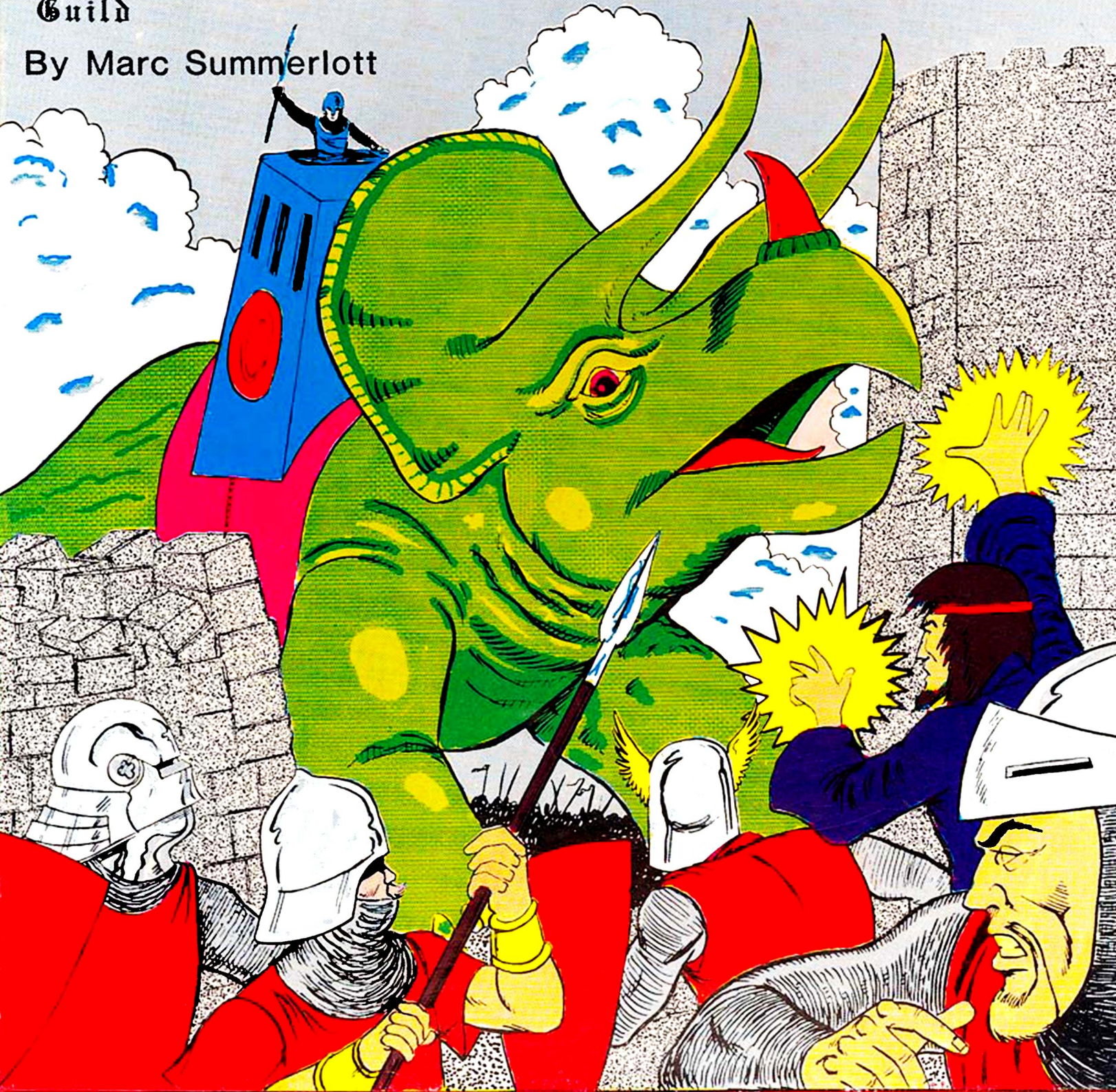


CITY STATE WARFARE



Judges
Guild

By Marc Summerlott

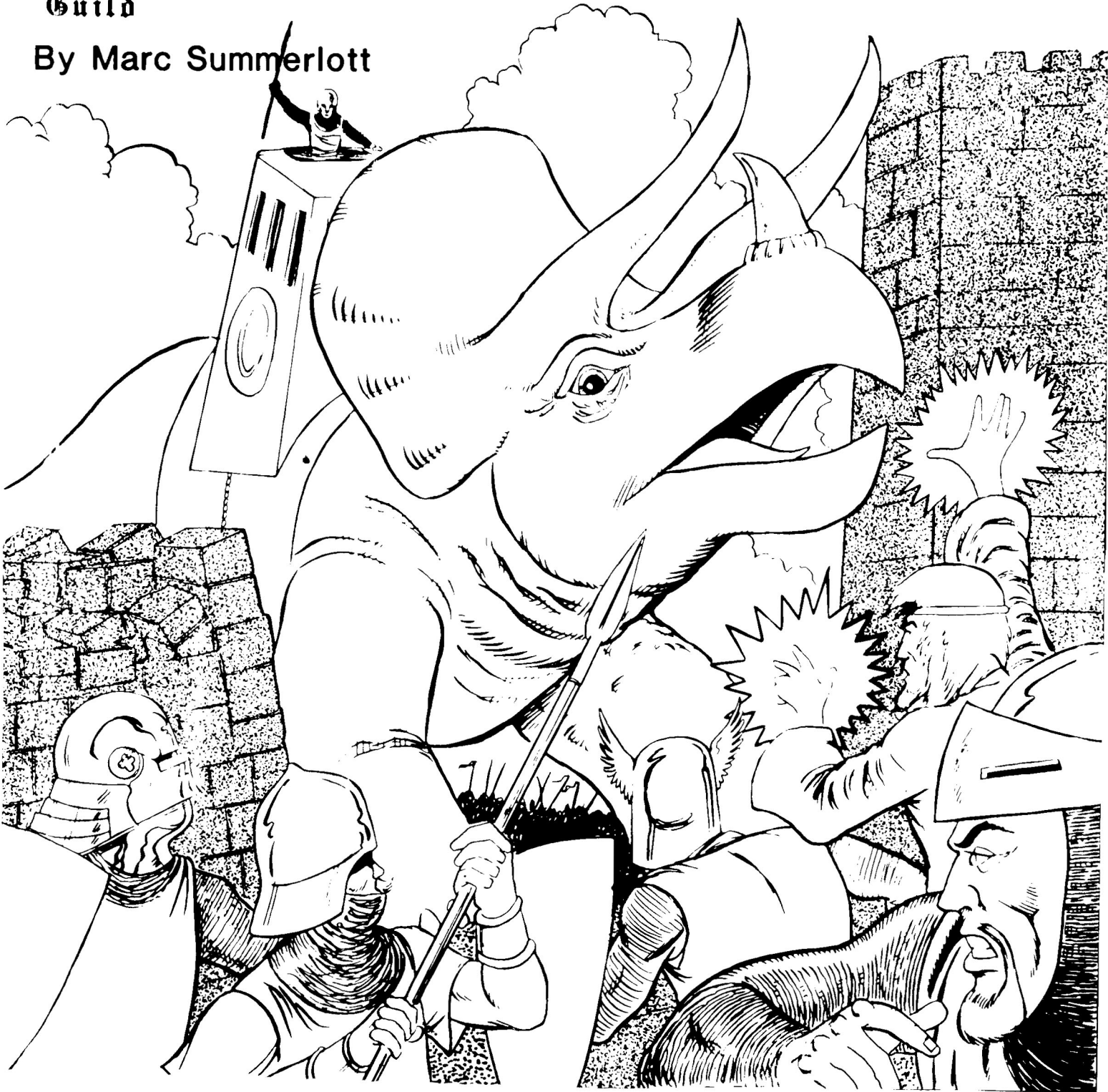


CITY STATE WARFARE



Judges
Guild

By Marc Summerlott



Designed & Produced by Marc Summerlott

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This game is dedicated to my wife Debi

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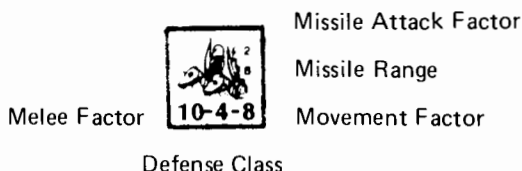
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City State Warfare

Introduction

City State Warfare is a tactical combat game set in the Fantastic Era, a place in time and space where technology is Medieval to early Renaissance and the legends live. This is the age in which most Fantasy Role Playing (FRP) Games take place. **City State Warfare** is a medium for resolving the larger conflicts which would normally be handled with large miniature battles. This game may also be used to recreate the epic battles of fantasy literature.

Sample Counter or Unit



Definition of Terms

Melee Factor: This number represents the unit's ability to inflict harm on enemy units in contact with the unit. Length of weapon, damage per attack, and number of combatants in a unit comprise this factor.

Defense Class: This number represents the unit's basic protection from attacks. Size, agility, armor, number of combatants, and the ability to absorb damage comprise this classification.

Missile Attack Factor: This number represents the unit's ability to inflict harm on an enemy unit at a distance. Rate of fire, size of missile, type of weapon, damage per attack, and number of combatants comprise this factor.

Missile Range: This is the maximum distance in hexagons (18 meters or 60 feet) of a missile. For instance, a Short Bow fires about 480' maximum, and a Composite or Long Bow range is 720' maximum.

Movement Factor: This number is the maximum number of movement factors a unit can expend in one turn and represents the unit's ability to move.

Unit: Any counter in the game which represents creatures, men, beasts, monsters, or war machines is called a unit. A unit of man-sized creatures would represent 20 combatants while a unit of creatures about twice the mass of a man would represent 10 combatants. War engines are manned by an appropriate number of combatants to enable the unit to function normally in combat.

Scale: 1 Hexagon = 60 feet = 18 meters.

Time: 1 Turn = 30 seconds.

Equivalents:

- 1 Mounted Unit = 10 Combatants and 10 Mounts.
- 1 Foot Unit = 20 Combatants.
- 1 Leader or Giant Unit = 1 Creature or 1 Combatant.
- 1 War Machine Unit = 1 Weapon and Crew.
- 1 Oliphant or Triceratops Unit = 2 Creatures and Crew.
- 1 Ogre or Troll Unit = 10 Combatants.

Turn Sequences:

1. Side A attempts to rally routed units.
2. Side A moves all units not firing this turn.
3. Mutual missile fire is taken by unmoved units.
4. Mutual morale checks for units.
5. Mutual melee with all units in contact.
6. Mutual morale checks for units.

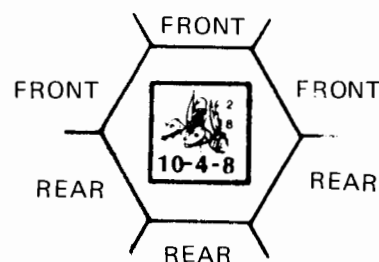
7. Side B attempts to rally routed units.
8. Side B moves all units not firing this turn.
9. Mutual missile fire is taken by unmoved units.
10. Mutual morale checks for units.
11. Mutual melee with all units in contact.
12. Mutual morale checks for units.

Exceptions: Side A is always the side with the largest number of mounted units unless one side is fighting on familiar or "home" battlefields. The player with knowledge of the battlefield then decides which is Side A.

Giants, Skirmishers, Mages, and Mounted Bow may fire although moved.

Facing

The top of a counter is the front of the unit and must always be placed on a hexagon flat. The two hexagon flats adjacent to the front of the unit and the front flat itself represent the front facing of the unit. The remaining three hexagonal flats are the rear facing of the unit. Units may only use full movement if the unit moves only through its front facing. A unit expends one movement point to change its facing in a hexagon regardless of how many hexagon flats it turns.



Zones of Control

Units exert a zone of control (ZOC) in their front facing hexagons which restricts enemy movement. Units moved into an enemy zone of control must stop and cannot move further that turn. Units beginning their movement in an enemy zone of control may leave the zone of control by expending half the movement allowance (round fractions down). Units can always move one hexagon unless the unit attempts to move into prohibited terrain. Units cannot move from an enemy zone of control directly to another enemy zone of control.

Movement

1. During a player's movement sequence, the player may move as many of his units as he wishes. Units may not move from one enemy zone of control directly to another enemy zone of control. Units may not move into prohibited terrain. Except for the aforementioned restrictions, units may always move one hexagon regardless of movement point costs. Each unit has a movement point allowance printed in the lower right hand corner of the counter. A unit expends movement points as it moves into each hexagon on the gaming map. The movement point cost to enter each hexagon depends upon the type of terrain in the hexagon entered. The movement point costs for various terrain types are listed on the "Terrain Effects Chart" (TEC). The terrain type of a hexagon is that terrain which fills most of the hexagon.
2. A unit may move as little or as much as desired within the limits of its movement allowance and terrain effects of the hexagon into which it moves. Units may only move one hexagon unless within six hexagons of a leader.
3. Units may always move one hexagon regardless of movement point costs unless attempting to move from one enemy zone of control to another enemy zone of control or into prohibited terrain.
4. Hexagons are considered to be that type of terrain which occupies the majority of the hexagon on the game map.
5. All Stacking, Facing, and Zone of Control Rules apply.
6. Routing units may only move away from enemy units and toward a game map edge, and they must expend their full movement allowance. Routing units which cannot expend their full movement and end their move no further away from enemy units are eliminated.
7. Units may not move on or through enemy units.
8. Mounted and Creature Units may charge as long as they end their movement in an enemy zone of control and expend half of their movement allowance in a straight line just prior to ending their movement.

Charges may only be made in Clear terrain or in Level One Hill terrain hexagons. Charging units receive a -2 adjustment bonus to their first melee die roll in the melee sequence of the combat turn. Enemy units with a morale of less than six must make a morale check after melee regardless of losses incurred if charged. In addition, Foot units, except for Pike armed units, charged by Creature and Mounted units must make a morale check immediately after enemy movement and prior to melee. If the charged units rout, they do not move but immediately change their facing directly away from the hexagon flat through which they are being charged, with the "rear" facing toward the charging unit.

9. Units may move through friendly units but may not exceed stacking limits at the end of movement. However, Mounted units may not move through Creature units such as Giants, Oliphants, and Triceratops.

Stacking Limits

Players may stack more than one unit in a hexagon if all stacked units are of the same type; Leaders may stack freely with any type of unit. There can be a maximum of six stacking points in any hexagon at the end of the movement segment. All units in a hexagon which exceeds the stacking limit of six stacking points automatically rout.

Stacking Values

Leader units such as Warriors, Wizards, and Priests have 0 stacking points. All infantry or Foot units have a stacking point value of 1. All cavalry or Mounted units, Ogres, and Trolls, have a stacking point value of 2. All Oliphants, Triceratops, Giants, War Engines, and Creature units have a stacking point value of 4.

Stacking Effect on Combat

No more than four stacking points of units may missile fire or melee from any hexagon; the exception is Pike armed units which may melee with five stacking points from one hexagon.

Stacking Effects on Movement

Units may move through hexagons containing five or fewer stacking points of friendly units. Units may not move into or through hexagons containing six or more stacking points of friendly units. If this rule is accidentally violated, all units in the hexagon rout and will move only in a routed condition until rallied and the overstacked condition is corrected.

Combat

There are two kinds of combat in **City State Warfare**. Missile combat represents the use of War Engines, Archers, Crossbowmen, hand-hurled weapons, and Magic during the Missile Fire segments to inflict casualties on the enemy from a distance. Melee combat represents the physical attack of enemy units in contact within the attacking unit's zone of

control during the Melee segment. In either type of combat, Leader units are the last units to be eliminated from a stack of units which suffers losses.

Missile Combat

1. Units may not fire or cast a spell more than once per combat segment.
2. All units firing must have a line of sight to the target hexagon.
3. All units combining their fire at one target must be in the same hexagon or adjacent to one another.
4. The target hexagon must be within the Missile Fire Range of all firing units.
5. Units may not split nor transfer to other units their Missile Attack Factors.
6. Units that use the Melee Strength may not make a missile attack on the next Missile Fire segment.
7. Leader units are always the last to be eliminated in a stack of units.
8. Units may not move and fire in the same turn; exceptions are Mounted Bow, Elven Archers, Triceratops, Giant, and Oliphant units.
9. Missile Fire attacks may not be made against units which are adjacent to an enemy unit.

War Engines and Siege Machines

1. Siege Machines may only be Missile Attacked by Onagers, Mangonels, Catapults, Trebuchets, and Giants.
2. Each Siege Machine may only attack individually. Siege Machines may only fire once every other turn.
3. Siege Machines may not fire on the same turn on which they are moved.

Oliphants, Triceratops, and Giants

1. Creature units may move and Missile Attack.
2. Creature units are affected by all Missile Attacks and Melee Attacks.
3. Creature units may only fire once per turn.
4. Oliphants require three hits before they are eliminated.
5. Triceratops and Giants require five hits before they are eliminated.
6. Keep track of the number of hits on each unit on a separate piece of paper or by placing a blank counter on the unit for each hit. The combat strength of the

hit or "wounded" Creature unit is not affected by the hits or "wounds."

Line of Sight

1. Units must be able to see the target hexagon or have a line of sight to enemy units to conduct Missile Attacks upon the target hexagon or enemy units. Line of Sight is determined by laying the straight edge of a ruler or tightly-held string from the center of the firing unit's hexagon to the center of the target hexagon. If the Line of Sight passes through any blocking terrain or units, the "Line of Sight Chart" is consulted along with the following rules to determine if the target hexagon can be seen.
2. Units always have a Line of Sight into adjacent hexagons.
3. The Line of Sight (LOS) is always blocked if the unit is behind blocking terrain in an adjacent hexagon and is two or more hexagons from an enemy unit.
4. When the Line of Sight is being traced from a Ground Level hex to a Level One Hill hex or vice versa and it passes through a woods, building or Level One Hill, Line of Sight is blocked if the terrain is exactly midway or closer to the Ground Level hex.
5. When the Line of Sight is being traced from a Ground Level hex to a Level Two Hill hex or vice versa and it passes through a woods, building or Level One Hill, the Line of Sight is blocked if the terrain is exactly twice as far or farther from the Level Two Hill hex. If the Line of Sight passes through a Level Two Hill, the Line of Sight is blocked if the Level Two Hill is exactly midway between or closer to the Ground Level hex.
6. When the Line of Sight is being traced from a Level One Hill hex to a Level Two Hill hex or vice versa and it passes through a Level Two Hill, the Line of Sight is blocked if the terrain is exactly midway or closer to the Level One Hill hex.
7. All units block any Lines of Sight passing through the hexagons of their positions.
8. The Line of Sight extends to the edge of the board.

Line of Sight Chart

The chart indicates intervening terrain which blocks Line of Sight.

Firing Hexagon	Target Hexagon		
	Ground Level	Level Two Hill	Level Two Hill
Ground Level	Hill, Wood, Buildings	Level Two Hill and Rule 4	Rule 5
Level One Hill	Level Two Hill and Rule 4	Level Two Hill	Rule 6
Level Two Hill	Rule 5	Rule 6	None

Melee Combat

1. During the Mutual Melee Combat segment, all adjacent enemy units may conduct Melee Attacks. The attacking player announces which units are attacking which enemy-held hexagon. Attacking is purely voluntary, and not all enemy units adjacent need be attacked. The attacker totals the Melee Factors of all his attacking units and consults the "Terrain Effects Charts" (TEC) for any modifiers which may apply. The defending unit's Defense Class is found on the left side of the "Combat Results Chart," and one six-sided die is rolled. The modified die roll is cross indexed with the nearest "Factors Attacking" column, rounded down. The results are applied at the end of the melee segment after both sides have made their attacks. This procedure is repeated for every attack.
2. Units may only Melee Attack once per Mutual Melee segment.
3. The defending units must be in the attacking unit's zone of control.
4. Units may not split nor transfer their Melee Factors.
5. For units to combine their Melee Factors, they must be adjacent to and attacking the same hexagon.
6. Leaders are always the last unit to be eliminated in a hexagon.
7. Creature units require more than one hit to be eliminated. Oliphants require three hits. Triceratops and Giants require five hits. The hits may be from missile fire or melee.
8. Mounted and Creature units which charge receive a bonus -2 die roll modifier the first Mutual Melee segment after the charge against all Foot units except Pike armed. The charging units must move in a straight line for the last three hexagons prior to contact. (See "Morale.")
9. If, immediately after the Mutual Melee Attack segment, all the defending units in a hexagon are eliminated, any surviving units which attacked the hexagon may advance immediately into the vacant hexagon without expending any Movement Points to do so. This advance is conducted immediately after combat, and the option to advance is lost if not taken at that point in the game.
10. Attacking is optional, but defending is not.
11. All units in a hexagon are affected by the melee results. If more losses are called for than there are units defending in a hexagon, losses must also be taken by other units in that hexagon.

Combat Results Chart

The "Combat Results Chart" is used to determine the number of losses or hits inflicted on a defender due to missile or melee attacks. The numbers across the top of the chart are the Missile or Melee Attack Factors of all attacking units (rounded down if not exact). The numbers beneath "Defense Class" on the upper left of the chart represent the Defense Class of the defending units. The numbers beneath the Defense Class on the left side of the chart are the modified die rolls of the attacker. All attacks are rounded down to the nearest Factor Attacking column unless the factors exactly match a column. The numbers listed below the Attack Factors are the number of losses in eliminated units or hits upon Creature Units in a hexagon by that attack.

Morale

Morale is often the deciding factor in any battle. To determine if a unit will continue the fight under adverse conditions, morale checks are made when certain circumstances arise in the course of battle. In the basic game, the morale for all units is eight, with the exception of Leader units. Leaders never check morale. All morale checks are made at the end of any segment in which a Morale Check Condition is met. Morale checks are made on a hexagon-by-hexagon basis, and one die roll is made for each hexagon and affects all units in that hexagon. Only units in the hexagon are affected by the morale check results. Units stacked with a Leader unit may be required to make a morale check. A morale check is made by rolling two six-sided dice and modifying the dice roll if any modifiers apply.

Morale Check Conditions

1. A unit or stack of units in a hexagon must make a morale check if it suffers any loss.
2. A morale check is necessary for all units within three hexagons of a Leader unit which is eliminated.
3. If a friendly routed unit moves adjacent or through a hexagon containing an unrouted unit, the unit occupying the hexagon must make a morale check.
4. Foot units which are charged by Mounted units or Creature units must make a morale check, with the exception of Pike armed Foot units. This morale check is made at the end of the enemy's movement segment and is an exception to normal morale rules. If the unit or units rout, the front facing is turned directly away from the hexagon flat through which they are being charged and are not moved.

Morale Check Results

1. If the modified die roll is greater than the unit's Morale Factor, the unit or units in that hexagon rout.
2. If the modified die roll is equal to the defending unit's Morale Factor, the unit is forced to retreat one hexagon by the attacker, with the unit's front facing toward the attacking unit or units.

- If the modified die roll is less than the unit's Morale Factor, there is no effect.

Rout

- When a unit is routed, it is turned upside down to indicate the rout condition. Routed units have no facing and, if attacked, are considered to be attacked through a rear hexagon flat.
- Routed units have Movement Factors halved (round fractions down) and cannot attack even if defending.
- Routed units must use all movement points to move toward a friendly game map edge.
- Routed units may not move adjacent to enemy units.
- Routed units moved off the game map edge may not return and do not count toward victory conditions.
- Routed units which are routed a second time are eliminated.
- Routed units which cannot expend all their movement points due to enemy zones of control are eliminated.

Rally

Routed units stacked with or adjacent to a friendly Leader unit may attempt to rally during a Morale Check segment. Roll two six-sided dice, and, if the result is greater than the rallying unit's Morale Factor, the unit or units in that hexagon are flipped right-side-up with any facing desired. If the dice roll is less than or equal to the Morale Factor of the unit or units, the rout continues. Notice that the easier it is to rout a unit, the easier it is to rally that unit.

Leaders

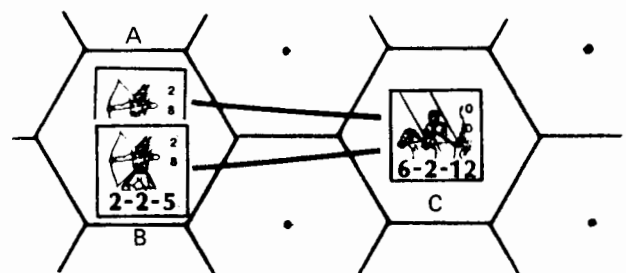
- The Leader units represent one individual and the bodyguard for that individual. The Warrior, Wizard, and Priest categories represent Kings, Princes, Barons, Mages, Illusionists, Druids, Clerics, Player-Characters, and Non-Player Characters. Giants may serve as Leader units for Ogre, Troll, Goblin, Gnoll, and Gnome units.
- Leaders are always the last unit in a stack of units to take losses.
- Leader units stacked with or adjacent to routing units may attempt to rally them.
- Leader units within six hexagons of friendly units permit those units to use their full Movement Allowance.
- Leader units never make morale checks and are not affected when units with which they are stacked rout.

Creature Units

- All Leader, Giant, Oliphant, and Triceratops units are special Creature units. These Creature units are not eliminated when they suffer a loss due to melee or missile attack but are wounded or hit. Hits can be recorded on a separate piece of paper, or small markers can be placed on Creature units when hit. Hits do not affect a Creature unit's fighting prowess, but, when the hits accumulate to a certain level, the Creature unit is eliminated.
- Warrior 1, Wizard 1, and Priest 1 require only one hit to eliminate them.
- Warrior 2, Wizard 2, and Priest 2 require two hits to eliminate them.
- Warrior 3, Wizard 3, Priest 3, and Oliphants require three hits to eliminate them.
- Giants and Triceratops require five hits to eliminate them.
- Oliphants and Triceratops immediately Melee Attack any unit, friendly or enemy, that is in their zone of control when moving during a rout. The first movement segment after an Oliphant or Triceratops routs, randomly determine the direction of movement by rolling one six-sided die. A one indicates that the Creature unit moves toward its front facing. A two indicates that the Creature unit moves in the direction of its right front facing hexagon flat. A three indicates that the Creature unit moves in the direction of the right rear facing hexagon flat. A four indicates that the Creature unit moves in the direction of the rearmost facing flat. A five indicates that the Creature unit moves in the direction of the left rear hexagon flat, and a six indicates that the Creature unit moves in the direction of the left front facing hexagon flat. After the first rout move, the Creature unit is moved by the player just as any other routed unit.

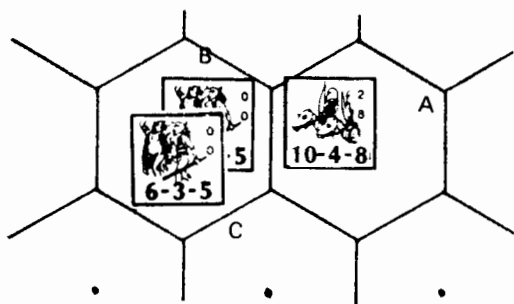
Examples of Combat

Units A & B both have a Missile Attack Factor of 2 for a total of 4. Use the 4 column on the Combat Results Chart. Unit C has a Defense Class of 2. Roll 1 die and find the result on the Modified Die Roll Chart. On a roll of 1 the unit is destroyed.



Examples of Melee

Units A & B have a Melee Factor of 6 for a total of 12. Use the 12 column on the Combat Results Chart. Unit C has a Defense Class of 4. Roll 1 die and find the results on the Modified Die Roll Chart. On a roll of 1 or 2 the unit is destroyed.



Optional Rules

Opportunity Missile Fire

Both players may elect to do Missile Attacks during either player's movement segment. Units firing in this manner may not fire again in the immediately following Missile Fire segment. Only Mounted units, Oliphant, Triceratops, Giant, Leader, and Elven units may both move and fire during their Movement segment. All other Missile Attack rules apply. Units may undergo Missile Attacks during their movement from enemy units.

Battles at Night

All Human units receive a penalty of a +1 die roll modifier for attacks made at night. All Human units' Movement Factors are halved (round fractions down) at night. The Line of Sight for all units is modified by limiting the number of hexagons a unit can "see." Consult "Night Battle Chart" for further explanation.

Night Battle Chart

Unit Type	Overcast	Clear	Clear	Clear
		No Moon	Half Moon	Full Moon
Humans	1	2	4	10
Leaders, Orcs	2	4	6	12
Ogres, Goblins	3	6	10	15
Dwarves, Elves	4	7	12	24
Giants, Trolls	5	8	15	30

Magically-enhanced night vision can double this distance. Leader units may also use a higher category if of an appropriate type.

Indirect Fire

Missile fire blocked by a Line of Sight through units, Level One Hill terrain, or buildings may still be taken if the target hexagon is not adjacent to the blocking unit, Level One Hill terrain, or buildings. Units firing indirectly receive

a +2 penalty modifier on the Missile Attack die roll. Otherwise, all Missile Attack and Line of Sight rules apply.

Mercenary Units

Mercenaries are an accepted practice in most campaigns. These units fight solely for profit and, although often loyal to certain peoples, are prone to base their morale on cost effectiveness. Mercenaries, as a whole, are trained and experienced, and maintain their equipment in an exemplary manner. Sellswords generally have the courage of a Conan in combat but display a cold-blooded attitude when the price per pint of blood shed drops or defeat seems likely. Mercenaries who belong to a guild have the reputation of their organization to uphold and are slightly more reliable. Roll two six-sided dice and consult the following table before each friendly movement segment. Add a +2 bonus modifier for guildsmen.

Mercenary Reliability Chart

- 2 Mercenaries join the Other Side.
- 3 Treachery - Mercenaries desert - Eliminate all units.
- 4 - 5 Mercenaries stand - No move - Demand 20% bonus or desert.
- 6 - 8 Mercenaries hesitate - Move half normal this segment.
- 9 - 10 Mercenaries perform as ordered.
- 11 Mercenaries succumb to Plunder Fever - Increase movement +1 this segment.
- 12 Unyielding fealty sworn by Mercenaries - No more reliability checks this game.

Caltrops

1. Any Foot unit may begin the game carrying Caltrops or spikes to be strewn on the ground or driven into it. Counters or markers must be made up by the players to represent the Caltrops. Caltrops will cause losses to be inflicted upon any unit passing through the hexagon containing the Caltrop marker. Caltrops may be taken up without loss by any unit which begins the movement segment adjacent and on the following friendly movement segment moving only one hexagon atop the Caltrop unit. Placing Caltrops is done in the same manner.
2. Each Caltrop marker or counter has a point value of 2.
3. Units placing or taking up a Caltrop marker may not attack in that same turn. Units placing or taking up Caltrops may decline melee by immediately retreating one hexagon out of an enemy zone of control at the end of the enemy movement segment. The Caltrops are left in the vacated hexagon stacked so that they are ineffective and may be picked up without any delay by any Foot unit ending its movement in that hexagon. Captured Caltrops may be used by either side.
4. Upon moving into any hexagon containing placed Caltrops, those units immediately undergo a Melee Attack on the 12 Factors Attacking column. All units are considered to have a Defense Class of 0 for Caltrop attacks. No die roll modifiers apply to a Caltrop attack except that all Foot units receive a +2 bonus modifier.

Advanced Morale

When creating a battle situation for your role-playing campaign or recreating an historical battle situation, each player should agree on a total point value for the army represented on both sides which reflects the historical or campaign situation. For a nearly equal or fair chance for each player to win the battle, point totals should be nearly equal. Point values assigned to various units represent the combat effectiveness of these units. Morale is such an important factor in combat that (considering higher morale troops are available) a player may expend value points to increase the morale of his units or receive more units of a lower morale level. Refer to the following charts, which will determine the basic morale of any unit. After the basic morale of a unit is determined, a player may raise the morale of any unit by one Morale Factor for every one Value Point expended. Players may only expend 10% of their total point value in raising Morale Factors of their units.

To obtain the morale of your own units, add the corresponding factors and modify the sum per the adjustments shown in the following charts.

Military Experience

1. Green - No experience
2. Experienced - 1 or 2 battles
3. Veteran - 3 or 4 battles
4. Elite - 5 or more battles

Military Training

1. Drill - Basic maneuver and movement (Seafarer)
2. Discipline - Reliable leader obedience (Able Seaman)
3. Weapon - Coordination with comrades (Tar)
4. Tactics - Massed attacks and defenses (Old Salt)

Creature

(Intelligence, Societal Environment, Adaptability, and Unity of Purpose)

1. Halflings, Goblins,* Neanderthal Men, Kobolds, Wolves, Troglodytes,* Doppelgangers, Ghouls,* Harpies, Sprites, Spiders, Pixies,* Rats.
2. Men, Dwarves, Wights,* Wargs, Warhorses, Gnolls, Orcs,* Gnomes.*
3. Lycanthropes,* Wraiths,* Sand Worms, Vampires,* Bugbears, Manticores, Pegasus, Dragons, Ogres, Shadows,* Griffons, Medusae, Giants, Spectres,* Elves.
4. Hobgoblins, Trolls,* Nagas, Demons, Efreet, Minotaurs, Zombies, Killer Shrews, Mummies, Unicorns, Gargoyles, Ghosts.*

* +1 In Heavy Overcast or Fog and +2 at Night.

Adjustments Related to Battle Situations

Penalties (-1 per 3 Situations) **Bonuses** (+1 per 3 Situations)

Rain	Well Rested
Snow	Home Terrain
Fatigued	Recently Victorious
Unsupplied (as 2)	Height Advantage
Unknown Terrain	In Cover
Poor Leader	Seasoned Leader
Recently Defeated	Hasty Defenses
Recently Ambushed	Prepared Defenses (as 2)
Forage for Supply	Fortified Defenses (as 3)
Cut Off	Hereditary Enemy
No Pay (as 2)	Double Pay Bonus (as 2)
Nearby Friendly Village	Triple Pay Bonus (as 3)
Occupied by Enemy	Superior Weapons
Planting Season	Secret Weapon(s)
Enemy Takes Slaves	Enemy Surprised (as 3)
Strife at Home	Each Technological Level

Skirmishers

All missile units except Siege Machines may skirmish if there is only one such unit in the hex (Leaders do not count). They may use their movements during the enemy's Movement phase to avoid melee contact. However, they may not then move in the following friendly Movement phase. Units that use this type of movement have no zone of control and do not affect enemy movement. Skirmishing units may use ½ of their Missile Attack Factors even though they moved.

Dismounted Horse Units

Players can dismount a unit if this rule is used. A Mounted unit which has not moved, meleed, or missile fired in a turn can "dismount" in that turn. At the end of the movement phase, the unit is replaced by an appropriate Foot unit counter. Once dismounted, the unit functions as an infantry unit in all respects. The player should mark the position of the riderless mount with a marker or blank counter in the same location as the original Mounted unit. By stacking a Foot unit with riderless mounts for one turn without moving, meleeing, or engaging in missile fire attacks, an infantry unit can become mounted. A unit which is mounted but untrained for mounted combat must dismount to attack. For the appropriate substitute units, consult the following chart.

The counter representing the riderless mount has the same Movement Factor as the original mounted unit but has no defense and, if attacked, is destroyed.

Dismount Chart

Type of Mounted Unit	Dismounted Unit
Light Horse	Light Foot
Medium Horse	Heavy Foot
Heavy Horse	Armored Foot
Horse Bow	Short Bow
Cataphract	Armored Foot or Long Bow
Goblin Cavalry	Goblin Foot or Goblin Archers
Elven Cavalry	Elven Foot or Elven Archers

Mustering an Army

City State Warfare is specifically designed to be integrated into an active Fantasy Role Playing Campaign. It can be used to enhance the action and flow of a campaign by permitting the players to create armies, resolve large conflicts within their campaigns, and enlist or be impressed into the panorama of a wider battle. What will be covered in this section is the raising, equipping, training, and maintaining of the combat units represented as counters in the game.

1. Unless a player-character is a Noble, there are two basic ways to muster an army. The first is by advertising in hamlets, villages, towns, and cities for soldiers via bill posting and solicitors. The second method is through impressment or drafting.
2. When a player uses advertisement, he must post notices, pay the town crier for the public announcement, make inquiries himself or through a hired solicitor, and pay commissions or bribes to assorted mayors, chiefs, barkeeps, and merchants. This cost varies with the population size, remoteness of location, and greed encountered. To advertise in a hamlet costs 10 - 60 GP, in a village, 20 - 120 GP, in a town, 30 - 180 GP, and in a city state, 80 - 640 GP for each week of advertisement. When advertising, a player can be as specific as he likes (e.g. asking for Elven Heavy Horsemen); however, this will reduce the chances of obtaining a response to less than 1% in many cases. If numerous specialists or Fighters show up to answer an ad and none or few are hired, there should be a reaction roll to gage the "crowd's reaction" to the slight. An uncertain result will require the player to pay 1 SP (or 1 - 6 GP for specialists) per applicant as a "traveling recompense." A negative result will mean a mob action. Roll on the following table for each specific listing with percentile dice. A die roll under the maximum listed percentage indicates that the advertisement is answered. An unanswered ad can be renewed the following week at 10% less cost up to a maximum reduction of 50% less cost.

Advertising Charts

Ads

Roll per specific listing;
Specialists are in bold.

- 01 - 50% Untrained Fighters, Non-Fighters
- 01 - 40% Trained Footmen, Trained Workers, **Smiths**, Seamen
- 01 - 30% Crossbowmen, Mercenaries, **Armorers**, **Ship Captains**
- 01 - 20% Horsemen, Missile Troops, Pikemen, **Clerics**, **Thieves**, **Engineers**, **Bards**, **Multi-Level Fighters**, Siege Craftsmen
- 01 - 05% Knights, Horse Archers, **Magic-Users**, **Animal Trainers**, **Alchemists**, **Sages**, **Druids**, **Assassins**, **Spies**, **Siege Engineers**, **Monks**, **Illusionists**, **Weretypes**, **Rabblers**, Ships for Hire

Adjust above:

+2% for each

* Bonus Offered

* Famously Generous
(triple pay)

* Repeated Ad (week after first)

* Only one Listing in ad

* Coastal Village for Seamen/Captain

-2% for each

* Village under 300

* Infamously Notorious (poor pay)

* Different Alignment

* Multi-Level Specialist requested

* Non-coastal Village for Seamen/Captain

Maintenance costs reflect damage to weapons or armor, fodder and food etc.

Battle cost is paid instead of normal monthly pay in a campaign situation.

Army Cost of Maintenance per 10 Combatants in Gold

Type	Arms	Armor	Equipment	Monthly Pay	Monthly Expenses	Battle Cost
Light Foot	80	60	10	12	16	20
Heavy Foot	100	420	12	24	22	40
Pike	150	420	10	30	20	42
Armored Foot	150	960	20	32	24	42
Short Bow	170	50	50	20	20	36
Long Bow	626	380	56	36	22	60
Light Crossbow	140	380	56	20	20	44
Heavy Crossbow	232	380	58	22	20	40
Light Mounted	140	64	1,200	30	34	40
Medium Mounted	160	380	2,000	38	36	40
Heavy Mounted	166	910	4,000	42	40	60
Mounted Bow	260	64	1,220	44	40	60
Cataphracts	300	970	4,120	56	40	60
Onager	60	40	760	26	20	40
Ballista	60	40	840	28	20	40
Oliphant	60	40	6,000	40	40	60
Triceratops	88	60	9,900	60	90	60

If ad is answered, roll for number answering:

Trained Class
(Roll per group of trained Fighters)

Number Answering

	First Level Types	Triple Bonus Offered	Triple Pay Offered	Number of Specialists Answering	Triple Bonus Offered
01 - 50%	20	+10	+20	1	+1
51 - 65%	30	+20	+30	2	+1
66 - 80%	40	+25	+40	3	+1
81 - 90%	60	+30	+50	4	+2
91 - 99%	80	+35	+60	5	+2
00	100	+40	+80	6	+3

2 - 6	Green
7 - 9	Experienced
10 - 11	Veteran
12	Elite

Defense Class

2 - 5	0
6 - 7	1
8 - 9	2
10 - 11	3
12	4

(Non-Fighters add 20)

Type

If type is specified but is not rolled below, the ad is unanswered. If not specified, roll anyway

Roll	1 - 2	3	4	5	6
01 - 60 Men:	Altanians	Elephians	Ebonians	Sekars	Tarantians
61 - 75	Wood Elves	Half-Elves	High Elves	Goblins	Neanderthals
76 - 90	Dwarves	Orcs	Kobolds	Great Orcs	Bugbears
91 - 99	Halflings	Gnomes	Gnolls	Ogres	Hobgoblins
100	Giants	Trolls	Lycanthropes	Demons	Centaur

Weapon Class

2 - 4	Mixed*
5	Hand Axe
6 - 7	Sword
8 - 9	Battle Axe
10	Military Pick
11	Pike
12	Missile**

Alignment

If alignment is specified but not rolled, ad is unanswered. If not specified, do not roll

01 - 20%	Law
21 - 60%	Neutral
61 - 90%	Chaotic
91 - 00%	Judge's Decision

Mixed*

1	Hand Axe/Sword
2	Pike/Missile**
3	Battle Axe/Hand Axe
4	Military Pick/Sword
5	Sword/Missile**
6	Missile**/Missile**

Missile**

2 - 5	Short Bow
6 - 7	Light Crossbow
8 - 9	Long Bow
10	Heavy Crossbow
11	Composite Short Bow
12	Composite Long Bow

Untrained Fighters	Trained Workers	Land Officers	Trained Foot	Sea Officers	Horsemen
3 Squires	3 Scribes	3 Captain General	3 Constables	3 Subaltern	3 Cataphracts
4 Huntsmen	4 Jewelers	4 General	4 Reavers	4 First Mate	4 Flail
5 Henchmen	5 Tailors	5 Standard Bearer	5 Brigands	5 Second Mate	5 Mace
6 Guards	6 Leeches	6 Sergeant	6 Bandits	6 Marine Captain	6 Battle Axe
7 Pugilists	7 Barbers	7 Squire	7 Liegemen	7 Bosun	7 Light Hobilar
8 Tribesmen	8 Cooks	8 Captain	8 Militiamen	8 Leech	8 Heavy Hobilar
9 Farmers	9 Wheelwrights	9 Aide	9 Levies	9 Cabin Boy	9 Light Lance
10 Mountaineers	10 Carpenters	10 Engineer	10 Mercenaries	10 Lieutenant	10 Heavy Lance
11 Fishermen	11 Horse Trainers	11 Orderly	11 Barbarians	11 Artificer	11 Spear
12 Miners	12 Butchers	12 Artillery Sergeant	12 Irregulars	12 Marine Sergeant	12 Javelin
13 Porters	13 Bakers	13 Herald	13 Regulars	13 Coxswain	13 Sword
14 Merchants	14 Interpreters	14 Master-at-Arms	14 Nomads	14 Helmsman	14 War Hammer
15 Wrestlers	15 Hunters	15 Knight Errant	15 Deputies	15 Navigator	15 Charioteer
16 Thieves	16 Executioners	16 Knight Bachelor	16 Henchmen	16 Midshipman	16 Morning Star
17 Lumbermen	17 Glassblowers	17 Knight Banneret	17 Bodyguards	17 Ensign	17 Wainrider
18 Trappers	18 Cartographers	18 Army Commander	18 Gladiators	18 Skipper	18 Unusual Mounted

Non-Fighters	Seamen	Enlistment Reason	Siege Craftsmen	Unusual Mounted	Missile Troops
3 Skinners	3 Ferryman	3 Fugitive	3 Trebuchet	3 Pegasae	3 Boomerang
4 Wagoners	4 Raftsmen	4 Adventurer	4 Catapult	4 Griffon	4 Composite Long Bow
5 Packers	5 Tillers	5 Experience	5 Onager	5 Falconriders	5 Blowguns
6 Bricklayers	6 Pirates	6 Runaway	6 Tortoise	6 Centaur	6 Throwing Axe
7 Booters	7 Anchormen	7 Travel	7 Mouse	7 Thunder Lizard	7 Longbow
8 Saddlers	8 Riggers	8 Plunder	8 Tower	8 Hippogriff	8 Pilum
9 Leatherworkers	9 Ropemen	9 Exiled	9 Sappers	9 Giant Insects	9 Javelin
10 Scullions	10 Sailors	10 Deranged	10 Incendiaries	10 Wargriders	10 Sling
11 Winemakers	11 Mariners	11 Dispossessed	11 Mantlet	11 Oliphanteers	11 Shortbow
12 Rope Makers	12 Oarsmen	12 Destitute	12 Springnal	12 Cameleers	12 Light Crossbow
13 Sail Makers	13 Swabbies	13 Intoxicated	13 Mangonel	13 Triceratopeers	13 Staff Sling
14 Fletchers	14 Gondoliers	14 Honor	14 Bore	14 Behemoth	14 Darts
15 Metal Workers	15 Marines	15 Fellowship	15 Rain	15 Hippocampus	15 Net Hurler
16 Slavers	16 Privateers	16 Religion	16 Ballista	16 War Cats	16 Composite Short Bow
17 Brewers	17 Signalers	17 Glory	17 Rocketeers	17 Wild Boar	17 Heavy Crossbow
18 Bowyers	18 Bargemen	18 Spy	18 Siegemage	18 Wooly Mammoth	18 Repeating Crossbow

Creation of your own units and their Game Factors

It is possible to create your own units by the use of the following guidelines and equations.

- 1 In order to generate the Melee Factor players should use the following equation.
 $(A \times B) - 20 + C = \text{Melee Factor}$
Where A is the level of Combatants, B is the number of Combatants and C is the adjusted Melee Weapon Factor.

Melee

Weapon Factor *Subtract one if only one weapon and add one if three or more weapons are provided*

- 3 Short Weapons, Dagger, Hand Axe, Mace
- 4 Medium Weapons, Sword, Hammer, Battle Axe, Touch
- 5 Long Weapons, Morning Star, Flail, Spear, Pole Arm, Halberd, Two Handed Sword
- 6 Very Long Weapons, Pike, Light Mounted, Lance
- 7 Giant Claws
- 8 Medium Mounted Lance, Giant Talons
- 9 Giant Horn
- 10 Heavy Mounted Lance, Giant Fang
- 11 Breath Weapon
- 12 Glance

For the Melee Weapon Factor, total all of the creatures Melee Weapon Factors and divide by the number of weapons. For creatures with multiple strikes add 1 to the Melee Weapon Factor for each extra strike.

Special creature natural weapons are listed as Giant Fang, Giant Horn, Giant Talon, and Giant Claw. For large natural weapons subtract 2, for Medium sized natural weapons, subtract 4, and for small natural weapons subtract 6. For each level of magical enhancement the Melee Weapon Factor is raised one.

- 2 For the Defense Class consult the Defense Class/Armor table below.

Defense Class/Armor

Defense Class 0 = Foot Leather & Shield
Defense Class 1 = Foot Chainmail & Shield
Defense Class 2 = Pike or Mounted Leather & Shield
Defense Class 3 = Mounted Chainmail & Shield
Defense Class 4 = Platemail & Shield Both Foot & Mounted

Modifiers to the attackers die roll: (Effects are cumulative)

- 1 If they have no armor and treat as Defense Class 0
- 1 If they have no shield
- +1 Per level of Magical Enchantment of Armor
- +2 If unit is airborne
- +1 If creatures are under 2 ft. in height

- 3 The Movement Factor is obtained by determining the distance the creature can move in 30 seconds and divide this by 60 feet for the Movement Factor.

- 4 The Missile Range is obtained by dividing the weapons maximum effective range by 60 feet. This is the Missile Range.
- 5 The Missile Attack Factor can be generated by using the chart below.

Missile Attack Factor

- 1 Medium level warriors with bows
- 2 Short bow, Low level Priest Spells, Horse Bow
- 3 Small Breath Weapons, High level Warriors with bows
- 4 Hand Hurlled Weapons, Crossbows, Low level Wizard and Medium level Priest spells
- 6 Long Bow, Medium Breath Weapons
- 8 Ballista, Onager, Medium level Wizard spells Elf Bow
- 10 High level Wizard spells, Gigantic Breath Weapons

Add 1 to the Missile Attack Factor for each level of magical enchantment.

Special Note: At the players option Priests and Wizards Missile abilities may be dropped. In their place the judge should calculate the effects of the spells from the role playing game system being used and use those instead.

Individual Equipment Costs

Armor

Small Shield - 1 GP
Shield - 6 GP
Leather - 5 GP
Padded - 4 GP
Studded - 15 GP
Ring - 26 GP
Scale - 36 GP
Chain - 45 GP
Splinted - 65 GP
Plate - 90 GP
Helm - 7 GP

The individual equipment costs are considered poor to medium quality materials being used. A higher quality material used would result in a higher equipment cost.

Arms

Hand Axe - 1 GP
Dagger and Scabbard - 2 GP
Pike - 3 GP
Lance - 4 GP
Battle Axe - 5 GP
Military Pick - 8 GP
Sword - 10 GP
Short Bow - 15 GP
Long Bow - 60 GP
Arrows (1 dozen) - 1 GP
Light Crossbow - 12 GP
Heavy Crossbow - 20 GP
Bolts, Light (20) - 1 GP
Bolts, Heavy (20) - 2 GP
Composite Short Bow - 75 GP
Composite Long Bow - 100 GP

Impressment

Impressment is the kidnapping and forced recruitment under duress of individuals into an army. In role-playing situations, player-characters may not impress peoples of the same or similar alignment as the player-character. This process entails assigning the task to four regular units and allowing 3 - 18 days to gather each impressed unit. Due to the cost of bribes, fines, bonuses for the impressment crew, purchases of information, and cover-up monies, the cost of impressment can vary from 40 to 240 GP per unit raised. Impressed troops have no equipment or training. Impressed units must have a morale rating at least one factor lower than any similar unit in the player's forces. The impressment crew is called a "goon squad."

Impressment Muster Table

	Hamlet	Village	Town	City	Countryside
1	0	2	5	10	0
2	5	5	10	20	0
3	10	10	15	30	2
4	15	15	20	40	4
5	20	20	30	50	8
6	25	30	40	60	12

Goon Squad Antics

Squad back 2 days early
 Squad jailed - Pay 40 GP
 Squad steals 1 - 6 horses
 Official beaten - Pay 200 GP
 Noble killed - Pay 500 GP
 Mob lynches goon squad

The number listed on the preceding table is the number of victims impressed. Roll a second time for "Goon Squad Antics." After raising the necessary numbers of recruits, they must still be trained to fight as a unit to increase their combat effectiveness. The units are green, inexperienced troops that will desert at the first opportunity unless given at least Drill Training. The cost for training the units is 100 GP and 1 - 6 weeks for Drilling, 200 GP and 2 - 12 weeks for Discipline, 300 GP and 3 - 18 weeks for Weapons Training, and Tactics costs 400 GP and 4 - 24 weeks.

Casualties and Losses

Units eliminated in battle are not necessarily destroyed but have lost sufficient strength, for various reasons, to be represented as a combat unit in the game. At the end of each battle, each player should roll dice and consult the following table for each eliminated unit to determine the amount of units which shall be recovered. Recovered combatants can be reformed into new units or used to bring reconstituted units up to full strength. The number of combatants returned is in bold if victorious and regular type if the battlefield was lost.

Roll	Condition	Days to Return				
		1D6	3D6	5D6	8D6	12D6
2	Hiding	9 6	5 4	3 3	1 3	0 1
3	Confused	8 6	4 4	2 0	1 0	0 0
4	Disordered	7 5	5 5	3 4	2 1	1 0
5	Pursuing	4 6	4 4	3 2	2 0	1 0
6	Plundering	8 6	4 3	3 1	2 0	1 0
7	Prisoners	3 1	2 4	1 5	1 2	0 1
8	Wounded	5 4	6 4	3 3	2 1	1 1
9	Poltrooning	4 3	6 5	4 4	1 3	0 1
10	Invalid	1 0	2 1	3 1	2 1	1 1
11	Decimated	0 0	1 0	2 1	1 0	0 0
12	Rebellious	2 2	2 1	1 1	1 0	0 0

Note that mounted combatants returning are at one-half above listed rates (round down).

Leader Recovery

Leaders suffer the same fate as the units with which they are stacked when eliminated, but apply the following modifications.

- Leader unconscious - returns 1 1D6 days.
- Leader left for dead - returns badly wounded 1 2D6 days.
- Leader captured but escapes to return bruised 2D6 4D6 days.
- Leader returns with enemy battle standard and heroic tales in 3D6 2D6 days.
- Leader returns with 1D6 times one month's salary and souvenirs in 2D6 1D6 days.
- Leader captured and held for ransom for 2D6 times Leader's monthly salary.
- Leader badly wounded - recovers with scars in 5D6 9D6 days.
- Leader back-stabbed and beaten unconscious by a traitor - recovers in 2D6 days.
- Leader suffers permanent loss of (1) Hand, (2) Arm, (3) Leg, (4) Foot, (5) Eye, (6) Lung and recovers to fair health in 6D6 8D6 days.
- Leader killed in heroic action, and all personal accouterments are lost.
- Leader left for dead and dies unless found in 1D6 days (1 in 6 chance per day to find the hidden body). If found, Leader is badly wounded but recovers in 12D6 days with scars. All personal belongings are lost.

Baggage Trains

Baggage trains are not represented by units on the game board but suffer loss dependent upon the general outcome of the battle. Roll one six-sided dice and multiply by 10% for the loss incurred due to usage, pilfering, and raids. The side which loses the battlefield suffers an additional 30% loss in baggage.

Battle Guidelines for Role Playing

- Often, the player-characters involved in a role-playing campaign are not in command of the entire army. It should also be noted that the number and type of counters present in this game are insufficient to represent an entire feudal or fantasy army. Future game releases will represent these additional troops and followers with counters of their own. The following charts should be consulted by the campaign Judge prior to each battle in which a player-character becomes involved if the player-character is not the leader of the fielded unit.

Campaign Purpose

- Hostile Tribe Migration
- Renegade Robber Baron
- Punitive Frontier Expedition
- Territorial Expansion
- Village Revolt
- Rebellious Noble
- Tribute Refusal
- Race or Religious Uprising
- Capture Fortification
- Relief of Siege
- Warring City State

Unit Orders

- Forage
- Attack Enemy Foot
- Attack Enemy Cavalry
- Attack Military Objective (see Sub Chart)
- Defense (see Sub Chart)
- Field Operation (see Sub Chart)
- Attack Terrain Objective (see Sub Chart)
- Attack Enemy Bow
- Attack Enemy Special Creatures
- Sack Hamlet
- Sack Village

Defense Sub Chart

- Camp Followers
- Encampment
- Defend Friendly Foot
- Defend Friendly Cavalry
- Defend Leader
- Defend Terrain Objective (see Sub Chart)
- Defend Military Objective (see Sub Chart)
- Defend Friendly Bow
- Defend Friendly Creatures
- Defend Baggage Train
- Defend War Chest

Field Operation

- Pillage Countryside
- March Across Map
- Reconnaissance Sortie
- Investigate Manor
- Engage and Destroy Enemy
- Break Path in Enemy Line
- Pin Superior Enemy Force
- Pursue Enemy
- Block Enemy Retreat
- Hold Line
- Harass Enemy

Terrain Objectives

- Passage
- Dingle
- Clearing
- Pasture
- Tree Stand
- Mound
- Hedge
- Boulders
- Bridge or Ford
- Gully
- Cul-de-Sac

Military Objectives

- Redoubt
- War Engine
- Stream Ford
- Hamlet
- Well
- Kill Enemy Leader
- Baggage Train
- Manor
- Pen Fence
- Bridge
- Entrenchment

Friendly Unit Disposition Chart

(See "Advertisement Chart" for complete explanation)

	Units on Left	Units on Right	Units to the Rear
1	None	None	None
2	Trained Foot	Trained Foot	None
3	Trained Foot	Trained Foot	Trained Foot
4	Horsemen	Horsemen	Horsemen
5	Missile Troops	Missile Troops	Missile Troops
6	Horse Bow	Horse Bow	Horse Bow

- Player-characters which are not actually leaders of units to which they are assigned may, nevertheless, be represented as a Leader unit on the game map. This Leader unit may perform all the functions of a Leader unit except for causing other units to move. They may rally troops and receive a +1 die roll modification when doing so for every 6 CHAR points from their personal characteristics. Care must be taken, however, that the unit to which the character is assigned is not eliminated in the character's absence because this could lead to a court marshal or other, less serious charges.



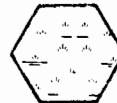




MORALE CHECK CHART

<p>Die Roll Modifiers</p> <p>-2 If attacked in rear</p> <p>+2 If a friendly leader is within 4 hexes</p>	<p>Basic Game Morale 8</p> <p>Leaders never check</p>
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Morale Check Results

If modified die roll is greater than the morale the units rout
 If modified die roll is equal to morale units retreat one hex
 If modified die roll is less than the morale then no effect

TERRAIN EFFECTS CHART

Terrain	Movement	Melee Effects	Missle Fire Effects
 <p>Clear Light Green</p>	1	None	None
 <p>Road Black</p>	1/2	As other terrain in hex	As other terrain in hex
 <p>Swamp Blue</p>	4 Infantry 8 Cavalry	+1	None
 <p>Woods Dark Green</p>	4	+1	-2
 <p>Stream Blue</p>	+2	+1	None
 <p>Level 1 Hill Light Brown</p>	2	Lower side +1	None
 <p>Level 2 Hill Dark Brown</p>	2	Lower side +1	None

COMBAT RESULTS CHART

Defense Class	Factors Attacking													
	4	3	2	1	0	6	8	10	12	16	20	24	30	36+
0	0	1	1	1	1	2	2	2	2	3	3	3	3	3
0 1	0	1	1	1	1	1	2	2	2	2	3	3	3	3
0 1 2 3	0	1	1	1	1	1	1	1	2	2	2	2	3	3
0 1 2 3 4 5	0	1	1	1	1	1	1	1	1	2	2	2	2	2
1 2 3 4 5 6	0	1	1	1	1	1	1	1	1	1	1	1	2	2
2 3 4 5 6 7	0	1	1	1	1	1	1	1	1	1	1	1	1	2
3 4 5 6 7 8	0	1	1	1	1	1	1	1	1	1	1	1	1	1
4 5 6 7 8	0	1	1	1	1	1	1	1	1	1	1	1	1	1
5 6 7 8	0	1	1	1	1	1	1	1	1	1	1	1	1	1
6 7 8	0	1	1	1	1	1	1	1	1	1	1	1	1	1
7 8	0	1	1	1	1	1	1	1	1	1	1	1	1	1
8	0	1	1	1	1	1	1	1	1	1	1	1	1	1

Modified die rolls of less than 0 are treated as 0 and modified die rolls greater than 8 are treated as 8.

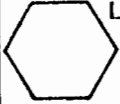






Explanation of Results	Die Roll Modifiers
- No Effect	-2 Cavalry Charging Any Except Front of Pike
1,2,3 or Loses Inflicted on Hex	+1 Bow Units Firing at Ranges of 8 Hexes or More

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15

MORALE CHECK CHART



















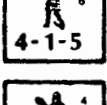










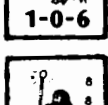


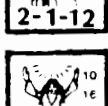

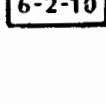
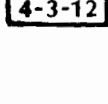

Die Roll Modifiers -2 If attacked in rear +2 If a friendly leader is within 4 hexes	Basic Game Morale 8 Leaders never check
Morale Check Results If modified die roll is greater than the morale the units rout If modified die roll is equal to morale units retreat one hex If modified die roll is less than the morale then no effect	

TERRAIN EFFECTS CHART

Terrain	Movement	Melee Effects	Missile Fire Effects
 Clear Light Green	1	Morale Check Chart & Terrain Effects Chart	None
 Road Black	1/2	er hex	As other terrain in hex
 Swamp Blue	4 Infantry 8 Cavalry	+1	None
 Woods Dark Green	4	+1	-2
 Stream Blue	+2	+1	None
 Level 1 Hill Light Brown	2	Lower side +1	None
 Level 2 Hill Dark Brown	2	Lower side +1	None

Summary of Units

The point values given with each unit represent the relative value of that unit under game conditions.

	Light Foot Point Value - 1		Ballista Point Value - 6		Ogre Point Value - 5
	Heavy Foot Point Value - 2		Onager Point Value - 5		Trolls Point Value - 6
	Pike Point Value - 3		Dwarf Foot Point Value - 3		Hill Giant Point Value - 8
	Armoured Foot Point Value - 3		Dwarf Bow Point Value - 5		Warrior 1 Low Level Warrior Character - 2
	Short Bow Point Value - 3		Elf Foot Point Value - 3		Warrior 2 Medium Level War- rior Character - 4
	Long Bow Point Value - 5		Elf Bow Point Value - 6		Warrior 3 High Level Warrior Character - 8
	Crossbow Point Value - 4		Elf Cavalry Point Value - 6		Priest 1 Low Level Priest Character - 2
	Heavy Crossbow Point Value - 4½		Elephant Point Value - 7		Priest 2 Medium Level Priest Character - 4
	Light Cavalry Point Value - 3		Triceratops Point Value - 12		Priest 3 High Level Priest Character - 8
	Medium Cavalry Point Value - 4		Goblin Foot Point Value - 2		Wizard 1 Low Level Wizard Character - 2
	Heavy Cavalry Point Value - 5		Goblin Bow Point Value - 3		Wizard 2 Medium Level Wiz- ard Character - 4
	Horse Bow Point Value - 4		Goblin Cavalry Point Value - 4		Wizard 3 High Level Wizard Character - 8
	Cataphract Point Value - 6				

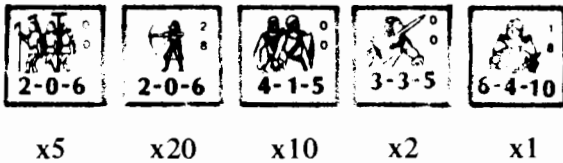
The Scenarios

Included in **City State Warfare** are twelve scenarios covering important historical battles as well as battles of the City States of the Invincible Overlord and the World Emperor. Also covered are battles conducted in the early **D&D**™ campaign held in Decatur, Illinois in the 1970s. The number present in these battles have been changed, but the historical proportions remain the same.

TOURS (732)

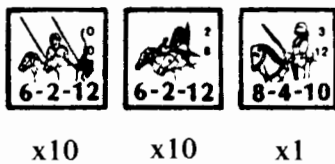
Arabs moving up from Spain defeated the armies of Aquitane and moved into France. Charles Martel gathered a mixed army to do battle with the Arabs. His victory drove the Arabs south of the Pyrenees and saved France from the Moslem yoke.

Franks (Blue)



Franks set up anywhere on the board.

Arabs (Red)

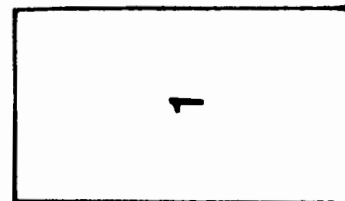


Arabs move first and enter on the west edge of board on Turn 1.

N

Game Length: 10 Turns

Victory Conditions: At the end of the game, the side that has inflicted greater than 50% losses on the enemy and suffered less than 50% wins. Anything else is a draw.



BALATHUS (1014)

The Bulgars under Tsar Samuel had been expanding into the Byzantine Empire, causing it a great deal of trouble. The Bulgars were expelled in a campaign that climaxed with their defeat at the hands of Emperor Basil II.

Bulgars (Red)



x20 x20 x10 x10 x2 x1

Bulgars set up first anywhere on Board 1.

Byzantines (Blue)

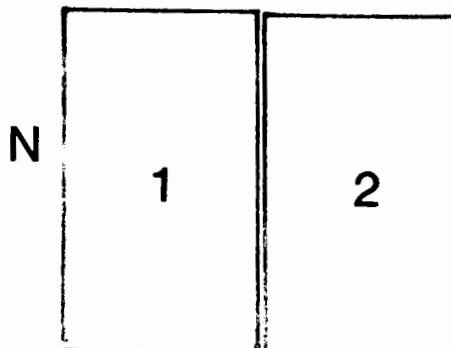


x20 x10 x10 x5 x2 x2

Byzantines move first and enter anywhere along south edge.

Game Length: 14 Turns

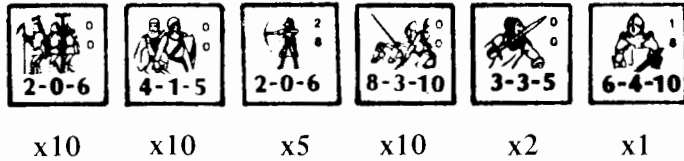
Victory Conditions: The side that routs from the board or destroys all the enemy's units without suffering 50% casualties wins a strategic victory. If 75% of the units are routed from the board or destroyed, it is counted as a marginal victory. Anything else is a draw.



CIVITATE (1053)

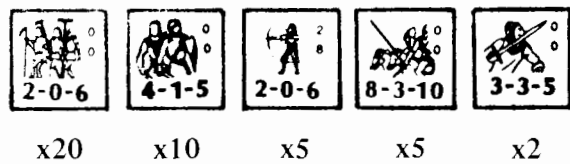
A Norman named Robert de Hauteville was uniting Southern Italy, offending Pope Leo IX. The Pope, with the assistance of the Holy Roman Empire, went to stop Robert. Leo IX was defeated and captured in the ensuing battle.

Normans (Blue)



Normans set up first anywhere on Map 1.

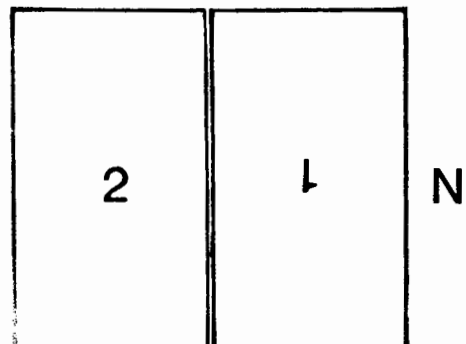
Papal Army (Red)



Papal Forces move first and enter west board edge on Turn 1.

Game Length: 10 Turns

Victory Conditions: The Normans win if both Papal Warrior 1's are eliminated. The Papal Forces win if all Norman Leaders are eliminated. Any other result is a draw.



HASTINGS (1066)

William of Normandy invaded England to press his claim to the English crown. King Harold returned from his victory at Stamford Bridge and met William at Hastings. William's victory began a new line of English Kings.

English (Blue)



x20 x20 x10 x2 x1

The English set up first on any hill.

Normans (Red)



x20 x5 x10 x10 x2 x1

The Normans move first and enter on south edge of the board.

Game Length: 15 Turns

Victory Conditions: The English win by avoiding Norman Victory Conditions and inflicting 50% or more losses on the Normans. The Normans win by eliminating all of the English Leaders.

N

2

MANZIKERT (1071)

The Seljuq Turks under Alp Arslan invaded the Byzantine Empire, and Romanus IV, the Emperor, met them at Manzikert. In a seesaw battle, the Byzantines were defeated, and the rich province of Anatolia was lost.

Byzantines (Blue)



x20 x10 x10 x5 x10 x2 x1

Set up the Byzantines first anywhere within 6 hexes of the west board edge. Byzantines move first.

Seljuq Turk (Red)



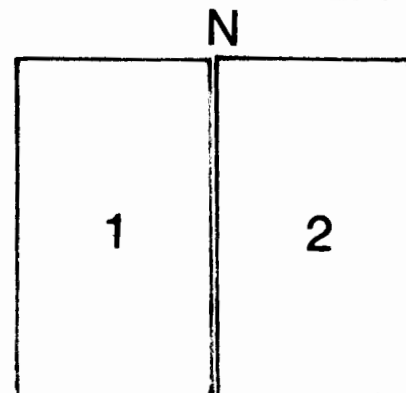
x10 x10 x5 x20 x2 x1

Set up the Turks second anywhere within 6 hexes of the east board edge.

Special: Use Goblin Cavalry Counter with Horse Bow values to represent the Turkish Horse Bow.

Game Length: 15 Turns

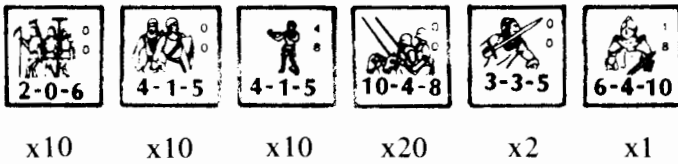
Victory Conditions: The side that suffers the fewest losses wins.



DORYLAEUM (1097)

Kilij Arslan led a Turkish army against a Crusader army in western Anatolia. The Crusader army had been split before the battle, and the Turks neatly defeated them.

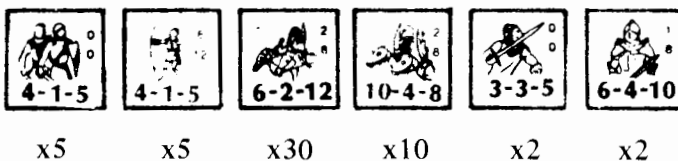
Crusaders (Red)



Crusaders must evenly divide their forces into two parts. One group sets up first anywhere on the board. The other group enters the west edge of the board on Turn 3.

Special: Use Medium Cavalry with Heavy Cavalry values as Heavy Cavalry.

Seljuq (Blue)

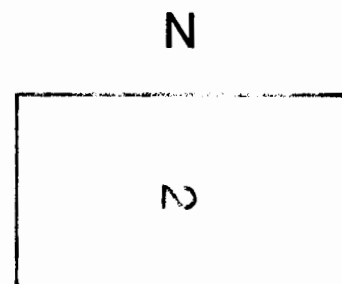


The Turks set up second anywhere on the board at least 9 hexes from the Crusaders. The Turks move first.

Special: Use Goblin Cavalry with Horse Bow values as Turkish Horse Bow.

Game Length: 16 Turns

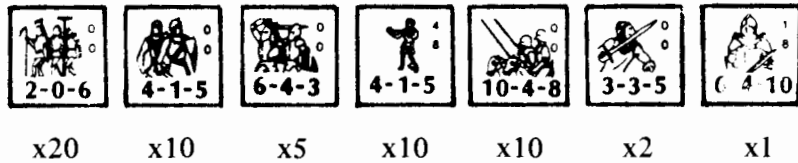
Victory Conditions: The Crusaders win if they inflict 75% losses or more without suffering 50% losses or more. The Seljuq Turks win if they inflict 51% losses or more on the Crusaders.



LIEGNITZ (1241)

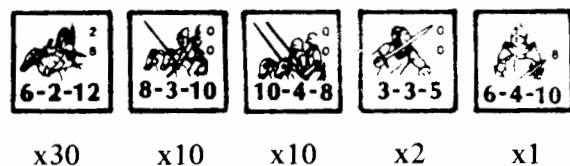
Mongol armies under Subotai marched into Europe with Kaidu on the right. Kaidu met Prince Henry the Pious of Silesia at Liegnitz, where Henry had taken up a defensive position. The Mongols quickly attacked and crushed the army of Prince Henry so badly that all resistance north of the Carpathians was routed.

Silesians (Blue)



Silesians set up first anywhere on the board.

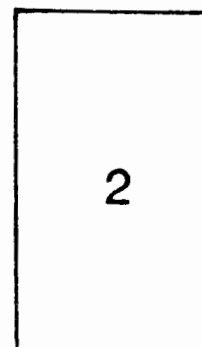
Mongols (Red)



Mongols move first and enter on any map edge at least 5 hexes from the Silesians.

Game Length: 14 Turns

Victory Conditions: If the Silesians have more than 15 unrouted units on the board at the end of the game, they win; anything else is a Mongol victory.



2

MORGARTEN (1315)

The Swiss revolted from their Austrian Lord, who sent an army to crush the revolt. At Morgarten, they were ambushed by a body of Swiss Pikemen. These Pikemen routed the Austrians, which led the Swiss to freedom.

Swiss (Blue)



x2 x10 x2 x2

Swiss set up first anywhere on the board.

Austrian (Red)



x2 x2 x10 x1

Game Length: 8 Turns

Victory Conditions: The Swiss win if they eliminate 8 or more Heavy Cavalry Units. The Austrians win if they avoid the Swiss Victory Condition and eliminate 50% of the Swiss.



PIPEWEED FARM

The engagement took place in the Decatur Fantasy Campaign World between the Forces of the Chang of Ryne and Warlord Marcham of the Northern Empire. This day-long battle witnessed the capture of the Chang and the destruction of over one half of his army. These events led to the siege and capture of the capital, Jasmire.

Imperials (Blue)

Immortals			Group Tor				Main Body					
x10	x10	x1	x8	x8	x1	x20	x10	x10	x10	x10	x10	

Imperials move first and enter on west board edge on Turn 1.

x10	x10	x8	x2	x4	x2	x2

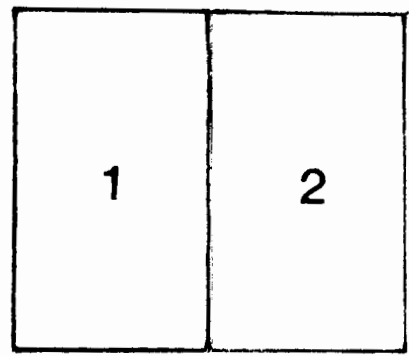
Rynes (Red)

Black Flowers				Goblin Hoard					Main Body			
x16	x16	x4	x1	x20	x20	x20	x1	x20	x10	x6	x20	

Rynes move second and enter on east board edge on Turn 1.

x10	x10	x10	x2	x1	x1

N



Game Length: 18 Turns

Victory Conditions: At the end of the game, both sides add up their remaining forces' point totals; highest point total wins.

JARMOCO

A great army of Goblins pushed southwest into an area south of the lands of the Invincible Overlord. An army was dispatched by the Overlord and was met by the Goblins outside Jarmoco. After attempts to bribe the Goblins into returning to their lands failed, a pitched battle broke out in which all of the Goblin host was destroyed.

Overlord's Vasthost (Blue)

x20	x10	x10	x10	x10	x10	x10	x5	x2	x2	x2	x1

Overlord moves first and enters on the north edge of the board.

Goblin Hoard (Red)

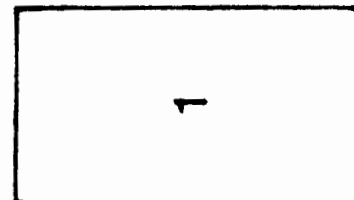
x20	x20	x20	x2	x2	x1	x2

Goblins set up first anywhere on the south half of the board.

Game Length: 14 Turns

Victory Conditions: In order to win, the Vasthost must eliminate 75% of the Goblins. For the Goblins to win, they must remain on the board and avoid the Overlord Victory Conditions.

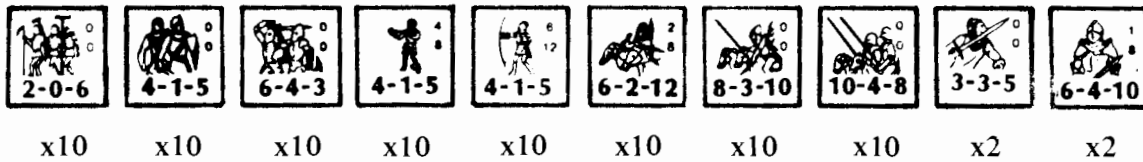
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BELLYSTONE FORD

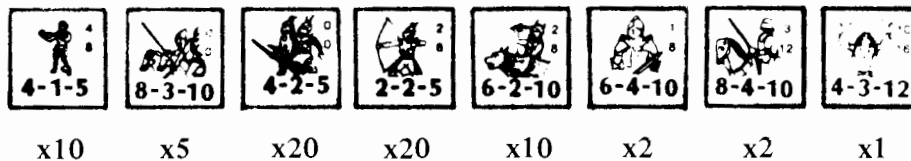
The Goblin King raised another army and, with some Human Mercenaries, attempted to avenge the defeat at Jarmoco. The Overlord assembled his Vasthost and marched off to meet the Goblin King. Bellystone Ford is where the battle took place; it resulted in another Goblin defeat.

Overlord's Vasthost (Blue)



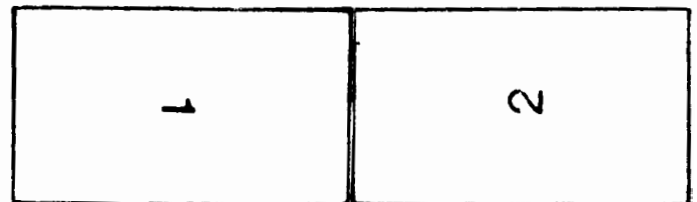
Vasthost moves first and enters east edge on Turn 1.

Goblin Army (Red)



Goblins move second and enter south edge on Turn 1.

N



Game Length: 12 Turns

Victory Conditions: The same as Jarmoco.

UKRAK MORFUT

The interests of the World Emperor and those of the Invincible Overlord violently collided when their armies met outside of Tenoch. The Overlord's defeat assured that tribute would be paid that year to the World Emperor.

World Emperor's Army (Blue)

x20	x20	x10	x10	x10	x10	x10	x10	x10	x10	x2	x2

The Emperor moves first and enters his army on the west board edge.

Special: The Emperor's Longbow receives a -1 bonus when making missile attacks.

x2	x2	x1	x1

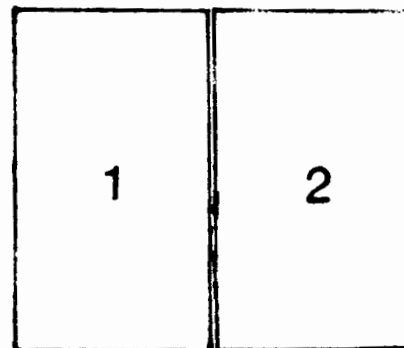
Invincible Overlord's Army (Red)

x20	x20	x10	x10	x10	x10	x10	x10	x10	x10	x2	x2

The Overlord's army sets up anywhere on the board.

x2	x1	x1

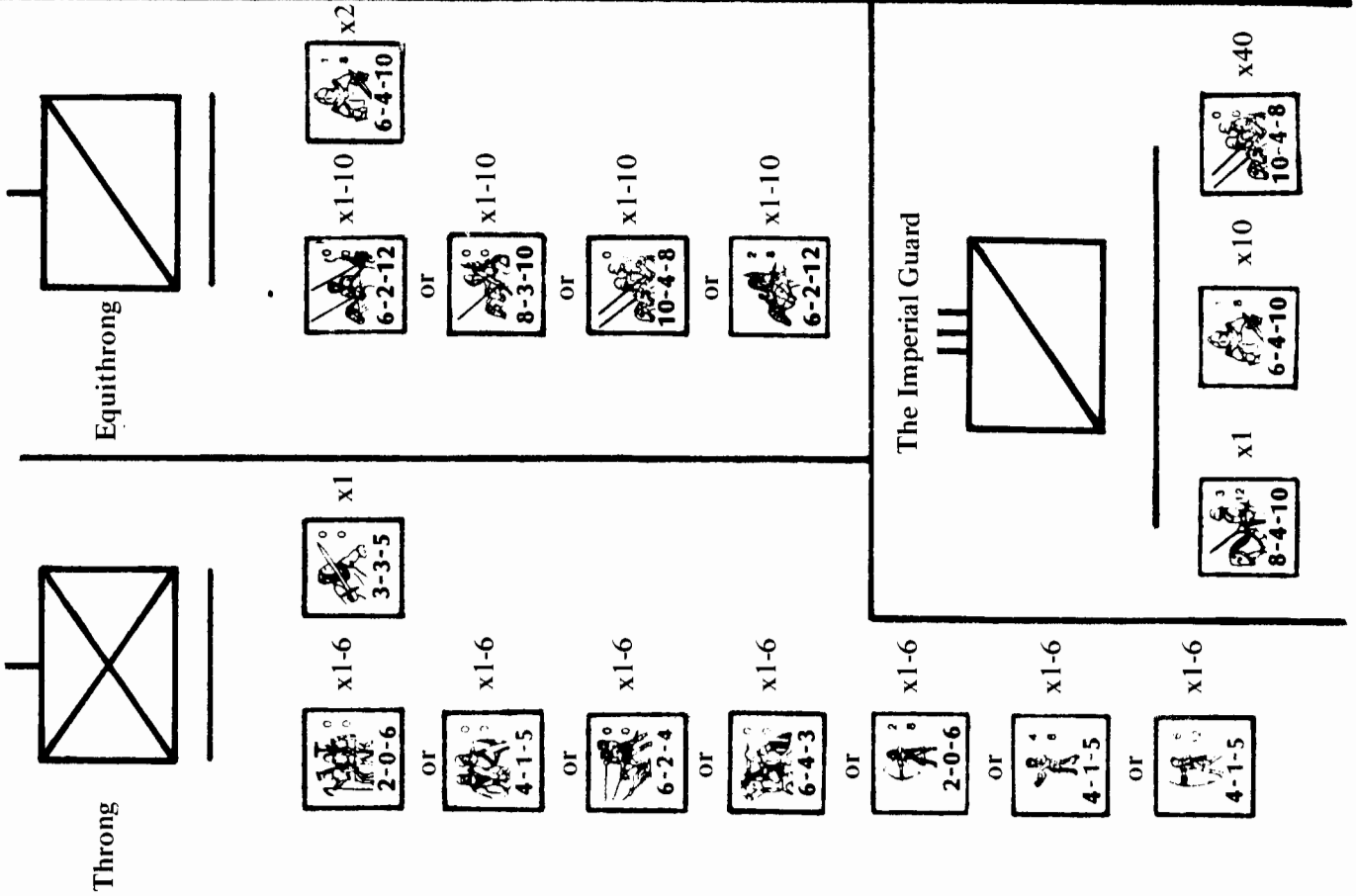
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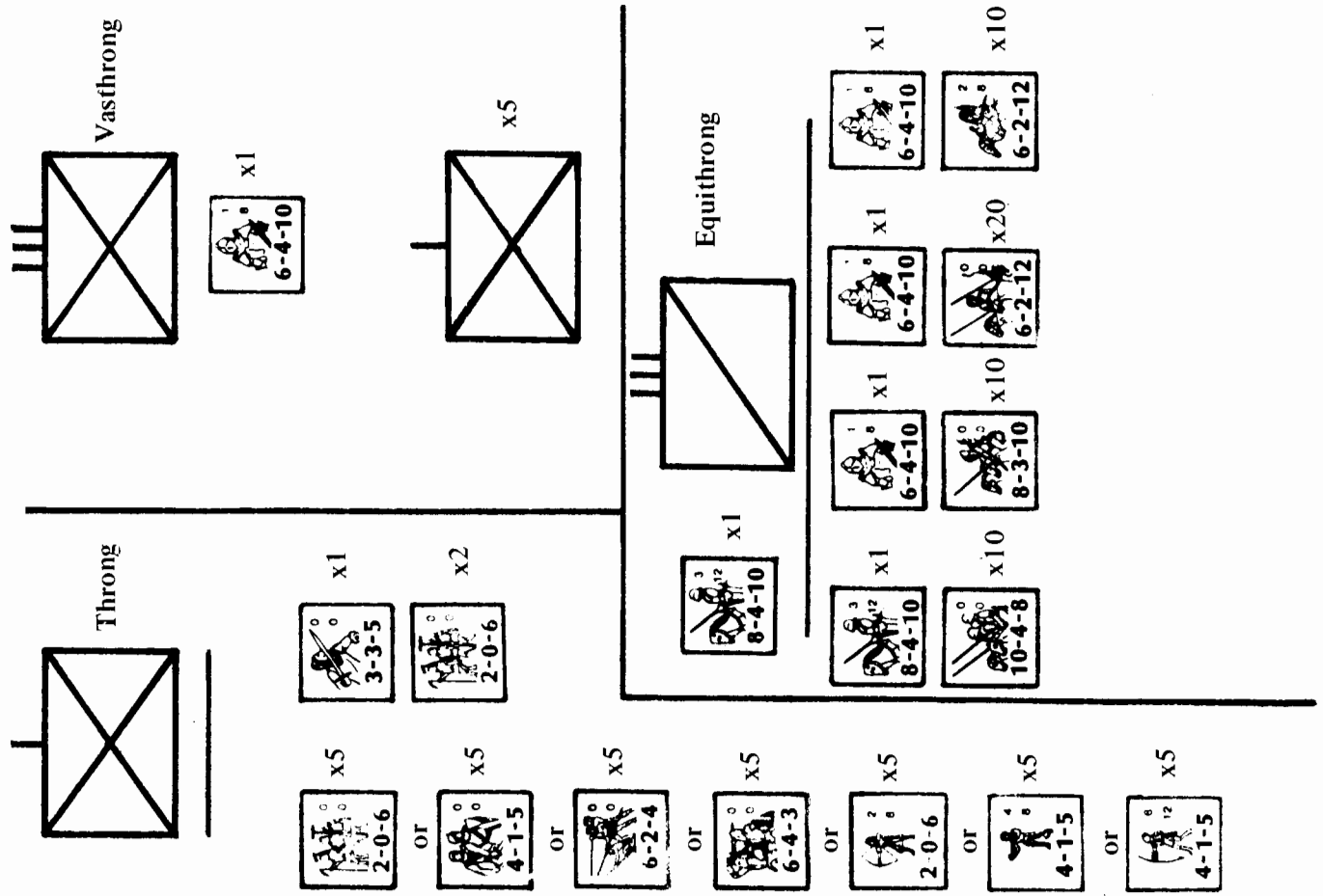
Game Length: 18 Turns

Victory Conditions: The side with the greatest losses in points loses.

Organization for the World Emperor's Army



Organization for the Invincible Overlord's Army



Revisions for 2011

City State Warfare, written by Marc Summerlott and published by Judges Guild Incorporated in the very early days of roleplaying (1982) was originally a board game meant to be played with blue and red counters on a set of fold-out hexagon boards included with the game. However, though we do not have access to either counters or board, it remains a very enjoyable game, and can still be played with the following changes.

Miniatures

The unit statistics were printed on the cardboard counters that served as game pieces, but these are unnecessary for play, as the unit statistics are also printed on page 19 of the rulebook. Therefore, the statistics can easily be found within the rules, and it is only necessary to point out to each player which miniature represents Armored Foot, which represents Wizard 1, etc. Generally, this should be fairly obvious, but if a large number of miniatures are in play, it is a good idea to make a copy of page 19 of the rulebook for each player, and to have that player set an extra figure on the page as a representative of the type it will count as in the game, next to the corresponding picture of the unit counter on the page.

Remember also that unit facing is very important in City State Warfare, so it is important that any miniature with questionable facing have its facing pointed out to the opposing player before the game begins.

Gameboard

To play City State Warfare as a combination boardgame/miniatures game, it is necessary to have a game board marked with a hexagon grid, and, the hexagons should be rather large, as up to six foot units can be stacked in the same hexagon.

Fortunately, a perfect solution does exist. [Axis and Allies Miniatures](#) (Hasbro/WOTC) has excellent maps that can be used for this purpose. The maps for that game are large, have nice looking printed terrain, and come in every starter set of the game. Though these maps were designed for World War II, nothing printed on the maps for the original game are inappropriate for medieval combat. Additional maps for other A&A Minis scenarios can be found online, and many of these are also appropriate for the medieval or ancient period. The only problem is that players who would like to try out the original scenarios will have to ad lib the terrain as best they can.

Sieges

Siege warfare is easily accomplished with the City State Warfare rules, adopting a few minor changes.

Walls: Wall hexes can be entered only by Ogres, Trolls, Leaders, Dismounted Horse or Foot troops. Cost is two movement points from hexes adjacent to the inside of the wall, or the unit's complete movement from hexes adjacent to the outside of the wall only (such troops are assumed to have scaling ladders). Units moving onto a wall from outside cannot attack in the same turn, and are attacked at a -2 bonus in melee or by missile troops. Attacking units atop a wall from missile attacks originating outside the wall causes a +2 penalty to the attack roll.

The walls themselves can be attacked in melee by Ogres, Trolls, Giants, Oliphants or Triceratops. The walls can be attacked by missile fire from Onagers (not Ballistae), Giants, Wizard 2, Wizard 3 or Cleric 3. Walls count as Defense Class 4 and have 3 Hits when attacked. A destroyed wall counts as a level 1 hill for all purposes.

Towers: Count as walls for all purposes, but troops attacking the Tower from an attached wall must do so exactly as if they were attacking a wall from the ground. Walls count as Defense Class 4 and have 4 Hits when attacked.

Drawbridges or Gates: Count as walls for all purposes, but the defender can choose to open or close the drawbridge/gate at the beginning (only) of his turn. An open drawbridge/gate can be moved through and attacked across as clear terrain. Drawbridges or gates count as Defense Class 3 and have 3 Hits when attacked.

Moats Count as streams for all purposes. Troops standing in a Moat under a Wall take cumulative penalties from both terrain types in combat.

Huts or Buildings: Count as Woods for all purposes. They can be easily destroyed by any troops in the same hex, but the wreckage has the same effect (for combat) as did the original structure.

Tunnels

Only foot troops can tunnel. Troops must be declared to be tunnelling at the beginning of the movement phase. A breach marker of some type is then placed on their hex. The tunnellers then move secretly, underground (player keeps track of the tunnel with written orders, or tracks this on a supplementary map). The opposing side does not know where the tunnel is going. At any point, the tunnellers can declare another breach, and come up from under the ground at this point. If at any point, two tunnels intersect underground, each player is given the map of both tunnels. Troops can move through tunnels.

If only one commander has troops in a single tunnel (or tunnel system, if two or more tunnels intersect), at the beginning of his movement phase, that commander can declare the tunnel system collapsed, and automatically move his tunnelling troops back to the surface from any breach that connects to the tunnel. All breaches connected to that tunnel or tunnel system are now closed. If a tunnel collapses under a wall, drawbridge, tower or building hex, that construction is now destroyed.

Men, elves, and most other human-types can tunnel 1 hex per turn. They move through tunnels that they or others have dug at half movement rate. Such troops fight at a -1 penalty to Defense Class and a +1 penalty to attack while underground.

Goblins and Orcs are good at tunnelling. They can tunnel 2 hexes per turn. They move through tunnels that they or others have dug at full movement rate. Goblins and Orcs fight at a +1 bonus to Defense Class while underground.

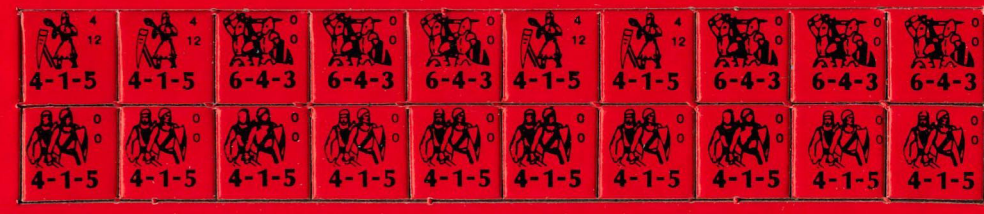
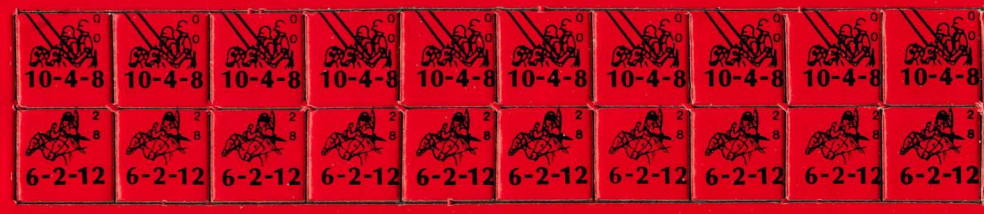
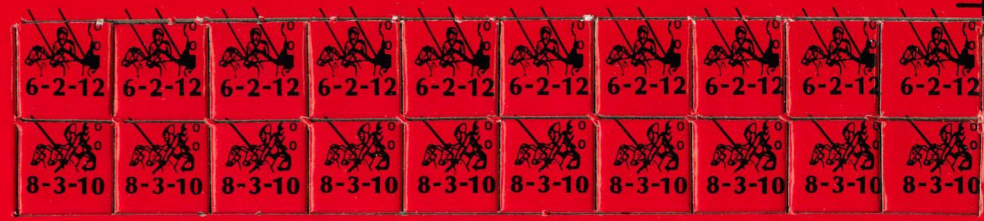
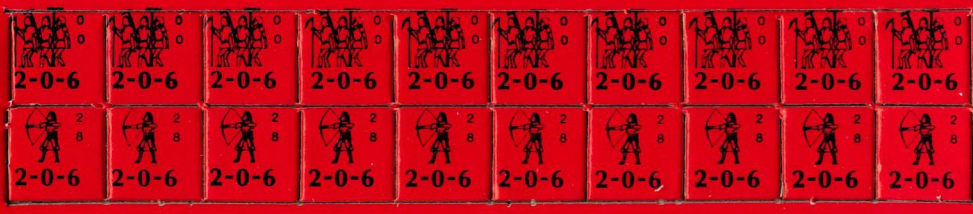
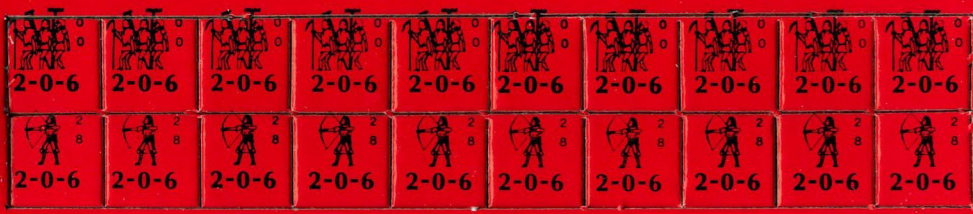
Dwarves and Gnomes are excellent at tunnelling. They can tunnel 3 hexes per turn. They move through tunnels that they or others have dug at full movement rate. Dwarves and Gnomes fight at a +1 bonus to Defense Class and a -1 bonus to attack while underground.

Undead

Greater undead, such as wights, wraiths, specters, etc., can be created using the system on page 12 of the City State Warfare rulebook.

For lesser undead such as skeletons or zombies, a simpler system is offered. Any foot or horse troops may be declared as lesser undead (skeletons and/or zombies). These troops function exactly as do the original troops (i.e., Armored Foot slain and raised as Lesser Undead would still function as Armored Foot) with these exceptions:

1. Lesser Undead never check morale.
2. Troops in combat with Lesser Undead (except elves) who must check morale do so at a 2 point penalty.
3. If Lesser Undead are ever 'out of command' (not within six hexes of a leader) they can do nothing, and are destroyed automatically by any enemy attack. Lesser Undead that are out of command who go back into command function normally, starting at the beginning of their next turn.
4. Only Greater Undead, Wizard 2, Wizard 3, Priest 1, Priest 2, or Priest 3 can command Lesser Undead units.





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NEW

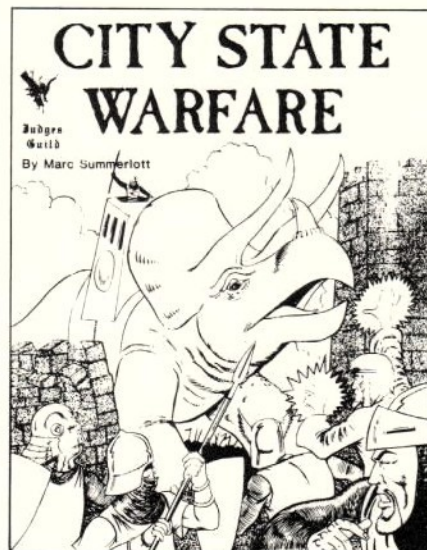
CITY STATE WARFARE

WARFARE IN THE FANTASY MEDIEVEL ERA!

CITY STATE WARFARE is a boxed game of warfare in the Fantasy Medieval Era. This fantasy combat game is easy to learn and fun to play. The basic rules include Zones of Control, Combat, Morale, Leaders, and Special Creatures. The optional rules cover Indirect Fire, Night Battles, Mercenaries, Dismounted Cavalry, and Skirmish Rules. Also included in the rules is a section on integrating this game into your fantasy campaign. In the scenario section are 8 scenarios which cover fantasy battles in the City State such as Ukrak Morfut, Bellystone Ford, Jarmoco, and the battle of Pipeweed Farm. The historical medieval battles included are Morgarten, Liegnitz, Dorylaeum, Manzikert, Hastings, Civitate, Balathus, and the battle of Tours (732 AD). Included in this game is a 32 page rule book, 2- 17x22" full color geomorphic maps, dice, and 480 die cut counters. No role playing system is included in this game.

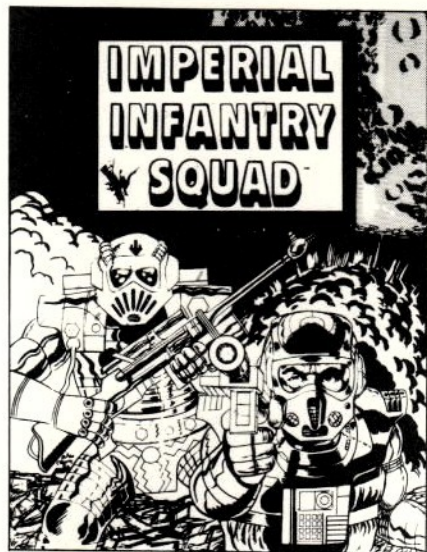
JG 1120

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IMPERIAL INFANTRY SQUAD is a boxed game of infantry combat in the far future. This science fiction combat game is easy to learn and covers the basics such as Movement and Fire, Night Combat, Powered Infantry Drops, Flight, and much more. Also included are rules covering the raising and maintenance of units in a campaign. 11 scenarios are provided for balanced play. Imperial Infantry Squad has a 32 page rule book, 480 die cut counters, dice, and 2- 17x22" full color geomorphic maps.

No role playing system is included in this game.

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