

MARS ATTACKS

THE MINIATURES GAME
WORLD WAR

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INTRODUCTION

World War represents the next stage in Mars Attacks play, for those who have exhausted the scenario-based narrative play of the core game and first two supplements and want to experience more.

Having played those scenarios and grown accustomed to all of the various special characters, vehicles and weird and wonderful weapons that they introduced, hopefully your imagination will have been fired to see what happens next when the invasion moves out of Greenville and into the wider world.

This book gives you a system of rules to play out that next step. Instead of prescriptive scenarios and set force lists,

these rules take you beyond this, bringing Mars Attacks closer to a tabletop wargame. Whether you have played these kinds of games before, or this is your first time, the book will ease you through the process, introducing new concepts which will expand your games to reflect the wider world of conflict that happens outside the initial skirmishes.

The first stage of the invasion is over – this is all out war. Will you take command of the vast Martian armies, hell bent on the destruction of every last human on the planet? Or will you take the role of humanity's brave defenders: legions of marines and heroes standing firm as they fight for survival?

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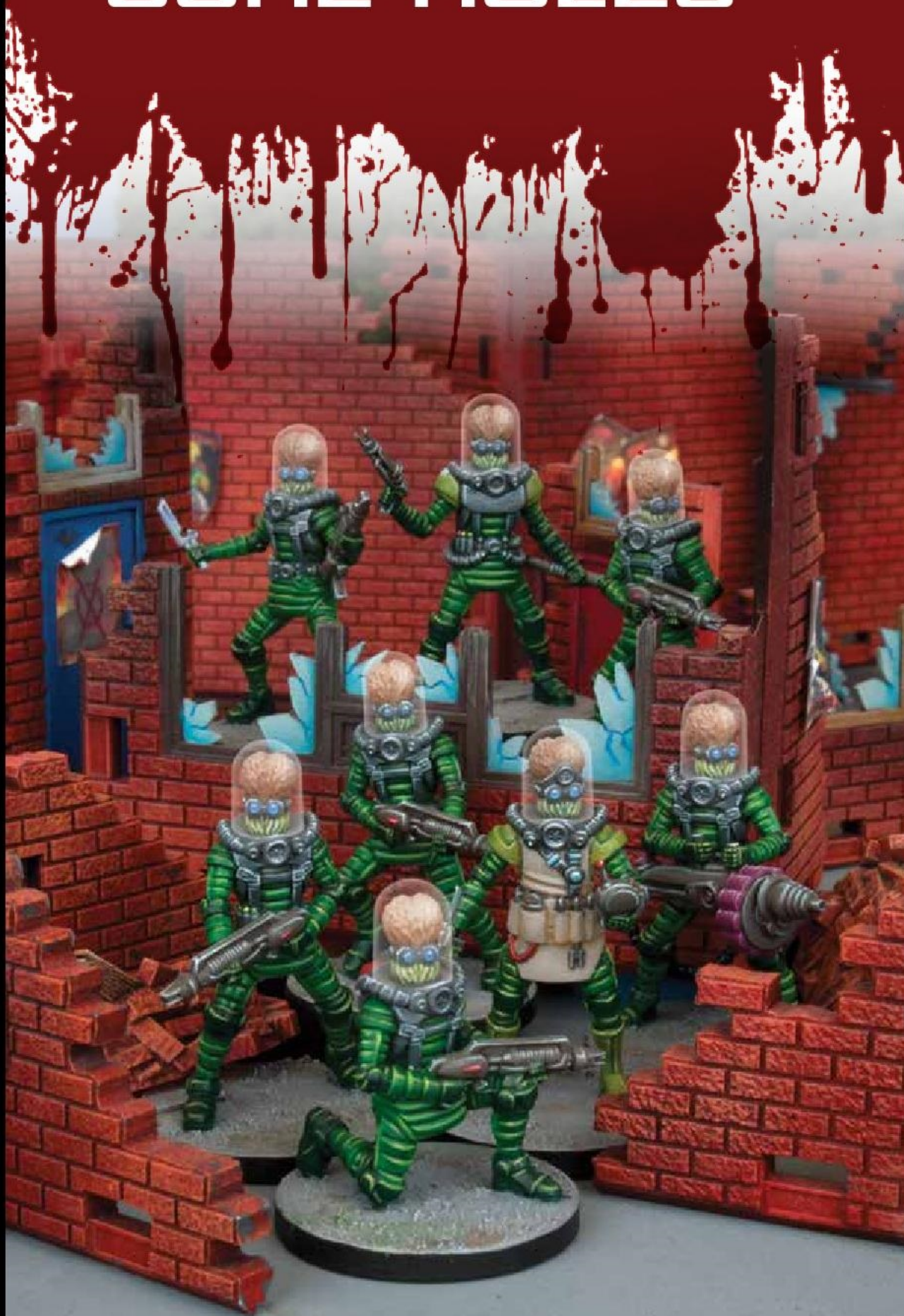
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SECTION 1

CORE RULES



PLAYING A GAME

MODELS

Mars Attacks is a fight between the different characters from the Martian invasion force and the heroic Human defenders. Each character is represented in the game by a separate model.

There are 2 broad types of character: Soldiers and Heroes. These are listed in separate sections later in this book.

- Soldiers are the basic troopers of their side. There are a small number of different types of Soldier on each side. Each one of a particular type of Soldier is identical in terms of game values - the exact model does not matter. For example, all models of US Troopers with Carbines have the same game values.
- Heroes are unique, and the storyline of the *Mars Attacks* game is based around their escapades. Each is a named individual (like Buddy, Deke or General Tor) with a specific model and a special combination of abilities to defeat their opponents with.

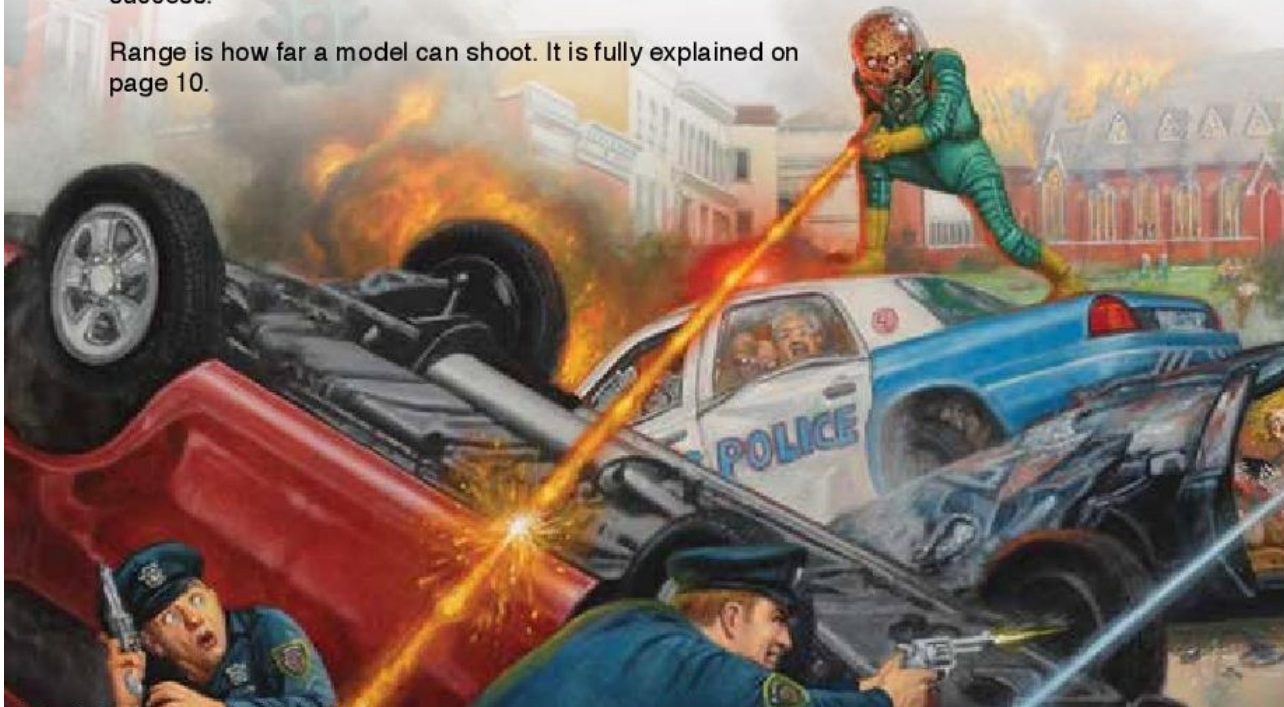
GAME VALUES

Every model is defined by a set of game values or statistics ("stats" for short). These stats are Shoot, Fight, Survive, Range and Heroics. In addition, models will have a section for abilities. This will list any special abilities or equipment that the model is carrying.

CORE MARTIAN GRUNT WITH DISINTEGRATION RIFLE 	SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
	4+	5+	6+	1-4	-	5
	ABILITIES: ARMOUR					

Shoot, Fight and Survive are values that all models have. They are listed as a number or higher, for example 5+. This is what you have to roll on each dice to score a success in a test of that value. For example, "5+" means that rolling a 5 or higher on a dice will score a success.

Range is how far a model can shoot. It is fully explained on page 10.



GAME ROUNDS & TURNS

The game is played in a series of Rounds. In each Round, all models will get a chance to *MOVE*, *SHOOT*, *FIGHT* or use any special abilities they may have. A model that is currently doing one of these things is said to be “active”, and is marked with an Activation Marker once the action is complete as a reminder that they cannot do anything else this Round.

TURNS

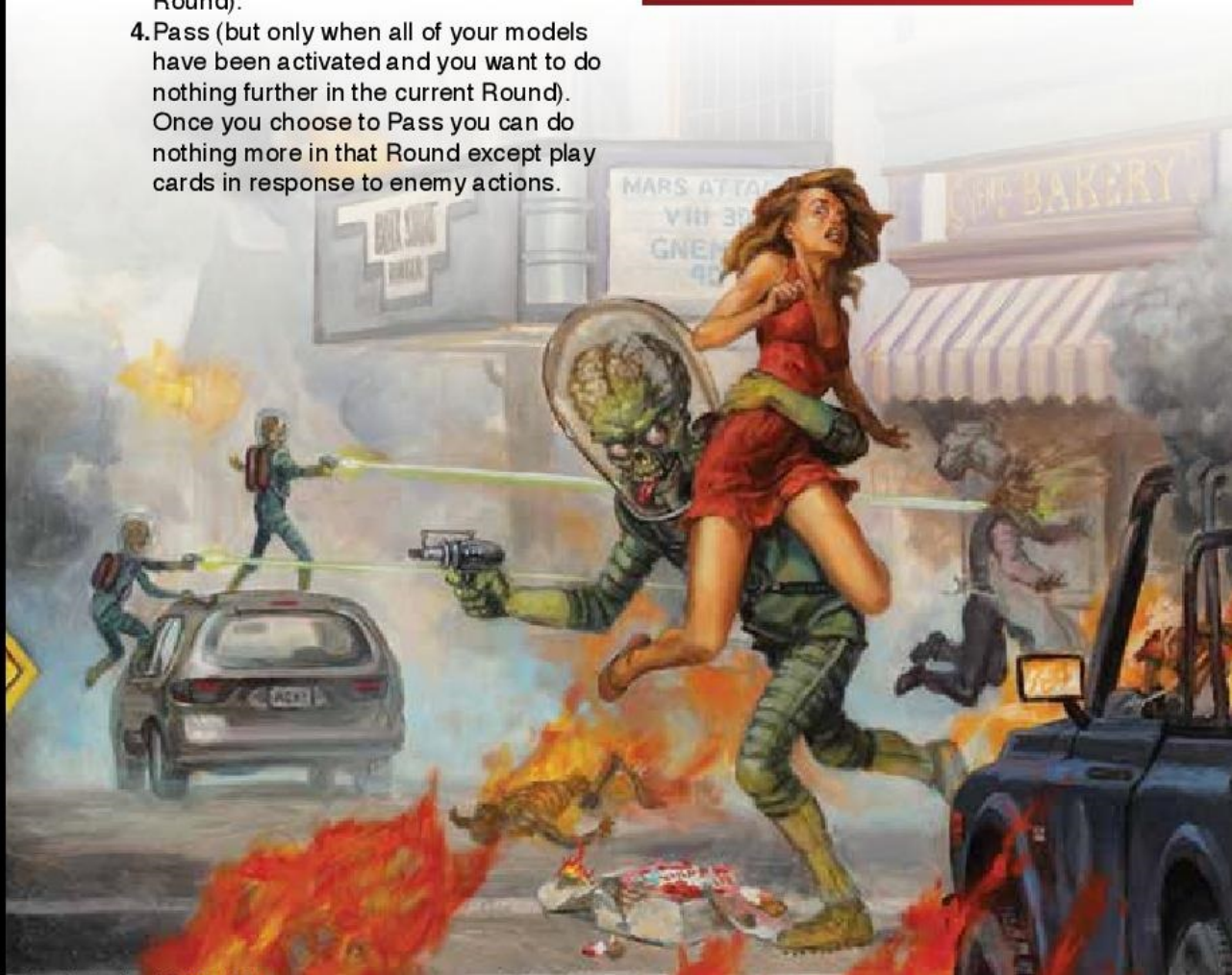
Within a Round, players take Turns moving and fighting with their models. When it is your Turn, you **MUST** do one of the following things:

1. Activate up to two different models.
2. Activate one model and play a card from your hand. You can act with a model first and then play the card or the other way around. If the card affects one of your own models then it must be the one that is active this Turn.
3. Play up to two cards (but only if you have no models left to act with this Round).
4. Pass (but only when all of your models have been activated and you want to do nothing further in the current Round). Once you choose to Pass you can do nothing more in that Round except play cards in response to enemy actions.

Each model may only act once in each Round unless a special rule or card states otherwise. Each scenario tells you which side takes the first Turn in the first Round. In the second and later Rounds, the player who finished activating their models earliest in the previous Round takes the first Turn in the next.

When all models on both sides have Activation Markers, the Round is over and all Activation markers are removed. At this point, each player (starting with whoever finished activating their models first) discards any cards they no longer want from their hand into the discard pile and draws back up to 4 from the draw deck. If the draw deck is ever exhausted, shuffle the discard pile to form a new draw deck.

Models and cards work in slightly different ways. A card tells you what to do when it is played - simply follow the instructions on the card. Once a card has been resolved it is placed in the discard pile.



ACTIVATING MODELS

A model can make one of the following actions in its Turn when it is activated:

- *MOVE* up to 2 squares.
- *MOVE* up to 1 square and then *SHOOT*.
- *SHOOT* and then *MOVE* up to 1 square.
- *AIM* and *SHOOT*.
- *STAND UP* (recover from being Rattled – see page 11) and *MOVE* up to 1 square.
- *STAND UP* and *SHOOT*.
- *STAND UP* and *FIGHT* (if a non-Rattled enemy model is in the same square)
- Do Nothing.

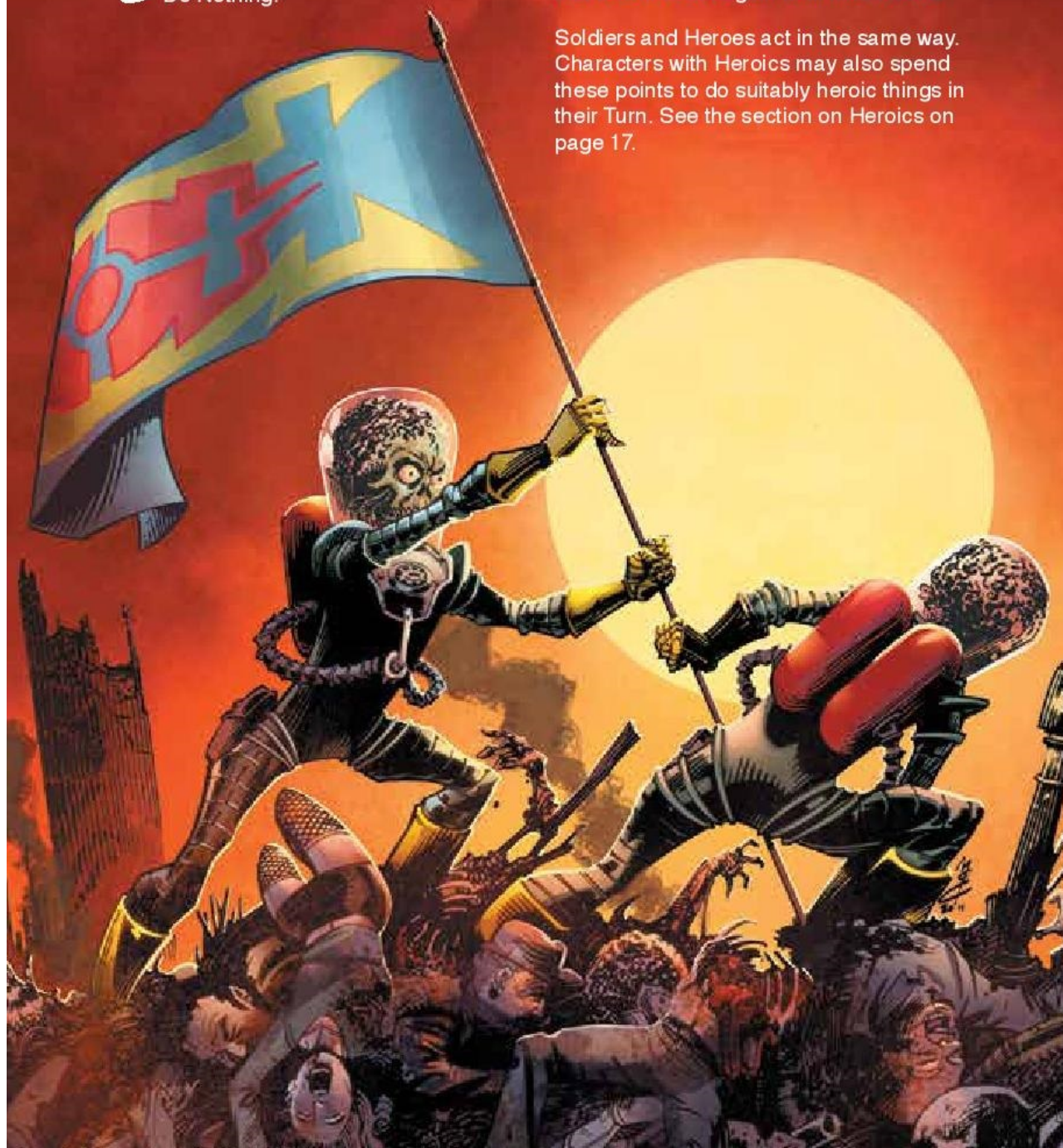
If a model starts its Turn in a square containing one or more enemy models that are not Rattled then the only option is to *FIGHT* if they are already standing, or to *STAND UP* and *FIGHT* if they are Rattled.

If a model *MOVES* into a square containing one or more enemy models then they must *FIGHT* as part of that movement and cannot *MOVE* any further afterwards.

A model cannot *SHOOT* if it is in the same square as any enemy models.

When a model has acted, place an Activation Marker next to it as a reminder that it cannot act again until next Round.

Soldiers and Heroes act in the same way. Characters with Heroics may also spend these points to do suitably heroic things in their Turn. See the section on Heroics on page 17.



MOVING

Each model may **MOVE** 1 or 2 squares depending on how it activates (see page 7).

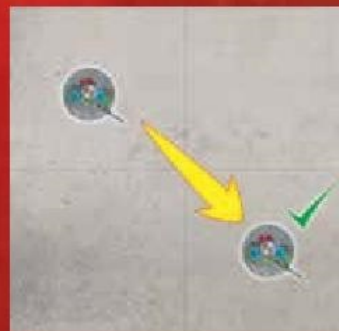
You may **MOVE** to any adjacent square, including diagonally, as long as it is not completely blocked by a solid wall. A solid wall is one that is an intact 3x3 section that covers the whole side you wish to **MOVE** across as per the example below. A diagonal **MOVE** is only allowed where both boundaries are not blocked by a wall that is taller than the model itself. Agile (or desperate!) characters like these can easily scramble over partial, ruined pieces of wall and so low, incomplete walls can be ignored.



There is a wall blocking both directions here, so the Martian may NOT move diagonally.



There is a wall only blocking one direction, so the Martian may move diagonally.



There are no walls blocking the diagonal here, so the Martian may move diagonally.

A model may **MOVE** onto or off of the board only when it does so as part of a scenario victory condition, and only along an edge defined in that scenario. Simply count the space beyond the board as you would any other square when the model wishes to **MOVE** on or off. Otherwise the model activates as normal. Once a model has left the board it cannot return in that scenario. If a model is not allowed to leave the board then treat the edge of the board as an impassable obstacle.

If you **MOVE** into a square that contains one or more enemy models then you end your **MOVE** for the Turn and automatically **FIGHT** one of them (see page 9). You cannot **MOVE** out of a square that contains enemy models unless they are all Rattled.

You may only reposition a model within the same square by choosing to activate and **MOVE**. This counts as a 1 square **MOVE**, so for example you could reposition a model (**MOVE**) and then **SHOOT**.

PLACING MODELS WITHIN SQUARES

Whenever a model is moved for any reason, the owner of that model decides where it is placed within that square. This includes when a model gets Rattled and lies down and when they **STAND UP** again.

You can place a model anywhere in a square. If the base sticks out over the line that marks the edge of the square, then use the centre of the model's base to define which square the model counts as being in. If you want to place a model right on the middle of the line then it's best to let your opponent know which square you intend the model to be in.

Each square can hold a maximum of 6 models at any one time. These can be from either side, or a mixture of both. If there are already 6 models in a square then no more may enter.



Model A is completely within square 1. Model B's base straddles the line between squares 1 and 2, but the centre of the base is in square 1 so that is where he is considered to be.

FIGHTING

When a model *MOVES* into a square containing one or more enemy models then the model can *MOVE* no further. Immediately resolve a *FIGHT* between the moving model and one of the enemy models in the square, chosen by the moving model. Note that the Brave ability may affect this choice.

If a model starts its Turn in a square containing one or more non-Rattled (see page 11) enemy models, the active model may only choose to *FIGHT*.

Both players now make dice rolls for their models. The active, attacking model starts with 3 dice. In addition, if the model started its turn in a different square then it gets +1 additional dice for charging into battle. Furthermore, a model that has friends (models on the same side) in the same square also adds +1 extra dice (only one extra though, regardless of how many friends are present and whether they are Rattled or not). The number of dice may be further affected by cards (see page 12), and this decision must be made before any dice are rolled.

The attacking model must use its Fight value for this roll. The defending player must make a roll in the same way, but first he has a choice to make. If the defending model wants to fight back it must roll against its Fight value, and if it wants to duck out of the way it must use its Survive value for this roll.

A Rattled model in a *FIGHT* can only choose Survive. Whichever option is chosen, the result is worked out the same way.

Both players roll all the dice they now have and read each one separately. Each one that equals or beats the model's chosen stat (Fight or Survive) scores a success. If you roll an 8 then as well as a success you can roll an extra dice. Take another dice from the supply and roll that in the same way as you did your first dice. So, if it is more than or equal to your stat value it is a success; if it is an 8 you count a success and take another dice, and so on.

When you have finished rolling your dice, both players count up how many successes they have, and compare totals. Note that if the target model wins using their Fight stat they may injure the attacker in exactly the same way that the attacker would have injured them had they won. If one player has more successes than the other, that player wins.

- *FIGHT* Wins: Thwack! The losing model is beaten into submission and killed. Remove it from the board.
- Draw, or Survive wins: Miss! The target is unharmed by the attack.

FIGHTING ends the attacking model's activation for the turn. Place an Activation Marker next to it.

MODELS WITH NO FIGHT STAT

A few models can't *FIGHT*. This is shown by having a Fight value of "-". If a model with no Fight stat moves into or starts in a square with an enemy model then they would normally have to *FIGHT*, but they can't. Instead they are simply stuck until someone comes to rescue them. They cannot start a *FIGHT*, and must use Survive if they are attacked.



SHOOTING

To **SHOOT** at an enemy model it must be within your **SHOOTING** model's Range, and your model must also be able to see them.

RANGE

Range is the minimum and maximum number of squares the model's gun, crossbow or other missile weapon will shoot. When counting distance never count the square the shooting model is standing in, and always count the one the target is in. Count the distance along the shortest route. Note that counting range ignores walls and other obstructions.

Most ranges start at 1. This means that you cannot shoot at an enemy in the same square as you. Occasionally a weapon will have a higher minimum range, like the missile launcher with a range of 3-20. This means that it cannot shoot at enemy models that are closer than 3 squares away.



The Martian Grunt is shooting the US Trooper, who is three squares away.

LINE OF SIGHT

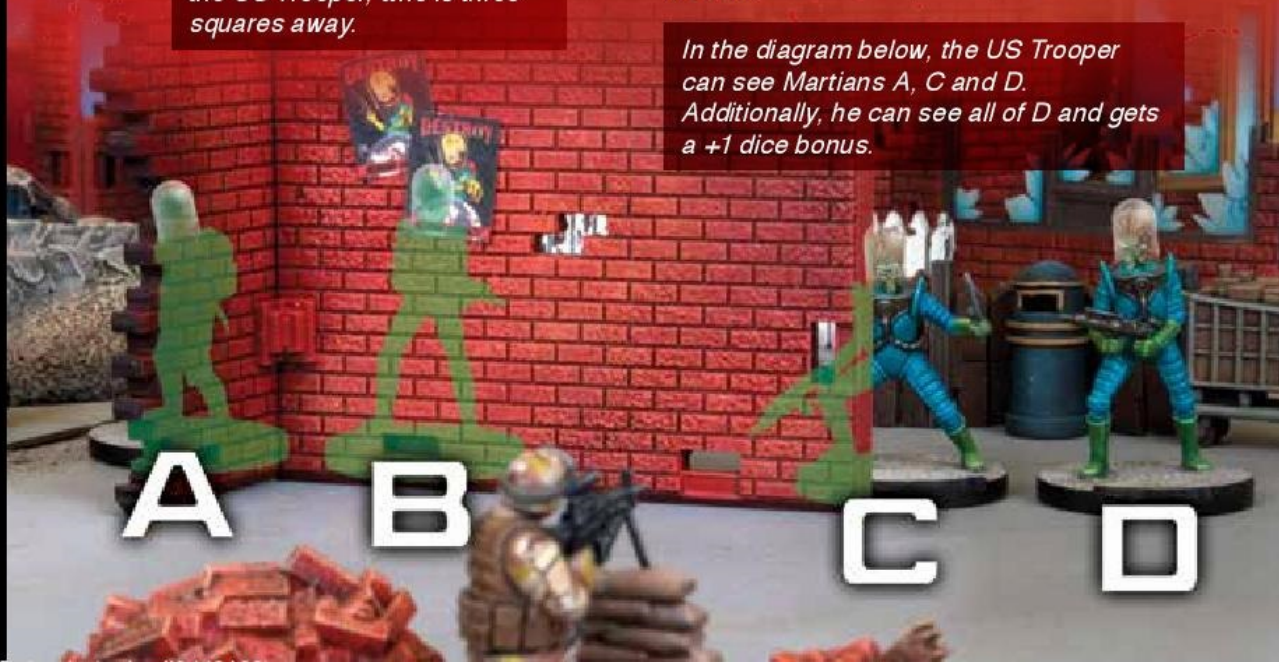
To shoot a model, you must have Line of Sight (LOS for short). Simply bend down and look from the shooting model's head. Can they see their target?

- **No.**
If another model, wall or other piece of scenery entirely blocks their view to every last bit of the target model then they cannot be shot at.
- **Yes – I can see some of it.**
Most of the time you will only be able to see part of a target model - enough to **SHOOT**, but not enough to give you a bonus. This is the norm in a firefight.
- **Yes – I can see all of it.**
If you can see every last piece of the target model then the shot is easier because it is out in the open. This is called a clear shot.

For the purposes of LOS, the "target model" consists of the whole model Trooper, Martian or whatever it is including any base it is mounted on. In reality the models represent Humans and Martians who are not stuck in one position and will be using the cover of walls and so on to hide themselves. However, for simplicity, the easiest rule is to ask "what can I really see?" This avoids any debate about whether a boot, gun, hat or whatever counts or not. In short, if you can see any part of the model then you can **SHOOT** at it.

You cannot **SHOOT** into a square that contains a mix of friendly and enemy models.

In the diagram below, the US Trooper can see Martians A, C and D. Additionally, he can see all of D and gets a +1 dice bonus.



SHOOTING DICE

If you can see at least part of the target model then start with 3 dice. If you have a clear shot (see left) then start with 4 dice. If you *AIM* first in the same turn you get +1 extra dice. The number of dice may be further affected by cards (see page 12), and this decision must be made before any dice are rolled.

Roll all the dice you now have and read each dice separately. Each one that equals or beats the *SHOOTING* model's Shoot value scores a success. For each 8 you roll, as well as a success you can roll an extra dice. Take another dice from the supply and roll that in the same way as you did your first dice. So, if it is more than or equal to your Shoot value it is a success; if it is an 8 you count a success and take another dice, and so on.

When you have finished rolling your dice, count up how many successes you have. This is your total *SHOOT* attack.

The target model must try to duck out of the way. To do this the opposing player rolls 3 dice just as you did for *SHOOT*, but compares the results of these dice to his model's Survive value instead of his Shoot. Apart from this the number of successes is worked out the same way, with 8s generating additional dice rolls.

When both players have finished rolling their dice, compare the total number of successes for the attacker's Shoot and target's Survive. If one player has more successes than the other, that player wins.

- **SHOOT Wins:** Blam! The target model is killed in a hail of bullets or a flash of energy. Remove it from the board.
- **Draw, or Survive wins:** Miss! The target dodges out of the way and is unharmed.

Sometimes, cards and other effects will have an attack of their own that does not come from a model with a statline. In this case the strength of the attack will be noted on the card or special rule. For example, "5 dice, 5+ *SHOOT* attack" means that the attack will roll 5 dice, needing a 5 or more to succeed with each one. The Survive roll for any target models is resolved as normal.

RATTLED

When a model is shot and killed in the same square as other models, the surviving models must each test to see if they are Rattled by the experience or whether they grit their teeth and carry on regardless.

To test whether any model are Rattled or not, the player that controls the model(s) must roll a single dice for each. If you roll 1-4 then the model is Rattled. If you roll a 5+ you can carry on as normal.

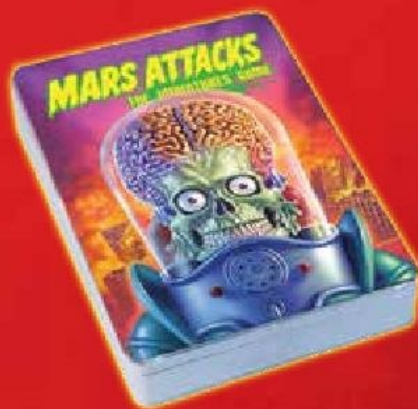
A Rattled model has been shaken by the experience and does their best to hide. Lie the model down anywhere in the same square to show this (the player that commands the model chooses where). A Rattled model in a Fight (see page 9) can only choose Survive.

Recovering from being Rattled by standing up in a square that contains one or more enemy models triggers an immediate Fight as described on page 7.



CARDS

Mars Attacks uses a single deck of cards that is used by both Humans and Martians.



Apart from Events, each card has two colour-coded effects listed on it; one for each side – Red for the Martians and Blue for the Humans. Each player can only use the effect relevant to the side they are playing.

At the start of the game, each player draws a hand of 4 cards. At the end of a Round each player may choose to discard any unwanted cards and refill their hand back up to 4. The player that was the first to finish activating their models should do this first. If the draw deck runs out, shuffle the discard pile to make a new one. Players should keep the cards in their hand secret until they are played or discarded.

WHEN TO PLAY

Each card has an icon describing when it can be played:



Cards with this icon are played during your own Turn (for example, as a bonus to a *SHOOT* test).



Cards with this icon can be played at any time – either during your own turn or as a response to an enemy action.

You may only play one card to modify each test and you do not have to play any.

The player whose Turn it is must decide whether to use a card for a particular test before his opponent does. Both players must decide whether or not to use cards before any dice are rolled for the test(s).

A card effect is in addition to a model's action for that Turn. So, whilst a model cannot normally take two Turns, it can take a Turn and then also have a card played on it (which could let it make another action). One action and one card is a model's limit per Turn.

SUPPORT CARDS

Support Cards represent weapons and events sent to support the troops that are bigger than will easily fit on the tabletop, such as giant saucers and aircraft, and can be collected in Sets.

To play a Support Card, place it face up on the table in front of you. Each can be the start of a new Set or can be added to an existing Set. Sets can include up to three cards of the same type. Support Cards that are on the table in front of a player are said to be "in play".

A Set of Support Cards has no effect until it is called upon and "resolved". You can resolve a Set of cards during your Turn – this counts as playing a single card, but no new card is actually put into play. Each card will list the effects based on whether 1, 2, or 3 cards are in the Set in play at the time of resolution. Resolve the effects listed on the card, and then discard all cards in the Set. You cannot resolve sets in the same Turn you play the card(s) within them. Normally, you can only resolve your own card Sets. In all cases, the more cards you have in a Set, the better the effects will be!

Support Cards can target squares containing a mixture of models from both sides. In this case models from both sides will suffer the effects.

Unless a Support Card says otherwise, when an effect targets more than one square roll once for the effect and apply the same roll to each square.

Models killed by Support Cards count as being killed by the side that resolved them for purposes of scenario VPs.

EVENT CARDS

Event Cards show that the little piece of the invasion we see on the tabletop is not the whole fight - in reality it extends beyond the borders of our immediate battle.

Event Cards only have one effect and must be played as soon as they are drawn. They are never kept as part of a player's hand of cards.

However, if a player has any of these in his initial hand at the start of the game then they must be discarded and replaced with new cards from the draw deck. Do this until neither player holds any Event Cards in their hand. These Event Cards are not resolved, they are simply discarded.

At the end of a Round, when both players refill their hand of cards, if either player draws any Event Cards then resolve them each immediately in the order they are drawn. Continue to draw cards in this way until both players have a full hand of 4 cards and neither has an Event Card.

CARD EFFECTS

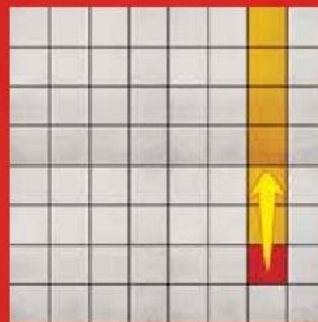
Many cards share similar effects and these are described here. These keywords will be written in bold on the card.

ACCURACY

- **RANDOM:** Use dice rolls to determine the row and column for the effect (see page 14).
- **PARTLY RANDOM:** Player may choose EITHER the row or column and the direction (if applicable) for the effect. A dice roll determines the rest.
- **TARGETED:** Player chooses the exact location and direction (if applicable) of the effect.

AREA OF EFFECT

- **SINGLE SQUARE:** The attack affects every model in the target square.
- **DIRECTIONAL:** The attack has a target square and a direction (left, right, up or down). The attack affects the target square, and all squares between the target square and the edge of the board in the chosen direction.



In this example, the red square is the target square, and the yellow arrow shows the direction. The attack also affects all of the orange squares

Note: with a **PARTLY RANDOM** and **DIRECTIONAL** attack the player chooses the direction and either the row or column. The target square is chosen at **RANDOM**.

- **BLAST:** The attack affects the target square, and the eight adjacent squares



In this example, the red square is the target square, and the attack also affects the surrounding squares marked in orange.

CONTINUOUS

- This Support Card affects the game at all times while in play – it does not have to be resolved or discarded after use.

SCATTER (X)

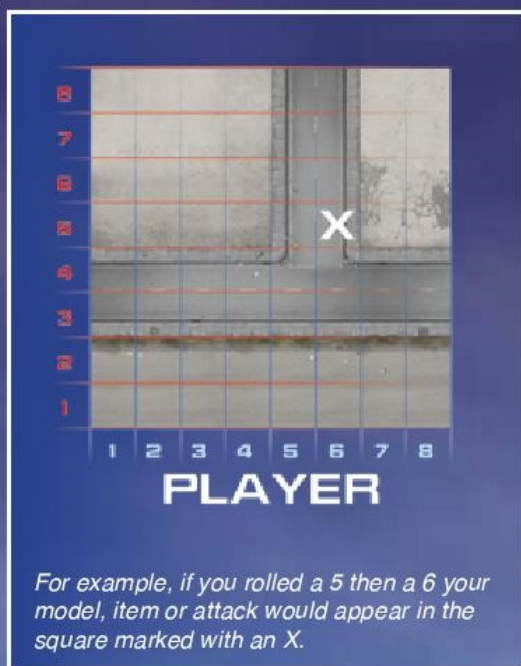
- See page 15.

RANDOM LOCATIONS

Several rules and cards require you to find a Random location on the board. This is always done in the same way.

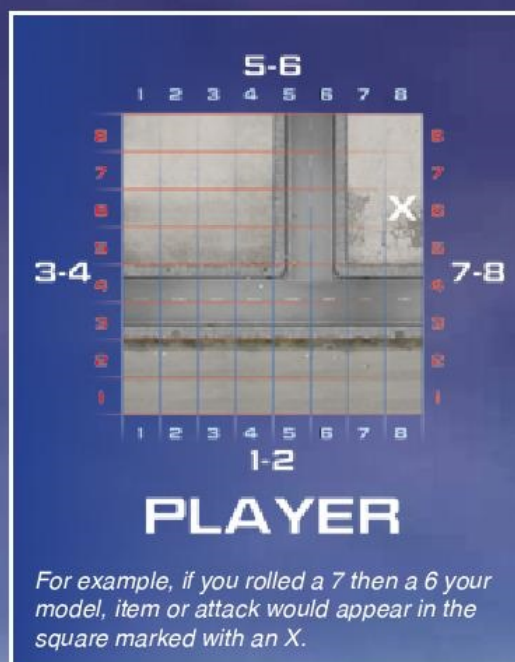
RANDOM PLACEMENT

The player that is resolving the random placement rolls two dice, one after the other. The first is for the row (shown in red in the diagram), the second is for the column (shown in blue). Always count from the bottom left corner, from the point of view of the player rolling the dice.



RANDOM EDGE

If a card or rule requires you to find a Random Edge square, roll one dice first. On a 1-2 it will be the closest edge, on a 3-4 it will be the edge to the left, on a 5-6 it will be the edge furthest away, and on a 7-8 it will be the edge to the right. Once you have determined the edge, roll for the exact square along that edge as normal.



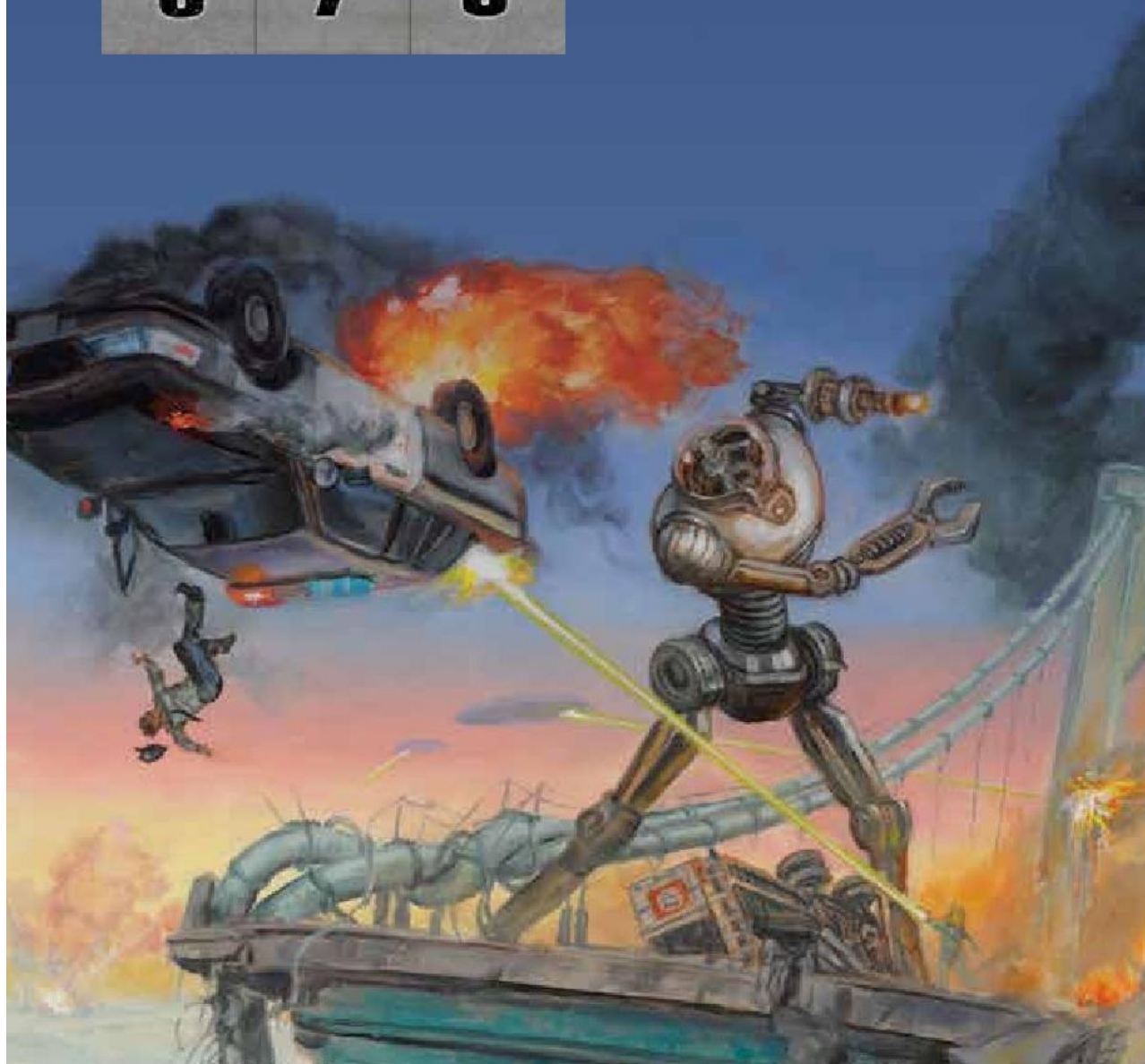
SCATTER (X)

Several rules need you to randomly move a model or counter around the board. Random movement of models or counters is called scattering and is worked out with a single dice roll. Use the diagram shown and move the model or item in question into the direction indicated by the number rolled on the dice.



Scatter will be marked in bold with a number in brackets, eg **SCATTER (2)**. The number denotes how far in the direction rolled the model or counter needs to move.

Unless a rule says otherwise, if the scatter move would take the model or counter to a position it cannot get to or be in (such as off the board, through a solid wall, into a square that is already full, etc) then it moves as far as it can before stopping at the obstacle. Unless stated otherwise, a model that *MOVES* into a square containing an enemy model will *FIGHT* as normal. Resolve these *FIGHTS* one at a time, before any other effects from the rule or card are resolved.



CRITTER AND ALIEN SECRET COUNTERS

These are sought by one side or the other and will aid in their overall victory. In general, the Martians want the Critters to take back for experiments in grafting and mutation and the Humans want the Alien Secrets so that they can reverse engineer Martian equipment to make heat rays and saucers of their own.

A scenario will say if Critters and Alien Secrets are used.

Models can only reveal and capture Critter/Alien Secret counters if doing so is listed under their VP awards for that scenario. Models that cannot earn VPs ignore these counters.

When a model that is seeking Critters/Alien Secrets *MOVES* into a square containing a face down Critter/Alien Secret counter then it is flipped over to reveal which it is. If they can capture that counter then it is removed from the board and placed in front of the owning player as part of their VP score. If a model reveals a counter it cannot capture, then they ignore it. The counter is left face up on the board for their opponent to claim later.

When a model that is seeking Critters/Alien Secrets *MOVES* into a square containing a face up counter they can capture then it is removed from the board and placed in front of the owning player as part of their VP score.

Picking up Critters and Alien Secrets has no effect on the model's other actions.



Unrevealed counter



Critter counter




Alien Secret counter



ABILITIES

Even though there are many different types of Soldier and Hero, some of them share common abilities. These are all defined here for easy reference. Abilities apply to models and counters equally, and work the same way in both cases.

HEROIC ABILITIES

Heroes do heroic things, but even heroes have limits. Some abilities (marked with a ) are classed as Heroics and are used slightly differently. These abilities can only be activated by using Heroic points as detailed below. The number of Heroic points that each Hero can use is listed in their statline. To keep our Heroes suitably dramatic, each one has a number of points to spend on Heroics. Each point of Heroics can be spent on a number of different options depending on the individual hero. Use the Heroics counters and track to keep track of the amount left to each Hero. This limit is for a single battle, and will be renewed for the next game.

Heroics are used in three ways:

- 1) To avoid damage. Whenever a Hero is “killed” by an attack from any source, they automatically spend a point of Heroics to ignore the damage completely. This happens immediately. If the Hero has no points left to spend then they are killed as normal.
- 2) To get more done in their Turn. In addition to taking a Turn in the same way as a Soldier, a Hero can spend up to one point of Heroics to either:
 - a. *MOVE* one extra square.
 - b. *SHOOT* an enemy model.
 - c. *FIGHT* an enemy model that is in the same square.

This is in addition to any *MOVE*, *SHOOT* or *FIGHT* already done by the Hero in their Turn. This may be used at either the start of their Turn or at the end, but not in the middle.

- 3) To use a Heroic ability. If the Hero has a Heroic ability then they may trigger it at the cost of a point of Heroics. When this point is spent depends on the ability.



ANTI-TANK

If an ANTI-TANK weapon targets a VEHICLE they get +2 additional dice.

ARMOUR

Whenever a model with this ability rolls to Survive against a *SHOOT* attack, add 1 to the total number of successes before comparing it to the enemy attack. If the ARMOUR is the difference that saves the model then it is Rattled. ARMOUR has no effect in a *FIGHT*.

ARMOUR PIERCING

An attack with this weapon ignores any ARMOUR or HEAVY ARMOUR the target may have. Those abilities are useless against this attack.

AUTHORITY

A model with this ability may take the first Turn in a Round for their side, regardless of which side would normally start. This model must be the first to act in this first Turn. The model pays a point of Heroics before activating. Other than that, the Turn is completed as normal.

If both players have models that want to use this ability then the model belonging to the side that would normally go first in a Round gets the first Turn. Both models would still pay a point of Heroics in this situation.

BLASTER

Any model that survives being shot at by a BLASTER is marked as activated.

BRAVE

This ability does not work while the BRAVE model is Rattled.

If a square containing more than one model is the target of any attack, a BRAVE model must be targeted if possible. This applies to both *SHOOTING* and *FIGHTING*. If more than one BRAVE model is a possible target then the owner of the BRAVE models may choose which one leaps in to save the day. However, if the *SHOOTING* model cannot see any BRAVE models then it cannot target them.

Attacks that hit all models within a square at the same time (such as artillery or Heat Rays) are not affected.

BRAWLER

A model with this ability can *FIGHT* a second time for free if their first *FIGHT* in that Turn killed their target and there is a second target in the same square to attack. If the first target was saved by Heroics or anything else then it has not been killed and the ability does not trigger.

The free *FIGHT* does not count as an action for that Turn.

A BRAWLER may only get one free *FIGHT* per Turn.



COVERING FIRE

A model with this ability can choose to either *SHOOT* normally, or if it does not *MOVE* that Turn it can instead use the special *COVERING FIRE* attack. *COVERING FIRE* allows the model to choose up to 3 target squares instead of 1. Each square must contain at least one target that the model could *SHOOT* at normally. In addition, each square must be adjacent to at least one of the other squares.

COVERING FIRE does not roll dice. Instead, all the Soldier models that the *SHOOTER* can see in all three chosen squares are immediately Rattled.

DRAGON SLAYER

A model with this ability gets an extra dice when *FIGHTING* any model that is mounted on a larger base than a normal human or is so large that it is not mounted on a base at all.

ENERGY BOW

Each time a model with this ability *SHOOTs*, choose one of the following attack types:

Armour Piercing: This attack is made with the *ARMOUR PIERCING* ability.

Explosive: All models in the target square must roll to avoid the attack. Roll once for the attack, and separately for each target.

Man-stopper: If the target survives they are both Rattled and marked as activated.

EXPERIMENTS

This model has been tinkering with stuff he should have left alone. Sometimes this helps, and sometimes it doesn't. As long as a model with this ability is on the battlefield this ability is in effect. Each time the owning player plays a card, first resolve the card's effects, then roll one dice to see what happens next:

- 1: The owning player's opponent gets a free card. If this takes their hand of cards to 5 or more they must immediately discard down to the limit of 4.
- 2-5: There is a strange smell in the air, but nothing else happens.
- 6-8: The card you just played is returned

to your hand instead of being discarded. Note that if this takes you to your hand limit, you may not draw more until one is discarded.

EXPLOSIVE

When a model with this type of weapon *SHOOTs* at a square they must roll a separate attack against every model in that square, even those they cannot see. Any model that survives being shot at is Rattled.

FIXIN' STUFF

If a model with this ability reveals an Alien Secrets counter then they can choose to fix the alien artefact instead of removing the counter for VPs. This will cost a point of Heroics as normal. Discard the counter and roll a single dice to see what you can rebuild:

- 1-3: **Martian communicator.** You can hear the enemy transmissions and listen in on their secret plans. Unfortunately you cannot understand a word they're saying, so it is not much help!
- 4-6: **Disintegrator.** The model gains a 5+ *SHOOT* attack with a range of 1-4.
- 7-8: **Freeze pistol.** The model gains a 5+ *SHOOT* attack with a range of 1-3. Anyone that is not killed by this attack is marked as activated.

If a model ever ends up with more than one type of weapon, it may choose which to use when *SHOOTING*.

FLY

This means that they *MOVE* up to twice as many squares as a normal model for the type of action chosen. They may also ignore scenery when moving.

FOLLOW ME!

Complete the model's activation as normal. Then, if you want to trigger this ability, spend a point of Heroics and nominate up to 4 other unactivated Soldiers (not Heroes) on the same side as the Hero and no more than 2 squares away. One at a time, these models are now activated. Complete each model's activation before moving on to the next. As usual, all models are marked as activated once they have completed their actions.

As these additional activations are all triggered by the original model's Heroic ability, only the original Hero model counts for purposes of working out what that player can do this Turn.

FREEZE!

When a model with this type of weapon *SHOOTs* at a square they must roll a separate attack against every model in that square that they can see. Any model that survives being shot at is marked as activated.

HEAVY ARMOUR

Whenever a model with this ability rolls *Survive* against a *SHOOT* attack, add 2 to the total number of successes before comparing it to the enemy attack. If the *HEAVY ARMOUR* is the difference that saves the model then it is Rattled.

HEAVY ARMOUR has no effect in a *FIGHT*.

HIGH-TECH

The model may pick up Alien Secrets. If the scenario specifically says that the *HIGH-TECH* model's side can earn VPs for picking up Alien Secrets then they keep the counter to show this, as usual. Otherwise, put the counter in the box with all the unused counters from setup.

When a *HIGH-TECH* model dies, if their side is not able to score VP's for Alien Secrets, they drop an Alien Secrets counter. This is taken from the unused counters in the box and placed in the square they were removed from. If all the Alien Secrets counters are currently in play then this rule is ignored.

HORDE

There is no fixed limit to the number of zombie models you can have in a single square at once. The only restriction is how many models you can physically fit in a square.

A zombie in a *FIGHT* gets a +1 dice modifier for each extra zombie in the same square instead of the normal +1 dice for any number of friends.

HUGE WEAPON

A *HUGE WEAPON* gets an extra +2 dice when it attacks, on top of any other modifiers that apply

INGENIOUS

When you play a Human Ingenuity card from your hand, you may be able to keep it rather than adding it to the discard pile. After the card has been resolved, roll a single dice. On the roll of a 6+ it is returned to your hand instead of being discarded.

This ability works as long as you have at least one model with it alive on the battlefield when you play the card. Having more than one model with this ability makes no difference.

JUDGE

When a model within the Judge's LOS kills another model (in any way) or attacks the Judge themselves with a *SHOOT* attack, then the Judge may immediately attempt to *SHOOT* that model. This action is in addition to any normal action that the Judge may make and applies whether he is marked as activated or not. This is a judicial execution of a known or attempted murderer.

If the target is killed then the model is considered to have been Judged.

As usual, if the kill is ignored by spending Heroics then it is not considered a kill and this rule does not apply.

KLUTZ

A model with this ability can re-roll any dice that rolls a 1 as well as any that roll an 8. A roll of a 1 is still a fail rather than a success.

KNOW YOUR ENEMY!

When the model kills an enemy model in a *FIGHT* they may take their prize back to their labs. Remove the model with this ability from the battlefield along with the enemy model. This earns their side 1 VP. The model with this ability is not counted as killed and earns the enemy no VPs. In following Turns they may return to the battle by playing a Reinforcements Arrive card.

LAWGIVER

The model has a distinctive *LAWGIVER* pistol. The model can take shots as normal, or choose to fire one of 3 types of special ammunition. Each type has a special effect in addition to the normal damage from a shot. If you want to use this special ammunition, say which type you are firing before you take the shot.

- **AP:** this shot has the **ARMOUR PIERCING** ability.
- **Stun:** the target is marked as activated.
- **Hotshot:** the target is set on fire. Mark it as activated. At the end of each Round, roll a dice. On a 1-4 the model puts the fire out. On a 5-8 the model remains on fire. This counts as a killed result, so the model will only survive if it has a point of Heroics to save itself with. Mark it as activated again. A model can do nothing but try to put the flames out while it is on fire. If it is attacked in a Fight then it does not roll any dice, but counts as rolling 1 success. It may be Shot at as normal. A model that puts out its flames may carry on as normal afterwards.

You may use each type of special ammunition once per battle.

LEAP

The model can jump huge distances. Whenever an action would allow the model to move one or two squares, you may choose to jump the model up to 3 squares instead. The model will jump over any models or scenery that is in its way. If the model completes this jump by landing in the same square as an enemy model then it must **FIGHT** it immediately as usual.

LORD OF BATTLE

This works just like **FOLLOW ME!**, but instead of centring the effect on the Hero using it, you can choose any square on the board as the focal point rather than the Hero.

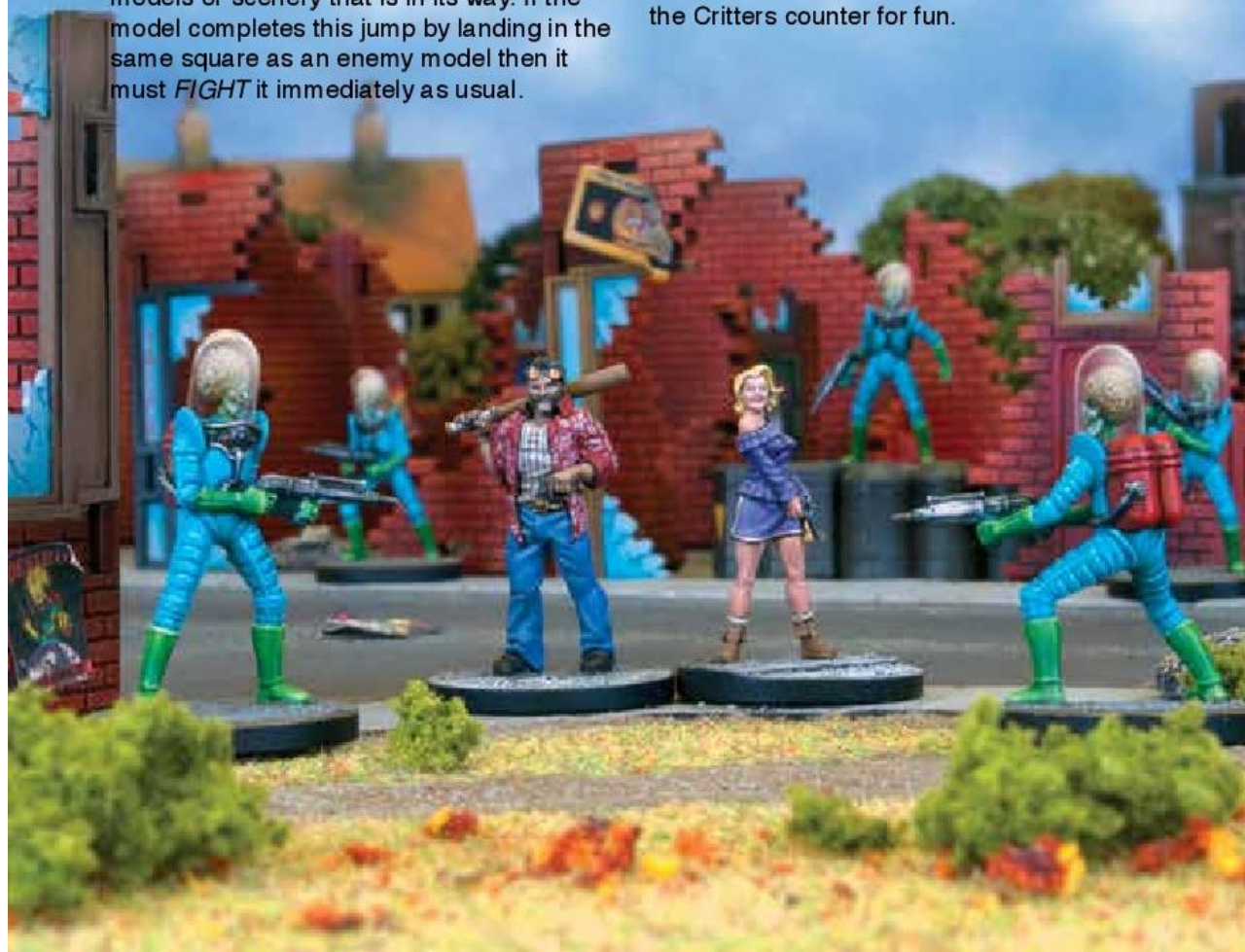
MACHINE GUN

Mounted weapon. A **MACHINE GUN** mounted on the back of a truck may be used by a passenger, not the driver. The **MACHINE GUN** uses the Shoot value of the model firing it, and gives them a range of 1-10 and **COVERING FIRE**. Range and LOS are measured from the cab of the truck.

MINI-ME

Any Soldier or Hero (not Vehicle) that is killed by this weapon is replaced with a Critters counter (in addition to scoring for the dead model, if appropriate to the scenario being played). These Critters counters act like normal and are worth 3 VPs each to the Martian player unless the scenario being played states otherwise. If the scenario doesn't use VPs, the Martian player simply collects the counters and gloats!

If you have some small, scale version of the model that was shrunk, feel free to use it as the Critters counter for fun.



MUTANT

Some rules only work on **MUTANTS**.

NATURAL LEADER

Complete the model's activation as normal. Then, if you want to trigger this ability, spend a point of Heroics and nominate one other unactivated Hero (not Soldier) on the same side as the Hero and no more than 2 squares away. This model is now activated and is marked as such once they have completed their actions.

As this additional activation is triggered by the original model's Heroic ability, only the original Hero model counts for purposes of working out what that player can do this Turn.

PEROMONE DISPENSER

A model with this ability counts as having the **FOLLOW ME!** ability, but can only use it on models with the **MUTANT** ability.

RAPID FIRE

A model with this ability cannot *AIM*.

A model with this ability makes a *SHOOT* attack as normal. If the first target is Rattled or killed then they may make an attack against a second enemy model in the same square as part of the same *SHOOT* action. Roll the dice again as if this was the first shot of the model's Turn, but don't count it as a separate action. Normal modifiers apply.

SCANNER

As long as this model is alive, the owning player may look at any face down Critter/ Alien Secret counters on the board. Replace them face down without showing your opponent once you have done this.

SCARED CIVILIAN

If a model with this rule starts a Human Turn within 2 squares of a Martian model then the Human player may choose to move it instead of one of his other models. No cards can be played on a **SCARED CIVILIAN** model.

A Scared Civilian always moves using the **Scatter (3)** rule (see page 15). If it is ever in a square with just Martian models then it has blundered into their hands and is immediately captured. If it is ever in a

square with just Human models then it has been rescued. Either way, remove the model. If it is ever in a square containing both Human and Martian models, it will continue to follow its normal rules.

Once removed, the figure counts as both an Alien Secrets and Critters counter (see page 16) for the side that claimed it

A model with this ability cannot be targeted and shot at individually, but can still be damaged by an attack that damages a whole square

SHOCK STICK

If a model is hit by this weapon in a *FIGHT* and not killed, then they are Rattled.

SMASH!

A vehicle with this ability may, as its action for the Turn, move up to two squares and may go through any intervening walls as it does so. Any wall crossed by the vehicle as it moves is removed (along with any adjacent walls, just like in the Rubble Event Card).

SMITE!

If a model with this ability uses their Fight stat rather than their Survive stat in a *FIGHT* then their opponent will be Rattled even if they win. This doesn't matter much if the opponent is killed, but can turn the tide if they aren't.

If both models in a *FIGHT* have **SMITE!** then it has no effect.

SNIPER

If the model *AIMS* when they *SHOOT*, they get +2 extra dice instead of the normal +1.

SONIC

If the target is at half the listed range or less then the **SONIC** Weapon rolls +2 extra dice to *SHOOT*.

STAR-CROSSED LOVERS

This model may never choose to *MOVE* more than 1 square away from their partner while they are alive. Models with this ability will be listed together in the rulebook.

If the partner of a model with this ability is killed then they will go crazy. For every

enemy model they kill they get a point of Heroics to spend that Turn. The limit of once per Turn on the second use of Heroics is lifted so that they can go on a killing spree.

In scenarios that allow you to choose Heroes you must either take both STAR-CROSSED LOVERS or neither of them. They will not turn up alone. Each one still counts as a separate choice.

STEALTH

At the start of the game, after all models have been set up but before the first Turn, models with this ability can sneak a bit further forwards. Make a normal *MOVE* of up to 2 squares for each model with this ability. Then start the battle as normal.

During the battle a model with this ability is so good at hiding that they cannot be the target of a *SHOOT* attack from more than 3 squares away. Card effects may attack *STEALTHY* models as normal. This rule does not apply if the attacker has a clear shot, even if Brazen is in play.

STRATEGY

As long as a model with this ability is on the battlefield, the owning player may keep a hand of 5 cards instead of the normal 4. If the model is killed then the player must immediately discard down to 4 cards.

TOO MANY LATE NIGHTS

A model with this ability may spend a point of Heroics to get a free *MOVE* of one square if it fails to kill its target with a *SHOOT* attack. This "duck back" *MOVE* must be taken immediately or not at all.

TRANSPORT (X)

This *VEHICLE* can carry up to X other models that do not have the *VEHICLE* rule.

Models get into or out of a *TRANSPORT* by moving into or out of the square it is in using the normal movement rules. This is an exception to the normal rule that a *VEHICLE* fills up a square and blocks movement.

Models that are being transported are called passengers. If a *TRANSPORT* moves then the passengers move along with it without using any actions of their own.

Passengers may not be targeted by enemy

shooting (it's too difficult in the middle of a battlefield to get a clean shot off between vehicle panels/through windows etc) but they may still be affected by random or area effects which affect the vehicle they are in.

A *VEHICLE* with the *TRANSPORT* ability may choose to start a battle with other models as passengers.

If a *TRANSPORT* is destroyed then each passenger suffers a 3 dice 4+ *SHOOT* attack. Surviving passengers are placed on foot in the same square.

UNCARING

Models with this ability never get Rattled, and if they are trampled by stampeding cattle they are killed.

UNDERCOVER

Until this model makes a *SHOOT* or *FIGHT* action they cannot be attacked. This also means that they do not count as an enemy model when you are in the same square so you do not have to stop and *FIGHT* them.

Card effects may attack this model as normal.

Once the disguised model has attacked someone their true allegiance is revealed and they are treated as a normal enemy model for the rest of the battle.

VEHICLE

VEHICLES cannot be Rattled.

A VEHICLE counts as 6 models for purposes of filling up a square. A model may only move into the same square as a VEHICLE in order to become a passenger on a TRANSPORT.

VEHICLES have the normal choice of actions, but move up to twice as many squares as smaller models for the appropriate action. Trucks cannot move over any walls or debris. Saucers and robots ignore scenery by flying or striding over it.

VEHICLES cannot pick up Critters or Alien Secrets. They may also not be boarded by enemy models.

VEHICLES IN FIGHTS

VEHICLES are so large that you cannot get into the same square to *FIGHT* one. Instead, you can *FIGHT* a VEHICLE from any adjacent square. By the same rule, a VEHICLE can *FIGHT* other models in adjacent squares (if they are able).

VEHICLES and models can move away from each other much more easily than two models on foot. This means that neither will be forced to *FIGHT* if they start their Turn adjacent to the other. A model in such a position could *SHOOT* at range 1, *MOVE* away, *FIGHT* or choose any other action normally available to them.

Apart from this the Turn is worked out as normal.

VEHICLE DAMAGE

Vehicles are big things. To reflect their resilience they have a number of Heroics. These can be used as normal, including to avoid damage or to make extra moves, etc. If a Hero is driving/piloting a VEHICLE then you may use the heroics from either model.

When a VEHICLE is destroyed the wreck becomes a piece of scenery and no longer counts as filling up the square.

VEHICLES FIRING TWO WEAPONS

If a vehicle is equipped with more than one ranged weapon, the vehicle has the same choice of actions as other models (see page 7) with the following addition:

- ☛ The vehicle may *SHOOT* two weapons (which can be at different targets) so long as it does not *MOVE* during the action.

In any other circumstance only one weapon may be fired. If a vehicle stays still to fire two weapons, resolve the first weapon's fire before resolving the second. You do not have to declare where the second weapon is firing until after the first is resolved. Playing a card (e.g. +1 dice to *SHOOT*) on a vehicle *SHOOTING* two weapons will only affect one of the weapons. Declare which before you roll any dice.



FLYING SAUCERS

The energy wave downdraft from a flying saucer's engine coils makes standing under one dangerous and unpleasant. This means that they count as occupying a square just like every other **VEHICLE**. From the Martians' point of view, they would not wish to expose the underside of a saucer to close assault from directly beneath, nor inconvenience their own troops with the discomfort of their downdraft, and so they will actively avoid stopping over a square occupied by other models. However, note that a saucer may still *MOVE* through a square occupied by other models, as it simply flies over them, leaving them with a brief, unpleasant chill!

When you are working out if you can see a saucer, remember that you must be able to see the entire base of the model as well to get a clear shot. This simulates the great manoeuvrability of these Martian craft which suffer more than anyone else from being frozen in time as a plastic miniature.

If you want to **FIGHT** a saucer then you must be adjacent to it, just like any other **VEHICLE**.



If a Truck *MOVES* in reverse, then it is a bit slower. It does not double the number of squares it can *MOVE*. When *MOVING* in reverse, move the flatbed into a new square from the options available and follow it with the cab. See the diagram below.



TRUCKS

Pickup trucks are pretty big things on a battlefield this confined. This means that they occupy two squares instead of just one. These squares cannot be diagonal. The front square of a Truck is called the cab, the rear is called the flatbed.



Trucks can *MOVE* forwards or in reverse. When a Truck *MOVES* forwards, move the cab into a new square, choosing one of the ones shown in the diagram below. Position the Truck model so that the flatbed covers the square the cab has just moved out of.

When Transporting models in a truck, only the rear, flatbed square counts as the **TRANSPORT**. You cannot *MOVE* onto the square containing the Truck's cab.

TANKS

A Tank is the same size (takes up 2 squares) and moves exactly like a Truck but has a Front and Rear instead of a Cab and Flatbed. Walls block a Tank's movement unless it uses its Smash ability.

Tanks come with 2 turret mounted weapons:

- **Machine Gun**
Covering Fire. Range 1-10,
- **Main Gun**
AP: Anti-Tank, Armour Piercing, Range 2-20
HE: Explosive, Range 2-12

A Tank may fire two weapons in the same Turn (see page 24). When the Tank fires its Main Gun, declare whether it will fire an Armour Piercing shot (AP) or a High Explosive shot (HE) before you roll any dice.

WEAPONS TEAM

A **WEAPONS TEAM** is made up of one or more figures mounted on a single base together with a heavy weapon. They count as a single model for all game rules. You may check LOS from any of the figures on the base. In addition, they get +1 dice for any *SHOOT* attack.

YOU'RE MINE

The model is equipped with a large containment tank that it can use to capture specimens for experiments after the battle. These unfortunates can also be sucked into the tank from a distance.

At the end of each Round, a model with this ability may roll a single dice (separately) for each Critters counter in an adjacent square. On the roll of a 4+, the model captures that Critters counter. Unrevealed counters cannot be collected in this way.



SPECIAL DELIVERY

Private Jones ducked backwards on an instinct he'd never have been able to explain, the Martian disintegrator shot coming close enough to tickle his nose with the scent of ozone as it flew past. It impacted on the wall next to him, throwing out a puff of red brick dust which misted across his face. Jones reacted automatically, his gun up and firing before he'd had time to blink. The first shot crazed the glass helmet of the Martian, knocking it off balance and sending its own follow-up shot wide. The second and third shots shattered the helmet and the disgusting, skull-like grimace underneath, painting the floor with foul alien blood as the creature dropped back without a sound. Jones had no idea how many he had killed in the last hour, but he suspected it was a lot, yet still they seemed without end. A living tide of bug-eyed, bandy-legged vermin, sweeping forwards implacably, intent on the destruction of everything before them.

The sky lit up with the flash of alien weapons as dusk began to settle in. Weird and lurid colours which could only be Martian weapons discharging threw the landscape into sharp relief as they flared and died. Jones clutched his rifle and ran forwards, bent low. He just had to get the message he'd been given to the colonel, and then he could grab a rest at the command station, maybe even score a cup of coffee. The comms had been playing up since they'd arrived – the same effect that had grounded their aircraft and all but crippled their machines. They'd had the warning from Greenville of course, messages reaching them by runner that the Martians had equipment that seemed to confound all electronics. It had seemed bizarre at the time to hear reports of the army fighting from the backs of old pickup trucks, yet now it seemed almost normal, after just a few hours.

He set off again, zig-zagging between buildings, wrecked cars and makeshift barricades. Even here on the outskirts of the city, the fighting had already been intense, and he wondered how much longer they would hold. The earth shuddered underneath him as one – no two – of the huge bipedal walkers the aliens were using

came crashing along towards the main front and he stopped and ducked behind a wrecked vehicle to watch.

He saw a truck dash forwards, the soldier on the flatbed firing wildly up at the machines as the vehicle bucked and bounced underneath him. Jones sighted along his rifle, hunting around until he found what he was looking for; a fire team, hidden in the lee of a ruined wall. Two of them had the long shining tubes of bazookas over their shoulders, aimed at the giants. The truck was the distraction. The machines fired at the truck, chasing it down with raking fire. There was a flash and puff of smoke from the ruin, followed a few seconds later by the faint whoosh of the weapons' discharge. The missiles streaked upwards. One smashed into the cockpit of a machine, blowing out the giant glass dome in a spectacular crash. The machine lurched like a drunk, the pilot a shred of meat and bone dashed about the cockpit before it toppled over like a felled tree.

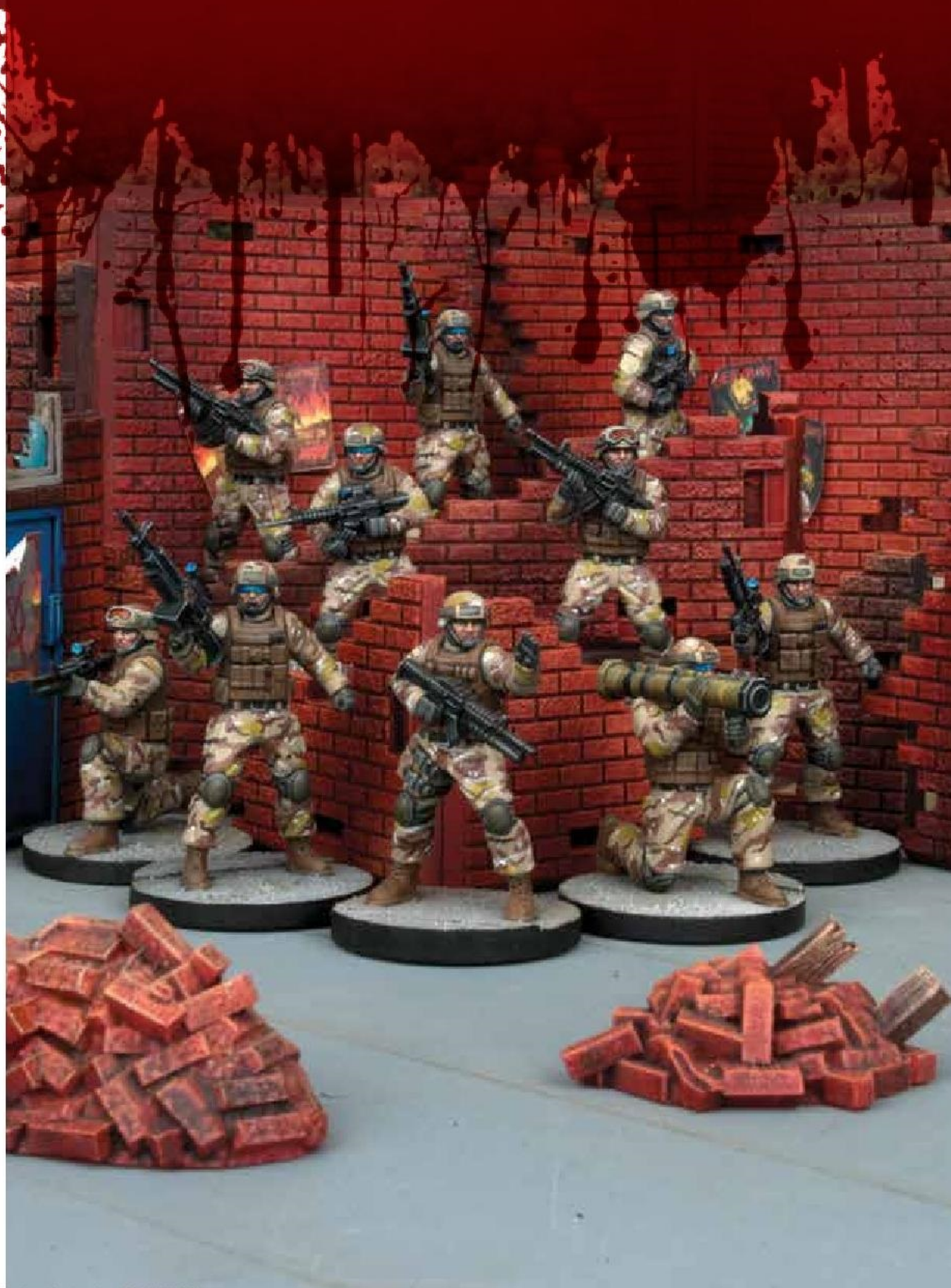
The second missile struck the shoulder of the other machine with a dull clang, the explosion merely denting the metalwork and rocking the machine back on its heels. It righted itself with unseemly quickness, and then bent low towards the place where the soldiers cowered. It reached out with a giant claw and pulled the ruin down on top of them. The truck came about, roaring towards it, the machine gun firing, like a terrier avenging its fallen master. The machine kicked out with an almost lazy gesture, the foot connecting with enough force to flip the truck into a ditch, where it exploded a few moments later. The giant machine turned and stalked away, headed towards the human lines.

Overhead, saucers buzzed backwards and forwards. Giant insectile monsters scuttled along, and everywhere was the buzz, fizz and pop of the alien weapons. It seemed as if the weird cacophony would never end.

Jones clutched the dispatch bag tightly to his chest, steeled himself, and jumped up to run forwards again. He had to get this message to the colonel and fast, while there was still even the fragile hope of victory...

SECTION 2

EPIC BATTLES



WHAT IS EPIC?

To distinguish them from the Scenario games, we call these dynamic, potentially large games of Mars Attacks, Epic Battles. To play an Epic Battle, both sides will agree what size of game to play and will then pick the forces that they wish to use. While there are still some rules for helping construct a force to play with, an Epic Battle differs greatly from a Scenario in the amount of freedom each player has with the models they can choose. We call the models that a player has selected for such a game their Invasion Force or just force for short.

Players have full access to all the models available in the Mars Attacks range meaning you can create an Invasion Force in the way that you want. If you like lots of feet on the ground, you might decide to have a force containing lots of soldiers. If you like big stompy robots (and who doesn't?) you will probably try and squeeze as many in as you can!

So if both players have so much choice in what they can take, how can we make sure the game remains fair and balanced? The answer is to have a system where players have to "buy" their models, with each model having a value relative to its power and effectiveness.

If you have played similar types of war-games you have probably used this concept before (or something similar) when choosing a team, army or warband. If you are new to this type of game and way of playing, don't worry! It's easy to understand and you'll be happily building your force in no time.

POINTS VALUES

Each model in the game is assigned a Points Value. The Points Value of a model will be higher or lower depending on the abilities and game values of the model in question. A basic Trooper will have a lower Points Value than his (or her) Unit Commander. A Hero with good stats, a range of cunning abilities and with a few points of Heroics will typically be more expensive than a Unit Commander.

Depending on the size of the game you wish to play, each player will have a certain number of Points they can "spend" on buying models to add to their force.



By assigning a value like this to all the models and giving both players the same number of Points to spend on their force, the game becomes as balanced as possible, while giving the players the freedom to pick the models they would like to use.

BUILDING AN INVASION FORCE

Having decided to play an Epic Battle, the first thing you and your opponent need to agree on is the size of game you wish to play, which will affect how many points you wish to spend. For example, you might decide to play a larger game where you both choose a force up to 400 points, or, you might want to play a smaller game where you both choose a force up to 150 points. As noted previously, to ensure that Epic Battles remain balanced, both players have the same number of points to spend.

Once you have agreed the points limit for the game, you then use those points to buy models to make up your Invasion Force. Your Invasion Force is simply the list of all the soldiers, heroes and other models you have bought with the points you have to spend.

All the models in the game have a Points Value, and this is what it costs you to buy that model for your force from the force lists presented in this book. You do not have to spend all your points but you cannot spend more points than the limit you agreed to and you should try to spend as many as possible. For example, if you have 150 points to spend, building a force by spending 149 is acceptable but spending 151 is not.

Additionally, there are certain restrictions you have to abide by when constructing your force, in order to keep things reasonable – you cannot just take Saucers, Robots or US Sergeants! The restrictions are limited though and easy to follow.

MODEL CLASSES

Each of the models in the game has been assigned a Class. The Class simply defines the type of model for the purposes of force selection. It has no other effect on the model's game values or abilities. Each model will have one of the following Classes:

CORE

These models represent the "rank and file", the most common type of soldier or trooper available to your force. For the Humans, this is typically the humble US Trooper and for the Martians, the ubiquitous Grunts. Such models typically form the bulk of your force. Specialist soldiers like Martian Marines or Tiger Corps Bounty Hunters are also considered to be Core models.

SUPPORT

Support models represent larger, more powerful units that can be used in a variety of combat roles: holding objectives, providing covering or harassing fire, blocking enemy movement, troop transportation or simply mass firepower. Robots, Saucers and Trucks are all examples of such models.

CHARACTERS

Characters are typically Heroes and so will be well known to you - you will have used lots of them in your games so far. Characters can be the common man (or woman) fighting for survival or mighty military commanders spearheading an assault. Don Manning and General Tor are examples.



CHOOSING A FORCE

The following pages list the models and any options available to them for both the Human and Martian players. The Human player will choose models using the Human Force List pages while the Martian player will choose models from the Martian Force List pages. However, both players will choose models and spend their points using the following rules:

- You may buy any number of Core models.
- For every full 5 Core models you buy, you may buy up to 1 Character Model and up to 1 Support model. For example, if you have purchased 11 Core models, you could buy up to 2 Support models and 2 Character models.


So as you can see, each player's force will be based around their Core models with fewer of the less common models rounding out the force. For some units you need to buy a certain number of basic models before you may add models with fancy weapons or unit leaders. This is explained in the Force Lists later.

PROFILES

Each model on the following pages is presented with an extended row of game values. In addition to the normal values (Shoot, Fight etc.), the model's Points Value has also been included. Each page heading will list the model's Class. These two new values are used for building a force as described above. An example is given here for a US Trooper with Carbine, a Core model.

 <p>CORE US TROOPER WITH CARBINE</p>	SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
	5+	4+	6+	1-6	-	3
	ABILITIES: BRAVE					

THERE CAN ONLY BE ONE

Models with a  against their name in the following lists are considered to be unique models. You cannot include a unique model more than once in your force. Our heroes have not been cloned...yet!

EXTRA CARDS AND ACTIVATIONS

Bigger games don't just mean more models on the board. Players may be entitled to a larger hand of cards or the possibility of activating more models per turn. These changes are described later on page XX.

HUMAN FORCES

With the weird effects of the Martian technology rendering most of their usual weapons useless, the US Army found itself very much put back to basics, relying on foot soldiers and trucks with the occasional old tank to fight a war against ironically the most advanced foe they had ever faced. They were fortunate to have two advantages which the Martians had not counted on.

The first of these advantages was the assistance of the Novas Vira – an intergalactic resistance force dedicated specifically to fighting the Martian menace. A force of these noble defenders had been established on Earth many years previously in preparation for just such an invasion, and their presence was a huge spanner in the works of the perfectly oiled invasion machine.

The second, even less expected advantage was the presence of human heroes with unique talents. A man who could hotwire Martian tech, giving the humans access to weapons and vehicles with which to

match the invaders head on; warriors from history who had been inadvertently awoken and released; even unexpectedly good soldiers from the simple men and women of humanity itself.

Mars was a culture which was used to dominating every planet it turned its rapacious gaze upon. When they invaded Earth, they got more than they had ever bargained for. Greenville proved a challenge. The Earth itself would prove to be much, MUCH worse.

Swarms of US Army regulars therefore find themselves fighting alongside medieval knights, petty thieves and high school graduates, whilst rogue mechanics whizz overhead in stolen spacecraft and an old circus man whoops along on his giant pet flea, wreaking havoc.

The forces of man may not be pretty – they may not even be coherent, but the Martians will quickly learn to first respect, and then fear them!





HUMAN CORE



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	4+	6+	1-6	-	3

CORE
US TROOPER
WITH CARBINE

ABILITIES:
BRAVE

The foot soldiers of humanity. The US Army never prepared them for anything like this, but they'll keep fighting anyway because that's what they do! Semper Paratus!



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	5+	6+	1-12	-	7

CORE
US TROOPER
WITH LMG

ABILITIES:
BRAVE, COVERING FIRE



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	6+	3-20	-	13

CORE
US TROOPER
WITH MISSILE
LAUNCHER

ABILITIES:
ANTI-TANK, ARMOUR PIERCING, BRAVE.

SUPPORTING FIRE

You may buy half as many LMG and Missile Launcher Troopers as you have Carbine Troopers and no more (rounding down). So if you wanted to buy one of each weapon type, you would also have to buy at least 4 Carbine Troopers.

Heavy Machine Guns and Missile Launchers complement the carbines of their comrades, ensuring that squads of US Troopers have the firepower to deal with any situation



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-6	2	19

CORE
US SERGEANT

ABILITIES:
BRAVE, FOLLOW ME!

Inspirational leaders of men – it takes a special blend of qualities to command a squad of US Infantry. Sergeants are as lost as their men in the face of this new menace, but they damned well won't show it!



CORE

NOVAS VIRA MILITIA

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
6+	5+	6+	1-6	-	2
ABILITIES: INGENIOUS					

Recruited in secret across the globe and training for years to be ready for alien invasion, these soldiers have already proven their worth in the fight.



CORE

NOVAS VIRA SONIC DISRUPTOR

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	5+	1-6	-	16
ABILITIES: ANTI-TANK, SONIC, WEAPONS TEAM					



CORE

NOVAS VIRA HEAVY WEAPONS TEAM

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	6+	4+	1-8	-	15
ABILITIES: BLASTER, RAPID FIRE, WEAPONS TEAM					

SPECIAL WEAPONS

You may buy half as many Sonic Disruptors and Heavy Weapon Teams as you have Novas Vira Militia and no more (rounding down). So if you wanted to buy one of each weapon team, you would also have to buy at least 4 Novas Vira Militia.

The Novas Vira bring with them their own special brand of support weaponry with tech far in advance of the US Army, keeping the Martian Saucer pilots on their toes!



CORE

TIGER CORPS ALIEN BOUNTY HUNTER

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-6	-	9
ABILITIES: ARMOUR					

The Tiger Corps are an elite band of mercenaries who have fought alongside the Novas Vira for many years. Every Novas Vira recruit dreams of one day ascending to their legendary ranks, though few will.



HUMAN SUPPORT



SUPPORT
**MILITARY
TRUCK**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	-	4+	-	1	20
ABILITIES: ARMOUR, MACHINE GUN, TRANSPORT (5), VEHICLE					

With the invaders knocking out most electronics, the army went back to basics. These flatbed trucks, fitted with armour plates and mounted machine guns, formed the majority of their armoured support in the days following the Martian landings in Greenville.



SUPPORT
**CIVILIAN
TRUCK**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	-	5+	-	1	15
ABILITIES: VEHICLE, TRANSPORT (5), ARMOUR					

The civilian resistance in Greenville used these durable pickup trucks to get themselves around the ruins of town as quickly as possible.



SUPPORT
TANK

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	-	4+	VARIES	3	55
ABILITIES: VEHICLE, HEAVY ARMOUR, SMASH					

The US Army found that although all of their modern vehicles and weapons were confounded by the Martians tech, some of their older tanks were unaffected. These vehicles are practically museum pieces, but a big gun is still a big gun...



HUMAN CHARACTERS

CHARACTER DEKE† 	SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
	3+	4+	3+	1-6	3	29
	ABILITIES: -					

A survivalist who knew full well what was coming – shame nobody listened to him until it was too late! Now he's taking the fight to the Martians!

<div></div>		SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
CHARACTERS		5+	3+	4+	1-3	3	40
BUDDY†		4+	6+	5+	1-3	3	
BRANDI†		ABILITIES: BUDDY: SMITE!, STAR-CROSSED LOVERS♥ BRANDI: STAR-CROSSED LOVERS♥					

INSEPERABLE COMBO

Note that Buddy and Brandi are always purchased together and count as a single Character model for the purposes of force construction.

A pair of armed robbers who were only in town for a bank job, these partners in more than crime find themselves caught up in a war they never bargained for!

CHARACTER EVA† 	SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
	3+	4+	5+	1-3	4	25
	ABILITIES: AUTHORITY♥					

A street cop with a tough demeanour but a kind heart. Eva has been looking out for a young tearaway she was in the middle of booking for graffiti when the invaders arrived.



CHARACTER
ASHLEY†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	5+	1-4	4	23

ABILITIES:
NATURAL LEADER†, RAPID FIRE

Her graduation got broken up by the Martian invasion, and she's not going to stop until every last one of them has been made to pay!



CHARACTER
TROY†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	5+	1-6	3	16

ABILITIES:
TOO MANY LATE NIGHTS†

Troy has been in all kinds of trouble for as long as he can remember, but he never thought he'd be fighting off an alien invasion with a crossbow. That's weird enough that he's even forgotten that he's teamed up with a cop to do it!



CHARACTER
EDWYN†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	3+	4+	-	5	32

ABILITIES:
ARMOUR, BRAVE, DRAGON SLAYER, SMITE!

A medieval knight captured from his own time by the Martians, Edwyn isn't phased by waking up in a different time and place. He has a sword, his armour and monsters aplenty to fight. What could be better?



CHARACTER
PHIL†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	5+	1-4	4	19

ABILITIES:
KLUTZ

The butt of every joke since he was small, Phil is finding that all those hours spent playing shooter video games in his room are paying off for real now that he has a Martian ray gun and a whole load of targets!



CHARACTER
JOE†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	3+	5+	-	4	20

ABILITIES:
FIXIN' STUFF*



CHARACTER
JOE† IN CAPTURED SAUCER (HEAT RAY)

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	-	4+	1-8	2	34

ABILITIES:
ANTI-TANK, ARMOUR PIERCING, HEAVY ARMOUR, VEHICLE



CHARACTER
JOE† IN CAPTURED SAUCER (FREEZE RAY)

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	-	4+	1-6	2	31

ABILITIES:
FREEZE, HEAVY ARMOUR, VEHICLE



CHARACTER
JOE† IN CAPTURED ROBOT

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	5+	4+	VARIES*	4	55

ABILITIES:
HEAVY ARMOUR, VEHICLE

*If you take Joe in a captured Robot you must equip it with two weapons exactly as described on page 53 with the exception of the Shrink Ray... even Joe hasn't worked out how that fiendish contraption works just yet...

A mechanic with an uncanny natural gift for any machinery, Joe has proved valuable in the fight against the Martians, able to work out their communications, weapons and even vehicles.

JOE NOTE

You can only buy Joe once, whether or not you decide to buy him with a Saucer or Robot option!



CHARACTER
DON MANNING†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	6+	5+	1-3	4	23

ABILITIES:
FLY, INGENIOUS

Entrepreneur extraordinaire Don is a long-standing member of a group supporting Novas Vira. His prototype jetpack is proving very useful in helping him stay one step ahead of the Martians.



CHARACTER
ESTEBAN RAMIREZ†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
3+	4+	5+	1-4	2	18

ABILITIES:
COVERING FIRE

A soldier with a shady past which he left behind to be the best he could be. Esteban finds himself alone after his base was vaporised while he was away. Now he's a one man army, taking his vengeance on the invaders with one of their own blasters.



CHARACTER
AGENT JACK FALCO†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
2+	4+	4+	1-6	3	39

ABILITIES:
ENERBY BOW

Agent Falco is the long-suffering partner of Agent Natalya. As methodical and rigorous as Natalya is reckless and impulsive, he has backed her up through countless missions, and wouldn't have it any other way.



CHARACTER
AGENT NATALYA EL†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
3+	5+	5+	1-4	4	28

ABILITIES:
BLASTER, RAPID FIRE

A loner with a hair trigger temper and a lethal skill set to back it up. Natalya is one of the top agents in Novas Vira. Her superiors overlook her flagrant and repeated breaches of protocol because of her effectiveness in the field.

NOVAS VIRA AGENT COMBO

If you have purchased 5 or more Core Novas Vira models for your force, you may buy both Agent Natalya and Agent Jack Falco together, counting as a single Character model for the purposes of force construction, for 65 points.



CHARACTER

GENERAL JARET†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-6	4	33

ABILITIES:
ARMOUR, LORD OF BATTLE^v

Commander of the Tiger Corps and one of the most legendary mercenaries in the galaxy. Jaret is an embittered and long-time enemy of the Martians.



CHARACTER

SHADOW†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
3+	5+	5+	1-6	3	23

ABILITIES:
ARMOUR, BRAVE

Jaret's mysterious second in command is well named – he is rarely seen away from his commander's side. A formidable warrior, Shadow is well respected by everyone who knows him.



CHARACTER

DREX†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-6	1	13

ABILITIES:
ARMOUR

One of the more youthful members of the Tiger Corps, Drex is an expert pilot and mechanic, though also an excellent fighter.



CHARACTER

ZEKE†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
6+	6+	5+	1-3	1	4

ABILITIES:

Baby of the group Zeke is seen as more mascot than soldier by the members of the Tiger Corps, but she refuses to leave. She isn't the most skilled warrior, but she is certainly fierce for her size!



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-6	1	13

CHARACTER
BARNABUS†

ABILITIES:
ARMOUR

Barnabus hates the Martians with a passion, and it is this, combined with his exceptional skills as a warrior and communications expert that keep him around in spite of his frequent and loud criticisms of command decisions.



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	3+	4+	1-8	4	39

CHARACTER
CORUS†

ABILITIES:
ARMOUR, ARMOUR PIERCING, NATURAL LEADER♥

A hulking alien warrior with a bad attitude to match. Corus is the oldest member of the Tiger Corps, having fought alongside Jaret for many years. The two don't get along, though nobody really knows why...

These heroes can be bought individually as normal or as part of the special combo below.

TIGER CORPS COMBO

So long as you buy at least one Tiger Corps Alien Bounty Hunter for your force, you may buy the set of General Jaret, Shadow, Drex, Zeke, Barnabus and Corus for 110 points. Additionally, this will count as only 2 Characters for the purposes of force construction. Bargain!



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	3+	4+	1-3	3	27

CHARACTER
BLAINE†

ABILITIES:
ARMOUR, BRAWLER

An inter-dimensional mercenary with no known affiliation or associates. Blaine seems known to the Martians, and has thrown in his lot with the humans to fight against them, though none can say why for sure.



CHARACTER
**SIDNEY ROSE
ON HENRY THE
GIANT FLEA†**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	3+	5+	-	2	30
ABILITIES: ARMOUR, LEAP, HUGE WEAPON					

Sidney is an old showman, and Henry has always been his best flea. Now Henry is the size of a tank, and Sidney has one last show left in him as the Martians try and destroy his home.



CHARACTER
**BUCK
SPENCER†**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	3+	1-4	4	38
ABILITIES: FOLLOW ME!.., INGENIOUS, NATURAL LEADER†					

A genuine all-American hero, Buck can now add 'Defender of Humanity' to his list of accolades, which already included Veteran, Astronaut and Senator. He shows no signs of stopping!



CHARACTER
XIUHCOATL†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	5+	5+	1-3	3	17
ABILITIES: BRAVE, BLASTER					

An Aztec warrior accidentally woken from Martian stasis storage, Xiuhcoatl wasted little time in stealing a weapon from his former captors and joining the fight against them.

The adventures of Buck Spencer, Xiocoatl, Sidney Rose & Henry and General Zar can be found in the **Mars Attacks: Attack from Space** graphic novel by John Layman and John McCrear, available from IDW Publishing or digital download at www.comixology.com!



CHARACTER
CRAIG†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	6+	6+	1-5	4	15

ABILITIES:
-

A farmboy-turned zookeeper who only ever wanted a simple life. Craig found the will to fight when the Martians threatened the animals in his care.



CHARACTER
TUNGA†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	2+	4+	-	3	21

ABILITIES:
BRAVE, SMITE!

Tunga is especially fond of Craig, and when all the other animals fled the zoo, she remained to defend her human friend. Now she is running around proving that it's not just the men and women of earth that are willing to fight the invaders!



EXAMPLE HUMAN INVASION FORCE 1

My Martian opponent and I have decided to play a game using forces of 150 points each.

I decide to start with the models I have from the original Mars Attacks game. This gives me 10 Human soldiers. Having 6 US Troopers with Carbines allows me to add up to 3 Troopers with either LMGs or Missile Launchers. I have 2 LMGs and 1 Missile Launcher. I now have 9 US Troopers and now add a US Sergeant. At this point I have 10 Core models and it has cost me:

- 6 US Troopers with Carbines. 6×3 points = 18 points
- 2 US Troopers with LMGs. 2×7 = 14 points
- 1 US Trooper with Missile Launcher. 13 points
- 1 US Sergeant. 19 points.

For a total of 64 points. Between myself and my opponent we have two copies of the game so I can add the same again for a total of 128 points.

At this point I have 22 points left of the 150 I have available to spend. I have taken 20 Core models and so can take up to 4 Support models and/or 4 Character models.

I consider taking a Truck for some mobility in the game and I go for the Military one at 20 points.

My force is now complete and totals 148 points.

Note – If I had a Novas Vira Militia model I could buy one of those but I don't own any so the remaining two points are "wasted" as I cannot go over my points limit and there isn't anything else available to me for just two points.



EXAMPLE HUMAN INVASION FORCE 2

My Martian opponent and I have decided to play a game using forces of 400 points each.

I decide to start with the models I have from the original Mars Attacks game. This gives me 10 Human soldiers. Having 6 US Troopers with Carbines allows me to add up to 3 Troopers with either LMGs or Missile Launchers. I have 2 LMGs and 1 Missile Launcher. I now have 9 US Troopers and now add a US Sergeant. At this point I have 10 Core models and it has cost me:

- 6 US Troopers with Carbines. $6 \times 3 \text{ points} = 18 \text{ points}$
- 2 US Troopers with LMGs. $2 \times 7 = 14 \text{ points}$
- 1 US Trooper with Missile Launcher. 13 points
- 1 US Sergeant. 19 points.

For a total of 64 points. Between myself and my opponent we have two copies of the game so I can add the same again for a total of 128 points.

I have also purchased additional US Troopers and so add the same again but this time take 3 Missile Launchers and no LMGs for 76 points. My running total is 200 points.

I recently purchased a set of Tiger Corps models and now they are painted, looking good and ready to be used! First, I buy 4 Tiger Corps Alien Bounty Hunters for 36 points. I round out the Tiger Corps by going for the Combo Option, adding the set of heroes for 110 points.

I decide to use a couple of the 6 Support models I am allowed and buy myself 2 Civilian Trucks for 30 points.

I have spent 380 points and so have 20 left to spend.

I decide on another hero and having used only 2 Character options (from the Tiger Corp Combo) I have 4 left. Excellent. I go for Joe (20 points) in the hope he'll fix me up some Martian tech! With my last 2 points I add a Novas Vira Militia model.

My force is now complete and totals 400 points.



MARTIAN FORCES

When the Martians first touched down in Greenville, they deployed their usual grunts and a few flying saucers and awaited their inevitable victory. Several humiliations later, General Tor started to deploy the big guns – Martian Marines, Stealth Soldiers, spies and even giant robots all joined the fray as the ante was upped.

Victories came, but not enough and not quickly. Tor was being humiliated by his new enemies, and with each setback he became angrier and more ruthless. By the time he had destroyed the Novas Vira base in Greenville, he'd lost more than half his initial forces. Usual protocol would have been to hand command of the invasion over to the Science Division, but Tor's reputation carried enough weight that he avoided this particular humiliation – barely. Instead, his greatest nemesis, the renowned and insane Chief Surgeon Gorl was deployed to 'encourage' Tor in his efforts. Gorl brought with him a certain weight, and the Science Division contingent of the Earth Invasion kicked up a gear, producing giant monsters based on the native fauna, and new and exotic weapons for the invasion effort. Even the legendary spy Beloss Bel was deployed, much against the better judgement of Tor himself.

Now as the war continues, both sides of the Martian Military work together to try and salvage what has been one of the direst invasions in recent memory. Legions of grunts and commandos from both divisions march together, backed up by saucers and robots and preceded by swarms of giant insectoid beasts as they look to sweep away all before them.

This war must be won swiftly, and without further steep costs. Tor cannot afford anything less than total victory...

MARTIAN INFANTRY

The Martian military effort is divided into two main groups – the Imperial Army and the Science Division. The Army has a long and glorious history which stretches back to the earliest days of the Martian Empire itself, and the leaders of Martian society traditionally ascend from this organisation. The Science Division is, relatively, much younger, though no less important.

From humble beginnings as an organisation designed to embody the ideals of advancement through scientific endeavour, the Science Division has grown in size and influence to rival the Army itself. It maintains its own body of troops, as well as specialists in many areas, and is responsible for the design and development of the most powerful and exotic weapons of the Empire, as well as some of its most terrifying experiments.

Generally, it is the Army that will lead an invasion, but should progress falter, the Science Division may be asked to take operational command. On earth, both divisions are constantly vying for supremacy as the invasion continues.



**PLANETARY
FORCES
INFANTRY**



**SCIENCE
DIVISION
INFANTRY**





MARTIAN CORE

CORE
**MARTIAN
GRUNT WITH
DISINTEGRATION
RIFLE**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	5+	6+	1-4	-	5
ABILITIES: ARMOUR					

The rank and file of the Martian Army – grunts are numerous, well trained and fanatical.

CORE
**MARTIAN
GRUNT WITH
FREEZE RAY**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	6+	6+	1-6	-	11
ABILITIES: ARMOUR, FREEZE!					

SPECIAL WEAPONS

You may buy half as many of these models as you have Grunts with Disintegration Rifles and no more (rounding down). So if you wanted to buy 3 Martian Grunts with Freeze Rays, you would also have to buy at least 6 Grunts with Disintegration Rifles.

Even the Grunts need some heavy backup sometimes. Freeze Rays are incredibly effective, literally stopping an enemy in their tracks!

CORE
**MARTIAN
GRUNT UNIT
COMMANDER**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-4	2	21
ABILITIES: ARMOUR, FOLLOW ME!					

Only the best and most disciplined warriors will be awarded unit command in the Martian Army. Leading from the front, unit commanders are fierce fighters.

CORE

**SCIENCE
DIVISION
TROOPER**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	5+	6+	1-5	-	6
ABILITIES: ARMOUR, HIGH-TECH					

Comparable to their Army brethren, Science Division troopers are scientists first and warriors second. That they are still more than capable as the latter speaks to just how dedicated they are.

CORE

**SCIENCE
DIVISION
TROOPER
WITH HEAVY
BLASTER**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
3+	6+	6+	1-8	-	13
ABILITIES: ARMOUR, BLASTER, HIGH-TECH, RAPID FIRE					

SPECIAL WEAPONS

You may buy half as many of these models as you have normal Science Division Troopers and no more (rounding down). So if you wanted to buy 3 Science Division Troopers with Heavy Blasters, you would have to also buy at least 6 Science Division Troopers.

Heavy Blasters are a simple but effective tool for suppressing the enemy while the Science Division troopers gather up items of interest from the battlefield.

CORE

**SCIENCE
DIVISION
ENGINEER**



SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	6+	6+	1-3	1	14
ABILITIES: ARMOUR, EXPERIMENTS, HIGH- TECH SCANNER					

SPECIALISTS

You may buy half as many of these models as you have normal Science Division Troopers and no more (rounding down). So if you wanted to buy 3 Science Division Engineers, you would have to also buy at least 6 Science Division Troopers

Specialised scientists even within the Science Division itself, engineers are born tinkerers, never resting in their quest for perfection, though not always with positive results.



CORE
**SCIENCE
DIVISION UNIT
COMMANDER**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	3+	5+	1-3	1	14

ABILITIES:
ARMOUR, HIGH-TECH, SHOCK
STICK

Science Division Unit Commanders are recruited from the more warlike amongst their kind. Though still scientists first and foremost, they are vicious close combat fighters and capable tacticians.



CORE
MARINE

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	5+	1-5	-	8

ABILITIES:
ARMOUR

Usually operating in small packs ahead of the main invasion force, on Earth the Martian Marines have found themselves joining the main effort as the invasion effort stalls.



CORE
**MARINE
WITH ROCKET
LAUNCHER**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	5+	5+	1-14	-	18

ABILITIES:
ANTI-TANK, ARMOUR, ARMOUR
PIERCING

HEAVY FIREPOWER

You may buy half as many of these models as you have normal Martian Marines and no more (rounding down). So if you wanted to buy 3 Martian Marines with Missile Launchers, you would have to also buy at least 6 normal Martian Marines.

Because they often find themselves outnumbered and up against the enemy elites, Martian Marines always have Missile Launchers as support weapons, to make sure they are ready for anything.



CORE
**MARINE UNIT
COMMANDER**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	5+	5+	1-4	3	28

ABILITIES:
ARMOUR, FOLLOW ME™

It takes a special kind of Martian to be a Unit Commander in the Marines. Fanatically devoted to the Martian cause and hugely charismatic, these Unit Commanders are amongst the best warriors the Martian race produces.



CORE

STEALTH MARTIAN

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	4+	6+	1-3	-	8

ABILITIES: STEALTH

A product of the Science Division, the Stealth Martians are seen as dishonourable by Army Command. That doesn't stop Generals like Tor recognising their usefulness in the field though.



CORE

STEALTH SHARP-SHOOTER

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
3+	4+	6+	1-7	-	17

ABILITIES: SNIPER, STEALTH

SPECIAL WEAPONS

You may buy half as many of these models as you have normal Stealth Martians and no more (rounding down). So if you wanted to buy 3 Stealth Martian Sharpshooters, you would have to also buy at least 6 normal Stealth Martians.

Stealth Armour allows specialist snipers to utilise their weapons to their fullest, without the usual concern of a sniper staying in one place.



CORE

STEALTH UNIT COMMAND

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	3+	5+	1-3	2	25

ABILITIES: FOLLOW ME¹, STEALTH

Stealth Martian Unit Commanders are the very best at what they do. They have spent years honing their skills and command the unquestioning respect of the warriors at their command.





MARTIAN SUPPORT



SUPPORT
**SAUCER
(HEAT RAY)**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	-	4+	1-8	1	32
ABILITIES: ANTI-TANK, ARMOUR PIERCING, HEAVY ARMOUR, VEHICLE					



SUPPORT
**SAUCER
(FREEZE RAY)**

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	-	4+	1-6	1	29
ABILITIES: FREEZE!, HEAVY ARMOUR, VEHICLE					

Agile fighter craft which dominate the skies of Earth, Saucers are flexible craft capable of mounting either a Heat Ray or Freeze Ray depending on operational requirements.

SAUCER COMBO

You may buy a pair of Saucers (one of each type) together, counting as a single Support model for the purposes of force construction, for 55 points.



SUPPORT
MUTANT BUG

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	4+	3+	-	1	21
ABILITIES: ARMOUR, BRAWLER, MUTANT					

The result of relentless experimentation by the Science Division, Mutant Bugs are deadly, if difficult to control weapons under the guidance of their handlers.

BUG COMBO

You may buy a Mutant Bug and a Martian Bug Handler together, counting as a single Support model for the purposes of force construction, for 32 points.



SUPPORT


BUG HANDLER

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	5+	6+	1-3	2	15

ABILITIES:

ARMOUR, PHEROMONE DISPENSER

The life of a Bug Handler is often dangerous. Though they develop a certain affection for their charges, they are under no illusions as to it being returned, and stay well clear of them whenever possible.



SUPPORT

ROBOT

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	5+	4+	?	3	45

ABILITIES:

HEAVY ARMOUR, VEHICLE

INSTRUMENTS OF DESTRUCTION

A basic Robot has no ranged or combat weapons. For each Robot you take, you must equip it with 2 of the following weapons which are included in the cost. Weapons may be duplicated if you wish (e.g. equip a Robot with 2 Heat Rays).

FREEZE RAY
FREEZE! RANGE 1-6.

HEAT RAY
ARMOUR PIERCING. RANGE 1-8.

MASSIVE CLAW
HUGE WEAPON. ANTI-TANK.

Robots can be also equipped with the dastardly Shrink Ray mounted on **one** of their arms, instead of one of the weapon options above. The Shrink Ray has the following profile:

SHRINK RAY
MINI-ME!, YOU'RE MINE!, ARMOUR PIERCING. RANGE 1-4.

Robots are the very pinnacle of Martian ingenuity, combined with sheer brutality. They are savage weapons, deployed in a ground war whenever sheer brute force is required.



MARTIAN CHARACTERS



CHARACTER
BANNER BEARER

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
5+	6+	4+	1-3	6	29

ABILITIES:
ARMOUR, FOLLOW ME!♥

The role of Banner Bearer is a double edged one – while it carries great prestige, it also makes one somewhat of a sitting target. This doesn't stop it being a much sought after position, and to make the grade is a great honour.



CHARACTER
GENERAL TOR†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	3+	5+	-	5	42

ABILITIES:
HEAVY ARMOUR, LORD OF BATTLE♥, SMITE!

Tor is a renowned General who was trained by the very best. His list of victories is long and glorious, and he is eager to add Earth to that tally.



CHARACTER
GENERAL ZAR†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
-	4+	3+	-	3	35

ABILITIES:
ARMOUR, BRAWLER, FOLLOW ME!♥, SHOCK STICK

Zar was Tor's mentor, and is one of the fiercest and most well respected field Generals in the Martian Army. Known as a close quarter monster, he is as feared as he is beloved by those who serve under him.



CHARACTER
SUPREME REGENT†

SHOOT	FIGHT	SURVIVE	RANGE	HEROICS	POINTS
4+	5+	3+	1-3	3	39

ABILITIES:
FOLLOW ME!♥, HEAVY ARMOUR, STRATEGY

The Supreme Regent is one of the ruling caste of Mars itself. A legendary commander, he rarely takes the field these days, and for him to do so is usually seen as an omen by the soldiers present, though whether for good or ill cannot be said for sure.

CHARACTER
**SCIENCE
DIVISION CHIEF
SURGEON
GORL†**



SHOOT

FIGHT

SURVIVE

RANGE

HEROICS

POINTS

6+

4+

6+

1-3

3

20

ABILITIES:
ARMOUR, FOLLOW ME!†, HIGH-
TECH, KNOW YOUR ENEMY,
PHEROMONE DISPENSER

A twisted genius even by the standards of his own order, Gorl is feared and reviled by his own superiors as much as by anyone else. Rarely seen without his pet project, the wretched mutant known as Wrex, Gorl is a formidable presence indeed.

CHARACTER
WREX†



SHOOT

FIGHT

SURVIVE

RANGE

HEROICS

POINTS

-

4+

5+

-

1

14

ABILITIES:
BRAWLER, MUTANT

Product of endless experiments by Gorl, it is not even clear what Wrex may have originally been. What is clear is that he is incredibly dangerous, and more than one of Gorl's rivals has met a sudden 'accidental' end at the jaws of this mutant.

MUTANT COMBO

You may buy Science Division Chief Surgeon Gorl and Wrex together, counting as a single Character model for the purposes of force construction, for 30 points.

CHARACTER
BELOSS BEL†



SHOOT

FIGHT

SURVIVE

RANGE

HEROICS

POINTS

3+

4+

6+

1-3

2

18

ABILITIES:
UNDERCOVER

The most successful spy the Empire has ever produced, capable of blending in with any alien foe in order to reach his target.

CHARACTER
**MARTIAN
DREDD†**



SHOOT

FIGHT

SURVIVE

RANGE

HEROICS

POINTS

3+

4+

3+

1-4

3

40

ABILITIES:
JUDGE, LAWGIVER

The result of an abortive experiment in genetic splicing, this unstable warrior is as much of a danger to his Martian comrades as to the enemy, passing judgement on all around him.

EXAMPLE MARTIAN INVASION FORCE 1

My Human opponent and I have decided to play a game using forces of 150 points each.

I decide to start with the models I have from the original Mars Attacks game. This gives me 20 Martian soldiers to use as Core models. I start with taking 8 Martian Grunts with Disintegration Rifles and 1 with a Freeze Ray. To accompany these I buy a Martian Grunt Unit Commander. At this point I have 10 Core models and it has cost me:

- 8 Martian Grunts with Disintegration Rifles. $8 \times 5 \text{ points} = 40 \text{ points}$
- 1 Martian Grunt with Freeze Ray. 11 points
- 1 Martian Grunt Unit Commander. 21 points.

For a total of 72 points. The Mars Attacks game comes with this set of models twice so I can add the same again for a total of 144 points.

At this point I have just 6 points left of the 150 I have available to spend. I have taken 20 Core models and so can take up to 4 Support models and/or 4 Character models. These are too expensive however so I simply buy one more Martian Grunt with Disintegration Rifle for another 5 points.

My force list is now complete and totals 149 points.



EXAMPLE MARTIAN INVASION FORCE 2

My Human opponent and I have decided to play a game using forces of 400 points each.

I decide to have an all infantry themed force and start with the models I have from the original Mars Attacks game. This gives me 20 Martian soldiers to use as Core models. I start with taking 8 Martian Grunts with Disintegration Rifles and Freeze Ray. To accompany these I buy a Martian Grunt Unit Commander. At this point I have 10 Core models and it has cost me:

- 8 Martian Grunts with Disintegration Rifles. $8 \times 5 \text{ points} = 40 \text{ points}$
- 1 Martian Grunt with Freeze Ray. 11 points
- 1 Martian Grunt Unit Commander. 21 points.

For a total of 72 points. The Mars Attacks game comes with this set of models twice so I can add the same again for a total of 144 points.

I have also purchased additional Science Division Troops and so add 10 of those including 8 Troopers, 1 with Heavy Blaster and 1 Unit Commander for a total of 75 points. My running total is currently 219 points.

I decide to use 2 Support models I am allowed and buy myself 2 Bug Combos (each only counting a single Support model). This adds another 64 points.

I really want a powerful character to lead my Martian force and while I'm torn between either General Tor or General Zar, I eventually opt for Tor from the original boxed game (42 points) and to ensure some Martian justice is metered out, I take Martian Dredd too (40 points). My running total is now 365.

With just 35 points left to spend, I wonder about a few more Grunts or Science Division models but then I notice the cost of General Zar. 35 points! Excellent – I have more than enough Core models already to buy another Character and so I take Zar too – this will be a force to be reckoned with!

My force is now complete and totals 400 points exactly.



PLAYING EPIC BATTLES

To play an Epic Battle game, you will need to do the following, in order:

1. Agree with your opponent who will be playing each side, Humans and Martians
2. Agree on the Points limit for the game for each player to spend. The Points limit is the same for both players
3. Both players spend their points to buy models for their Invasion Force to use in the game, in accordance with the appropriate restrictions
4. Work out which model will be General for each side
5. Determine the Epic Battle Scenario you will be playing
6. Play the game!

THE GENERAL

Every force needs a leader to galvanise the troops and plan an attack or defence. Sometimes these are great warlords, at other times individuals who have had the dubious honour thrust upon them. Whatever their story, in these games, we refer to them as Generals.

Having a General comes with a bonus. Once per Round, one friendly model in the same square or a square adjacent to their side's General, may re-roll up to three dice that failed to score a success when either Shooting or Fighting (in their own turn). The second results stand, even if they are also failures. You cannot re-roll any extra dice you got from rolling 8s however. Getting an extra dice is fortune enough! Note that the General themselves cannot use this bonus.

You determine which model is your side's General by working through the following steps. The first time you have a match in your force, that model is your General. If more than one model matches the condition, you may choose which one will be your General for the game.

- A model with the Lord of Battle ability
- The model with the most Heroics
- A model with the Follow Me! ability
- A model with the Natural Leader ability
- Any model you choose

Once you have identified your General for the game, make a note and inform your opponent which model it is.

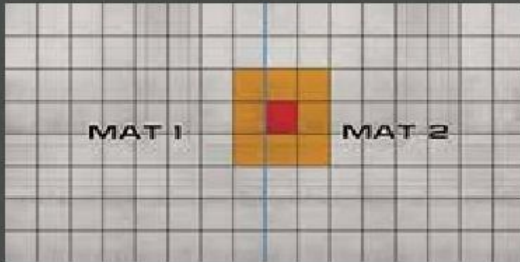


MULTIPLE MATS AND THEIR EFFECT ON THE GAME

Epic Battles are often played over two or more mats. The normal Mars Attacks rules and scenarios assume only one mat is being used. Therefore some rules need some minor adjustment to cater for the large playing surface. These are described below. If an Epic Battle is being played on a single mat, all the normal rules apply.

SCATTER AND BLAST

For Scatter results and Blast effects, simply assume that the mats form a continuous playing surface of squares and ignore the seam(s) between the mats. Scatter and Blast results and effects will simply continue into the next mat and squares if they cross from one mat to another.



For example, a blast effect centred on the edge of two mats affects 9 squares as normal, 3 on one mat and 6 on the other.

RANDOM EDGES

Depending on how many mats are being used, all the edges could be the same length or some could be longer than others (e.g. two mats forming a rectangular playing surface). Regardless of this, random edges are determined exactly as they are on page 14.

RANDOM ROWS AND COLUMNS

If a random row or column needs to be determined and there are more than 8 possibilities (running across more than one mat), first randomly determine which mat will be used, then roll the random row or column as normal.



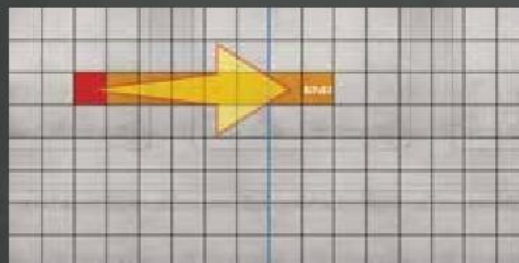
In this example, there are two mats being used. First, the player rolls a single dice to determine which mat the random row or column will be on. He rolls a 6 so the right-hand mat is selected. The random row or column is now determined as normal using this mat. If you need to choose one of four mats, simply roll a dice and select a mat using 1-2, 3-4, 5-6 or 7-8.

PARTLY RANDOM

For Partly Random effects, the player may choose the mat the effect will be played on as well as the row or column. The rest of the results are determined randomly as normal on the chosen mat and row/column.

DIRECTIONAL EFFECTS

The starting point for a directional effect is determined normally with any noted changes needed above for multiple mats. The directional effect itself will continue to the edge the mat as normal or for a maximum of 8 squares, whichever comes first.



In this example, the effect originates in the left mat (red square) and then continues to the right for another 7 (orange) squares.

MORE CARDS, MORE ACTIONS, MORE MATS!

With more models on the table, as well as needing extra room for everything, you will also need some more cards to play and will want to do more with the models you have. This is achieved by increasing the maximum number of cards players can have in their hands and the number of things a player can do in their Turn.

The mechanism is simple, we add either 1 or 2 cards to the hand, and also 1 or 2 activations per turn. Apart from that, nothing changes – you use cards the same way, models take the same actions as normal and active models can still only have one card played on them a turn. For really big games you get to play an extra card per Turn if you wish (rather than the normal 1).

If there are any rules which mention a number of cards (e.g. the Strategy ability), simply adjust it to the new maximum you are working with for the game size.

Use the table below to see if players get any additional cards or activations based on the number of models being used. This also provides a guideline for the number of mats to play on.

Simply add up the number of models on each side. Combine the totals and then refer to the recommended scenario size below. Count any vehicles as being 5 models each when doing this. *For example, if one player had 15 soldier models and a truck, this would count as 20 models towards the total.*

	GAME SIZE (TOTAL NUMBER OF MODELS)		
	0-50	51-100	101+
RECOMMENDED SCENARIO TYPE	1 MAT	2 MATS	4 MATS
HAND OF CARDS	4	5	6
TOTAL CARDS/ MODELS PER TURN	2	3	4
MAX CARDS PER TURN WHILE MODELS STILL UNACTIVATED	1	1	2
COMMENTS	<i>This is exactly as described for a normal game of Mars Attacks in the main rule book.</i>	<i>You can activate 3 models, or 2 models and play 1 card.</i>	<i>You can activate 4 models, or 3 models and play 1 card, or 2 models and play 2 cards.</i>

As normal, when you have no models left to activate in a Round, you can play cards instead of activating models up to the maximum number of activations you are allowed per Turn.

HOW MANY POINTS?

We use the model count to determine the size of the playing area which makes sense. But how should you choose how many points to play that will match this? Well this is an inexact science because different people will have different model collections and will want to build different types of forces. A rough guideline however would be:

- 150 – 200 points per player for 1-mat games up to 50 models.
- 250 – 400 points per player for 2-mat games up to 100 models.
- 500+ points per player for 4-mat games over 100 models.

Like the Science Division on every given day of the Martian week, you'll just have to experiment!



HOW TO PLAY A SCENARIO

The following pages present a number of scenarios on a variety of mat configurations, making new and larger boards for you to play your Epic Battles on.

Players can either:

- Simply agree between them the scenario they wish to play from or
- Roll to determine which scenario they will play

The Epic Battle scenarios that follow are grouped based on the number of models the players are using for their forces. The more models, the larger the space recommended and so additional mats are used.

When calculating the number of models and thus the suggested type of scenario, simply add up the number of models on each side (as described on page XX) and then refer to the recommended scenario size below.

The recommended Epic Battle Scenarios to use are:

- Up to 50 models in total – Single-mat scenarios
- 51 to 100 models in total – 2-mat scenarios
- 101+ models in total – 4-mat scenarios

These are guidelines and, of course, the players are equally free to choose any scenario they wish to play. 100 models on a single mat might get a little crowded though!

Once you've picked a scenario, follow the steps in order to allow you to play.

STEP 1 PLACE SCENERY

The wall sections can be combined to make thousands of different combinations for gaming over.

The Human player places the wall sections on the board (after all, it's still his planet).

After the terrain is in place, the Martian player gets to choose which way round to play. Looking at the map for your scenario, decide which one of the four sides of the board will count as the one at the top of the map. Set up everything based on that.

The Points Values for the models have been calculated based on a normal distribution of scenery on the board. Make sure that you have enough scenery to fill each mat being used in the same way you would for a normal single-mat, narrative scenario game. 4 mats means 4 times the scenery!

If a scenario requires the specific placement of scenery, this will be detailed in the rules for that scenario.

STEP 2 PLACE OBJECTIVES

Some scenarios use Objective Counters to indicate areas to be captured and controlled. These counters can represent a range of things from supply caches to lost tech, key battlefield areas and more. If a scenario uses objectives, each side will score for Controlling them. To Control an objective, you must have at least one of your own models in the same square as the objective and no enemy models in the square at the end of the game.

Objective Counters do not block movement, LOS or count as models for the purposes of determining the number of models in a square. They cannot be destroyed or moved in any way unless the scenario specifically states otherwise.

STEP 3 PLACE COUNTERS

If the scenario includes them, shuffle the relevant number of Critter and Alien Secret counters face down. Then, using one dice for rows and another for columns, randomly place as many as the scenario requires, one at a time, on the board. Put any remaining counters to one side.

Unless the scenario rules say otherwise, you cannot place more than one of these counters in a single square and cannot place them in any deployment squares. If a **RANDOM** roll would break these rules then simply re-roll it until it doesn't.

STEP 4 DEAL CARDS

Shuffle the cards and deal 4 to each player face down. The players should discard any Event Cards they are initially dealt and draw back up to a hand of 4 cards as previously noted. The remaining cards are placed face down beside the board as a draw deck within easy reach of both players. The players may look at their own cards at any time but not their opponent's. See page 12 for how cards work.

STEP 5 DEPLOY MODELS

Each scenario describes the models that are available as a list. So, if a scenario says that you get "Deke, 7 US Army Troopers with Carbines, 1 US Army Trooper with LMG, 1 US Army Trooper with Missile Launcher and 1 US Army Sergeant" that is a total of 11 models.

Some scenarios allow you to choose from a selection of models, usually Heroes. In these cases you may choose from any models you have of the appropriate type. However, to keep things fair, you may not choose models that are riding monsters or vehicles unless they are specifically mentioned as being an option.

Models are deployed in the squares marked in the maps. Some scenarios have special deployment rules, but normally one player deploys all his models in the appropriate squares, then the other player deploys all his models.

STEP 6 PLAY

You're now ready to start the game. The scenario tells you who gets first Turn in the first Round.

WINNING

Each scenario will outline the conditions required for victory. Most scenarios will end after a set number of Rounds, at which point the players calculate who has won.

WINNING WITH VPS

If a scenario uses Victory Points to decide victory, the winner is determined as follows: If one player has scored 20% or more VPs than the other player, they have won. Calculate the 20% based on the Points Value of the forces being used.

For example, if the players had chosen 150 point forces, 20% of 150 is 30. Each player must therefore score 30 or more VPs than their opponent in order to win the game.

Any other result is a draw.

WINNING WITH OBJECTIVES

If a scenario uses Objectives to decide victory, the winner is the player that Controls the most Objectives at the end of the game.

Any other result is a draw.

WIPE OUT!

If one player loses all their models before the end of the game, they lose and the other player automatically wins!



SECTION 3

EPIC SCENARIOS

You can either choose the scenario to play from those listed below, or roll a dice to determine which you will play.

	ROLL	SCENARIO
1 MAT	1-2	Fog of War
	3-4	Controlling Influence
	5-6	Running the Gauntlet
	7-8	Firefight

	ROLL	SCENARIO
2 MATS	1-2	Daybreak Destruction
	3-4	Battlefield Command
	5-6	The Noose
	7-8	We Come in Pieces

	ROLL	SCENARIO
4 MATS	1-2	Land Grab
	3-4	All Your Town Belongs To Us!
	5-6	Urban Domination
	7-8	Ack Ack Attack!

I MAT SCENARIO

FOG OF WAR

After a night of intense fighting between Martian and Human armies, two small splinter forces happen upon each other in the smoke-drenched haze of the early morning. Visibility is poor, and the combatants rush forwards to try and grab the clear shot that might mean victory!



This scenario uses 8 Critters and Alien Secret counters.

DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a board edge and then sets up their entire force in the first row of squares along that edge (blue or red as shown in the map).
- The player going second then sets up their entire force in the first row of squares along the opposite edge (blue or red as shown in the map, as appropriate).
- The player who deployed first now takes the first Turn of the first Round.

VICTORY POINTS

The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Alien Secrets (for Humans) or Critters (for Martians) counter you captured, you score 3 VPs.

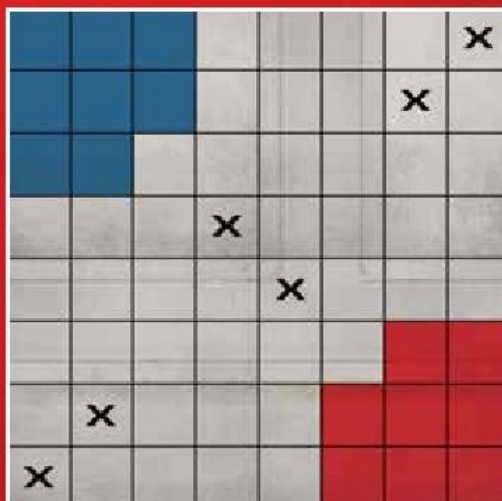
SPECIAL RULES:

IS SOMETHING MOVING OUT THERE?

The furthest any model can see or Shoot in the first Round of this scenario is 3 squares. From Round 2 onwards, all models can see and Shoot as normal.

I MAT SCENARIO CONTROLLING INFLUENCE

Both sides have deployed scouting forces to capture some strategically important areas near to the front lines. Each one is desperate to control as many as possible and help secure the area for the armies following them!



DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a corner of the board for their deployment zone. Their opponent will deploy in the opposite corner.
- 6 Objective Counters are now placed in the squares marked with Xs on the map
- The player who chose their deployment corner first now sets up their entire force in that corner of the map (in the blue or red squares as shown in the map).
- The player going second then sets up their entire force in the opposite corner (the blue or red squares as shown in the map).
- The player who deployed first now takes the first Turn of the first Round.

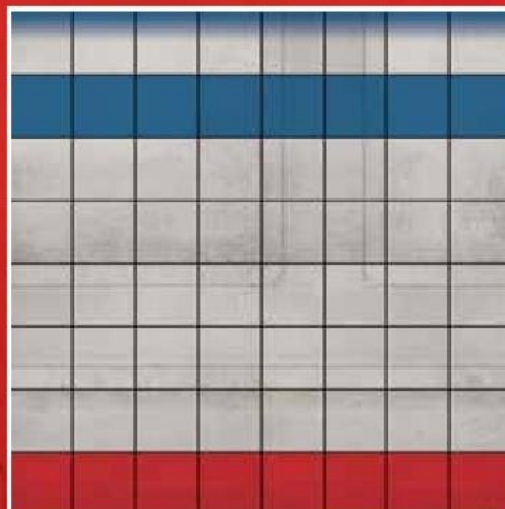
OBJECTIVES

The scenario lasts for 6 Rounds and uses Objective Counters. Killing the enemy General counts as Controlling one more objective in addition to any others you have captured. Determine the winner at the end of Round 6 as described on page 63.

I MAT SCENARIO

RUNNING THE GAUNTLET

The defenders have taken a risk, splitting their forces to try and encircle the attackers and crush them in a pincer movement, but the attackers are moving fast, and may break through before the reinforcements can arrive. Both sides are up against the clock in a race for victory!



DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to be the Attacker or the Defender.
- The Defender splits their force into 2 groups (Group A and Group B) with as equal a number of models in each as possible (vehicles count as 5 models each when working this out). The Defender then chooses a board edge and rolls a dice. On a 1-4 they deploy Group A in the second row of squares along that edge (in blue on the map), on a 5-8, they deploy Group B instead. The other, encircling group are placed to one side (they will come on later).
- The Attacker then sets up their entire force in the first row of squares along the opposite edge (in red on the map).
- The Attacker now takes the first Turn of the first Round.

VICTORY POINTS

The scenario lasts for 6 Rounds (or until all the Attacker's models are dead or escaped). The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each Attacking model killed, the Defender scores a number of VPs equal to the original points value on that model's profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each of the Defender's models killed, the Attacker scores 1 VP.
- For each model the Attacker can get off the board via the mat edge marked in blue, they score VPs equal to double the original points value on its profile – not the Combo cost if bought that way. For example, a US Trooper with Carbine costs 3 points and so is worth 6 VPs.

SPECIAL RULES:

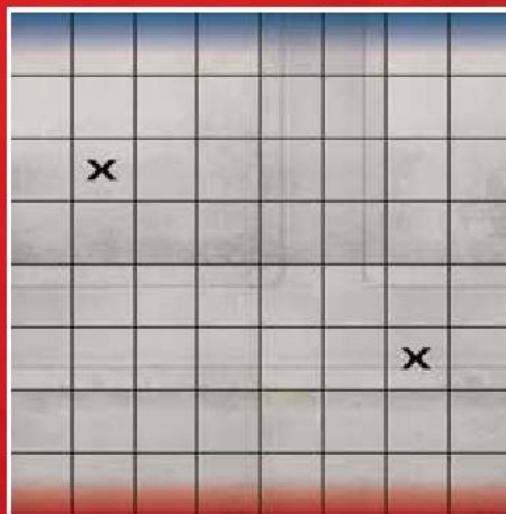
THEY'RE ALL AROUND US!

In Round 3, the Defender must move the models from their second, encircling group onto the board via the row of squares marked in red.

I MAT SCENARIO

FIREFIGHT

The forces clash in open battle. There are no sneaky tactics, outflanking manoeuvres, or grand strategy at play here – each side just wants to annihilate the other as swiftly as possible!



This scenario uses 8 Critters and Alien Secret counters.

DEPLOYMENT

- 2 Objective Counters are placed on the board in the squares marked with Xs on the map.
- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a board edge (blue or red as shown in the map). The player going second get the opposite edge (blue or red as shown in the map, as appropriate).
- Models with the Stealth ability may move up to 2 squares onto the board via the first row of squares along their edge before Round 1 starts.
- In the first Round, both players must bring their models into play by moving onto the board via the first row of squares along their edge.
- The player who chose the board edge first takes the first Turn in the first Round.

VICTORY POINTS

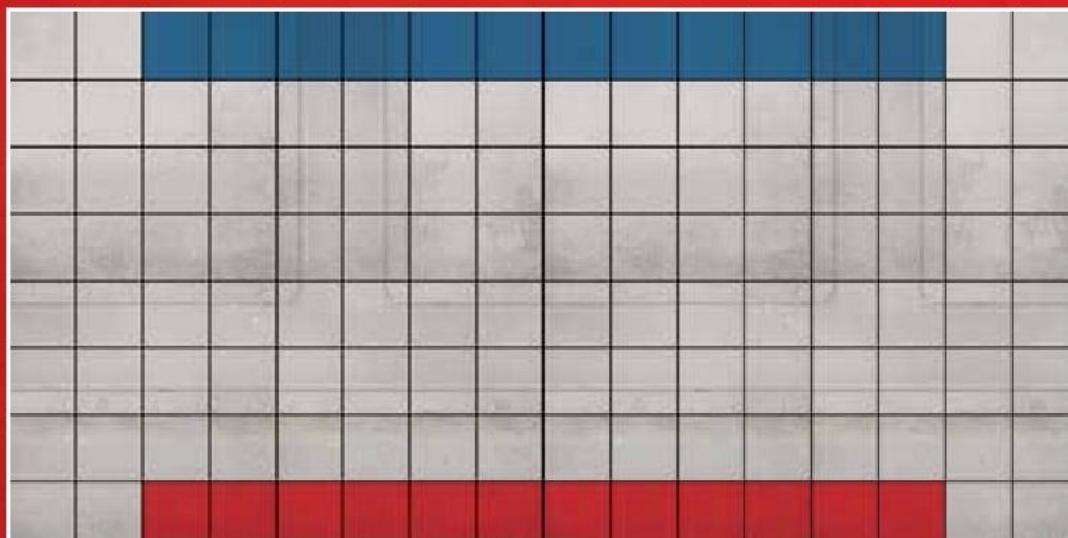
The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Alien Secrets (for Humans) or Critters (for Martians) counter you captured, you score 3 VPs.
- For each Objective Counter you Control, you score 20 VPs.
- Killing the enemy General scores you an extra 10 VPs.

2 MAT SCENARIO

DAYBREAK DESTRUCTION

As the sun starts to rise on another day, the long fight continues as two forces meet in the gradually easing darkness. Both want to get a decisive blow in early, before the sun rises and they're fully exposed.



This scenario uses 12 Critters and Alien Secret counters.

DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a board edge and then sets up their entire force in the first row of squares along that edge (blue or red as shown in the map).
- The player going second then sets up their entire force in the first row of squares along the opposite edge (blue or red as shown in the map, as appropriate).
- The player who deployed first now takes the first Turn of the first Round.

VICTORY POINTS

The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Alien Secrets (for Humans) or Critters (for Martians) counter you captured, you score 5 VPs.
- Killing the enemy General scores you an extra 20 VPs

SPECIAL RULES:

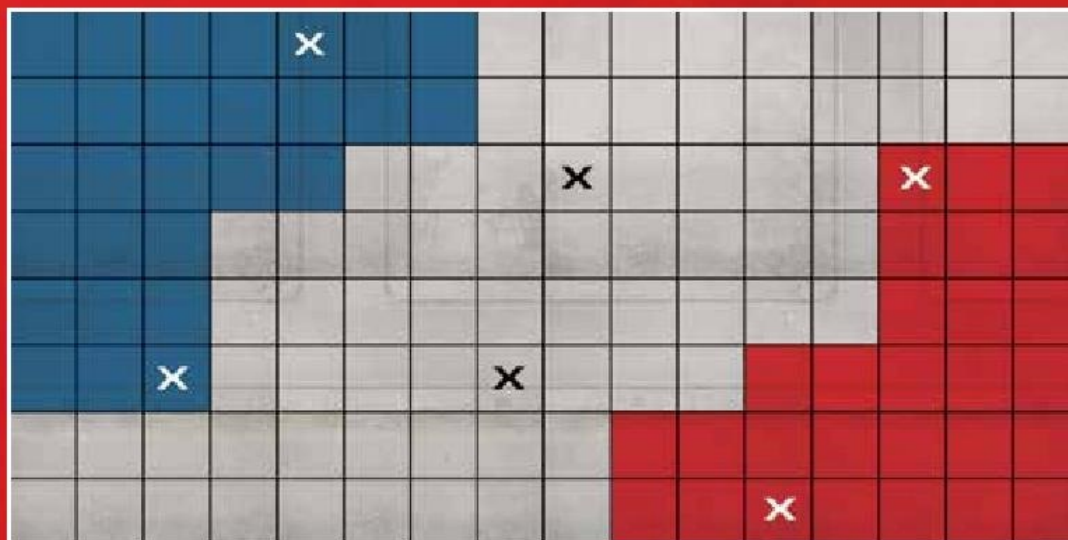
IS SOMETHING MOVING OUT THERE?

The furthest any model can see or Shoot in the first Round of this scenario is 3 squares. From Round 2 onwards, all models can see and Shoot as normal.

2 MAT SCENARIO

BATTLEFIELD COMMAND

Both sides want control of the vital ground in the centre, but both must also protect their own strong points or risk disaster. The results of this battle could prove decisive...

**DEPLOYMENT**

- 6 Objective Counters are placed in the squares marked with Xs on the map.
- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a corner of the board for their deployment zone. Their opponent will deploy in the opposite corner.
- The player who chose their deployment corner first now sets up their entire force in that corner of the board (in the blue or red squares as shown in the map).
- The player going second then sets up their entire force in the opposite corner (the blue or red squares as shown in the map).
- The player who deployed first now takes the first Turn of the first Round

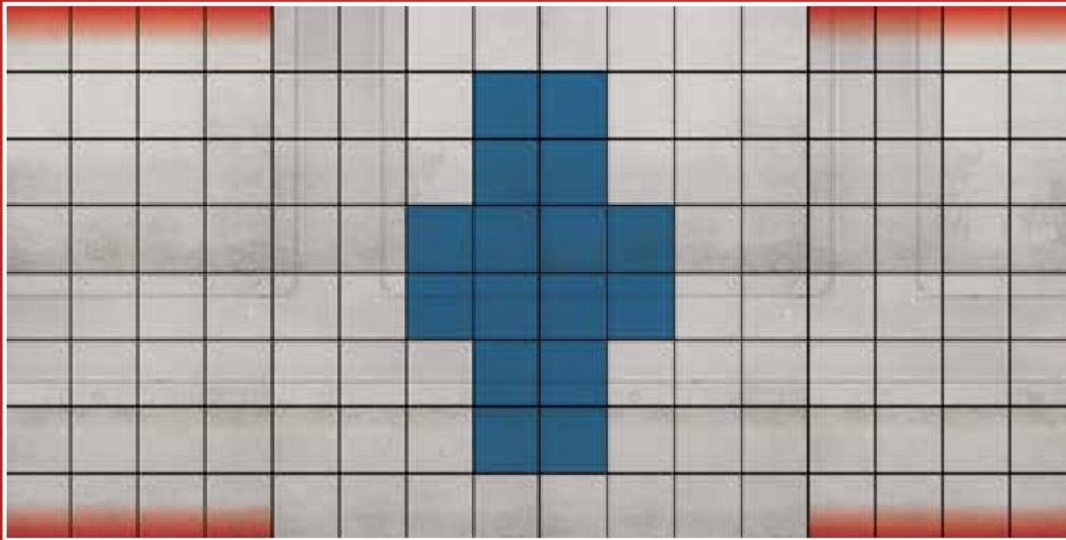
OBJECTIVES

The scenario lasts for 6 Rounds and uses Objective Counters. Killing the enemy General counts as Controlling one more objective in addition to any others you have captured. Determine the winner at the end of Round 6 as described on page 63.

2 MAT SCENARIO

THE NOOSE

One side has been out-manoeuvred by the enemy and find themselves surrounded as the enemy forces tighten the noose. Trapped animals can still be vicious fighters however.



This scenario uses 12 Critters and Alien Secret counters.

DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to be the Attacker or the Defender.
- The Defender sets up their entire force within the blue squares shown on the map.
- During the first Round, the Attacker must bring their models into play by moving onto the board via the first row of squares along any of the red edges shown on the map. At least 10 models must come on from each of the 4 edges (vehicles count as 5 models each when working this out).
- The Defender now takes the first Turn of the first Round.

VICTORY POINTS

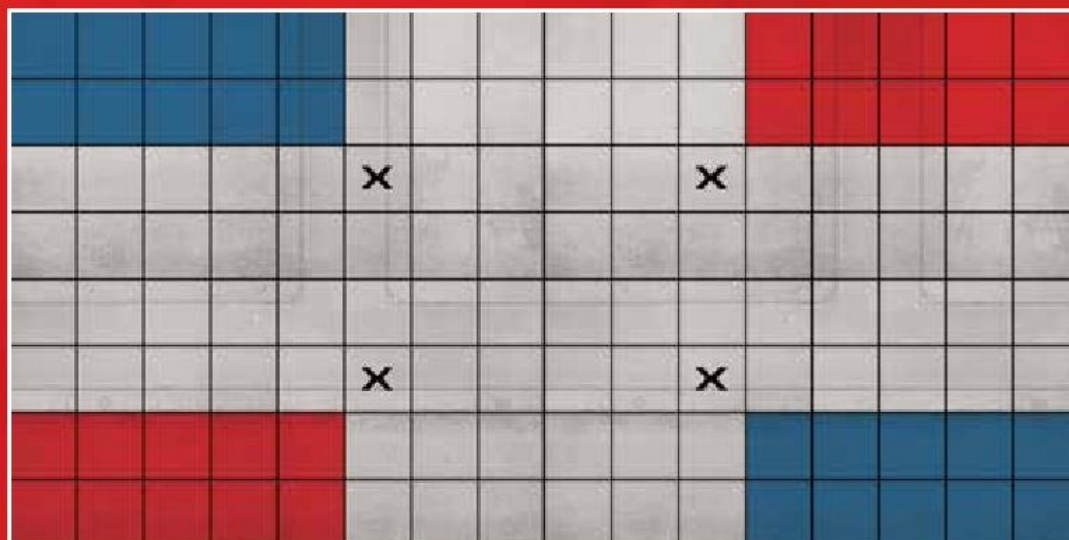
The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Alien Secrets (for Humans) or Critters (for Martians) counter you captured, you score 5 VPs.
- Killing the enemy General scores you an extra 25 VPs

2 MAT SCENARIO

WE COME IN PIECES

The remnants of two forces are both trying to regroup after being scattered during previous skirmishes. As luck would have it, they have stumbled into the enemy at the worst possible time.



DEPLOYMENT

- 4 Objective Counters are placed on the board in the squares marked with Xs on the map.
- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- Both players split their forces into 2 groups with as equal a number of models in each group as possible (vehicles count as 5 models each when working this out).
- The player going first chooses a colour (blue or red as shown in the map) and then sets up ONE of their groups of models in the squares of ONE of the corners marked in that colour. The player going second then sets up ONE of their groups of models in the other coloured squares in ONE corner.
- The first player then places their second group in the coloured squares in the diagonally opposite corner to their first group. The player going second does likewise.
- The player who chose the first corner takes the first Turn in the first Round.

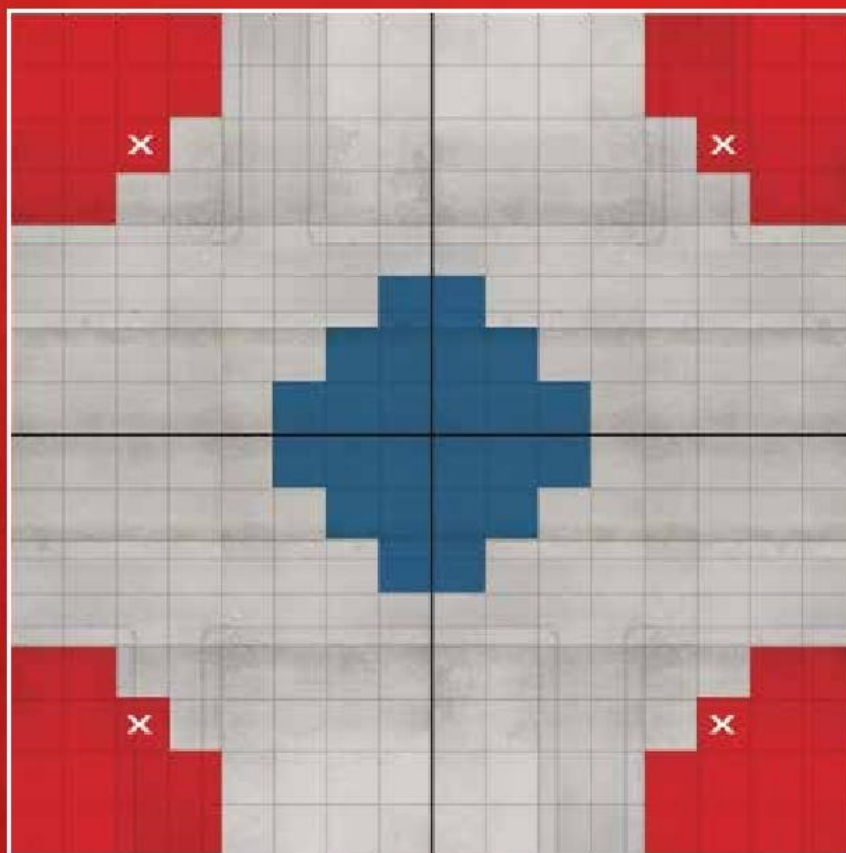
VICTORY POINTS

The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Objective Counter you Control, you score 25 VPs.
- Killing the enemy General scores you an extra 15 VPs.

4 MAT SCENARIO LAND GRAB

An insertion force is dropped into the middle of enemy held land in a daring bid to take back key strategic objectives currently held by their foe.



DEPLOYMENT

- 4 Objective Counters are placed on the board in the squares marked with Xs on the map.
- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first deploys all their models in the area marked with blue squares on the map.
- The player going second then deploys all their models in the areas marked with red squares on the map. At least 10 models must be placed in each area (vehicles count as 5 models each when working this out).
- The player who deployed first now takes the first Turn of the first Round.

OBJECTIVES

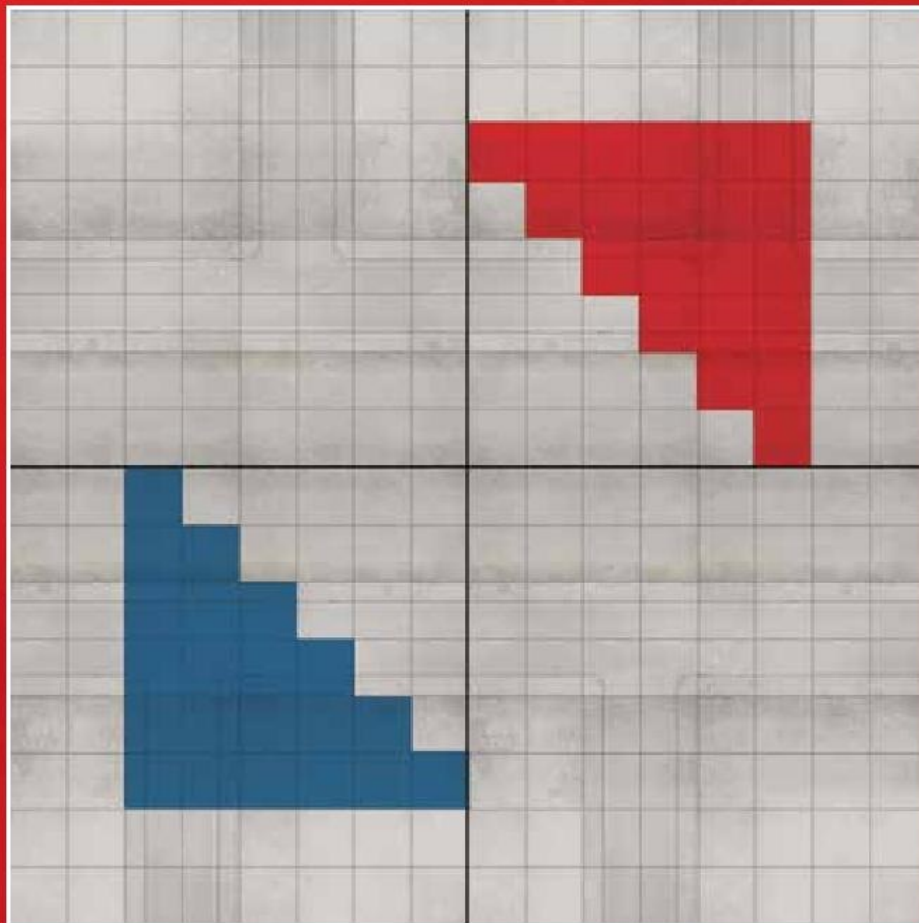
The scenario lasts for 6 Rounds and uses Objective Counters. Killing the enemy General counts as Controlling one more objective in addition to any others you have captured. Determine the winner at the end of Round 6 as described on page 63.

4 MAT SCENARIO

ALL YOUR TOWN BELONGS TO US!

"Your planet is ours pathetic human rabble."

"Get off our planet Martian scum."



DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first chooses a zone (red or blue on the map) and then deploys all their models in this area.
- The player going second then deploys all their models in the opposite zone (red or blue on the map as appropriate).
- The player who deployed first now takes the first Turn of the first Round.

VICTORY CONDITIONS

The scenario uses the mats themselves to divide up the board at the end to determine the game result. If a player has more models on a mat than their opponent, they claim that mat (vehicles count as 5 models when working this out). The player who claims the most mats wins.

SPECIAL RULES:

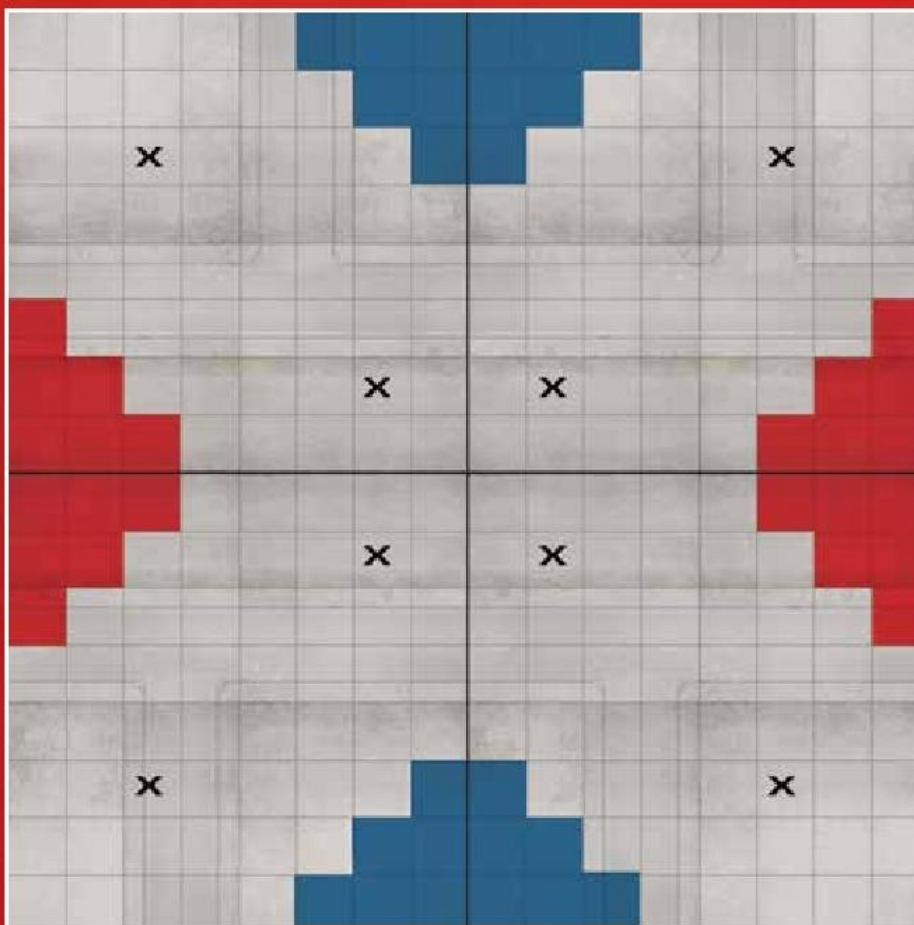
ARE WE THERE YET?

At the end of Round 5, roll a dice. On a 1-4, the game ends. On a 5-8, play one more Round and then the game ends.

4 MAT SCENARIO

URBAN DOMINATION

The industrial zone sits near the river and a major highway making it a key strategic objective for taking the city. And then there's all the raw materials and equipment to be claimed.



DEPLOYMENT

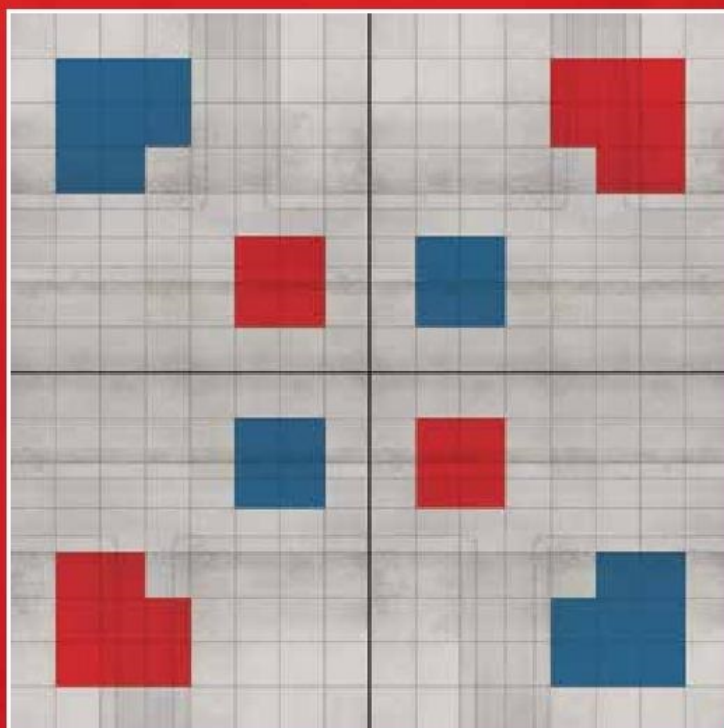
- 8 Objective Counters are placed in the squares marked X on the map.
- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- The player going first splits their force into 2 and deploys one group in each of either the red or blue zones marked on the map. Each group should contain at least 20 models (vehicles count as 5 models each when working this out).
- The player going second then splits their force into 2 and deploys one group in each of the other zones marked on the map (red or blue as appropriate). Each group should contain at least 20 models (vehicles count as 5 models each when working this out).
- The player who deployed first now takes the first Turn of the first Round.

OBJECTIVES

The scenario lasts for 6 Rounds and uses Objective Counters. Killing the enemy General counts as Controlling one more objective in addition to any others you have captured. Determine the winner at the end of Round 6 as described on page 63.

4 MAT SCENARIO ACK ACK ATTACK!

As the early morning mist clears, two forces find themselves rather too close for comfort! This could be a bloodbath.



This scenario uses 24(!) Critters and Alien Secrets counters. Randomly place 6 counters on each mat.



DEPLOYMENT

- Both players roll a dice each, re-rolling any ties. The player who rolls the highest chooses whether to go first or second.
- Starting with the player who is going first, the players take it in turns (one zone at a time) to place all their models in their 4 coloured zones (one player is red, the other is blue) as marked on the map. All models being deployed in a zone are placed at the same time. At least 10 models must be placed in each zone (vehicles count as 5 models each when working this out).
- The player who deployed first now takes the first Turn of the first Round.

VICTORY POINTS

The scenario lasts for 6 Rounds. The winner is determined by using Victory Points. At the end of 6 Rounds players should add up the number of Victory Points they have earned as follows.

- For each enemy model killed, you score a number of VPs equal to the original points value on its profile – not the Combo cost if bought that way. Include any additional options you bought with the model (e.g. weapon options paid for). For example, a US Trooper with Carbine costs 3 points and so is worth 3 VPs.
- For each Alien Secrets (for Humans) or Critters (for Martians) counter you captured, you score 5 VPs.
- Killing the enemy General scores you an extra 30 VPs

SPECIAL RULES:

IS SOMETHING MOVING OUT THERE?

The furthest any model can see or Shoot in the first Round of this scenario is 2 squares. From Round 2 onwards, all models can see and Shoot as normal.

TAKING THE GAME FURTHER

So you've now played some Epic Battles and it's got your imagination firing on all cylinders, but is that it? Are there any other ways to play the game? Here are some ideas for taking the game even further still. These are not hard and fast rules, just some suggestions for how to play the game in different ways.

MAKING YOUR OWN SCENARIO

There's no reason why you have to stick to the set scenarios in this or the other Mars Attacks books. It's fairly easy once you have a feel for the game to start mixing up ideas from the various scenarios you have played, or adding in your own ones to make up some totally new scenarios, either for narrative games or different set-ups and victory conditions for Epic Battles. You and your regular opponents will get a feel for what makes a game fun and balanced. Writing (and playing!) your own scenarios can be both fun and rewarding.

EVEN BIGGER GAMES!

You want to play games bigger than 600, 700... 800 points per side? Of course you can! There's nothing stopping you from having as big a game as you want to! Of course you'll have to consider more cards and more activations or perhaps come up with a "house rule" you agree with your opponent for activating whole squads or "units" of models at once to speed the game along.

Bigger games will mean you probably want to play on more mats too. How these are set-up is up to you but it's likely that you'll settle on layouts 2 mats deep as being optimal. Big games might therefore take place on 6 mats (3 x 2) or 8 mats (4 x 2) or even more! These battles would truly be an epic sight to behold. A good rule of thumb is that each mat supports up to 50 models (25 per side).

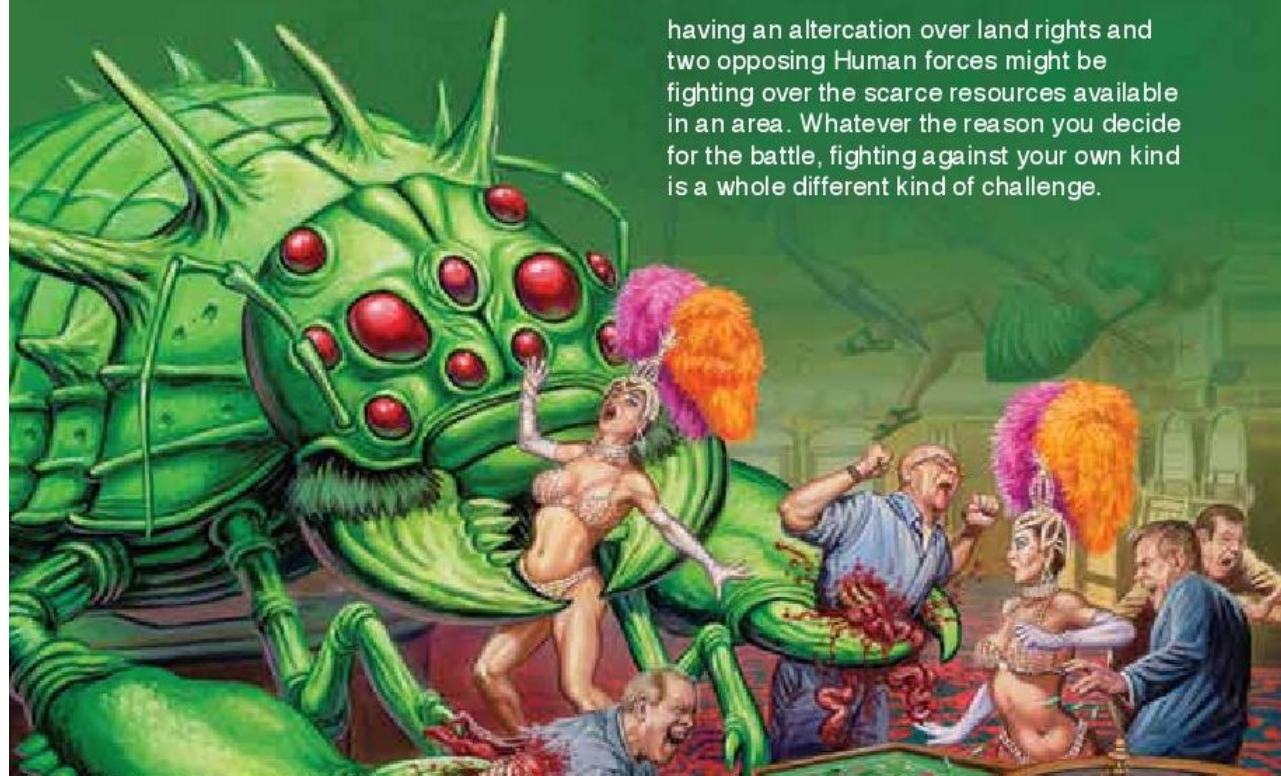
CHANGE THE SELECTION RULES

For some games you might want to alter the rules on what you can take in your forces. For example, you might decide to allow any number of Characters or even play a game where both sides only take vehicles for a big Robot vs Tank battle!

BLUE ON BLUE

Or in the case of Martians, maybe this should be Green on Green! This mixes the game up by allowing both players to choose the same side, with both playing Human forces or both playing Martians. The Martian Science and Military Divisions might be

having an altercation over land rights and two opposing Human forces might be fighting over the scarce resources available in an area. Whatever the reason you decide for the battle, fighting against your own kind is a whole different kind of challenge.



DIFFERENT CONFIGURATIONS

So far all your games will have been played on square or rectangular boards. But what if you change the way the mats are arranged? Perhaps you could try an L-shaped board with three mats, or a T-shaped board using four mats as examples.

MULTI-PLAYER MADNESS

Perhaps you could ask some extra players to take forces and play an epic (and likely chaotic!) multi-player game. For example, you could play on a cross-shaped board using five mats and four players could each set up their force in each of the four outer mats. Each Round you'll have to randomly decide the order the players will take Turns activating their models until all the models on all sides are activated and the next Round begins. As you can imagine, such a game could be total mayhem!

To work out the order of play each Round, each player rolls a dice. Any players rolling the same number should both re-roll. Once all players have unique numbers, the player with the highest number goes first, then the second highest, etc. Once the last player has made their activations, it's the first player's Turn again, and so on until the end of the Round. At the start of each new Round, roll again to determine the playing order for the new Round.

An example of determining playing order for a multi-player Round:

Dan, Philip, Sue and Jason decide to play a 4-player game. At the start of Round 1 they each roll a dice. Dan scores a 3, Philip a 1, Sue a 7 and Jason a 5.

In this first Round, Sue will take the first Turn, followed by Jason, then Dan and then Philip – then back to Sue, Jason etc. until everyone is done.

NEW SCENERY

Some people love to build model scenery and that is a great opportunity to add some different types of buildings and structures to the game, maybe even things like trees and hedges. Perhaps you might make some buildings that are more solid than the ruined

walls you've been using so far. Maybe you might make some different building styles, either ruined or still intact. Some of these structures might even be taller than normal. New buildings will affect line of sight and movement in different ways so can add a different tactical element to your games. Of course, you don't have to be a master modeller to create new buildings - simply making new designs from card or foamboard can serve just as well.

LINKED GAMES AND CAMPAIGNS

Playing a series of linked games, where the outcome of one can affect the conditions and options available in others can be a great way of telling a story and following the fortunes of your soldiers and heroes. Such a series of games is usually called a campaign and there are numerous ways you can plan and run such a string of connected battles. It's best to plan something small to start with – perhaps two or three games where each outcome affects the next game in some way. Once you've got the hang of planning games to tell a story, you can become more elaborate, perhaps fighting a chain of battles over areas of a map you have drawn. Don't get too carried away though – it's easy to make things over complicated and the players get confused or bored waiting to play games.

An example of keeping it simple to start with is to play two narrative scenario games, with set forces and victory conditions on each side. Perhaps pick a couple of the ones from the Mars Attacks books rather than creating new ones. The winner of each of these two games will get a bonus of some kind (maybe 20 extra points to spend, or a free, full set of support cards at the start of the game as examples) to play in a final Epic Battle. The winner of the Epic Battle is the winner of the overall campaign.

There is no right or wrong way to plan or run a campaign and all the players involved should have a say in how it will work – after all, they are all going to be involved in telling the story!

Head over to www.manticgames.com for more ideas - our forums are a great place to check out what the community is up to and get inspiration for your own projects!

A WALK IN THE PARK

Pilot Zenk swayed in the cockpit of his Robot as it strode forwards, its step almost perfectly timed with that of its fellow, piloted by his comrade, Grell. He exulted in the feeling of power as the puny humans scattered before them. Tor had struggled too long with the initial phase, and now that Gorl was here, he was assured that the Science Division would bring a swift end to this pathetic planet, and add another mark to the glorious victory tally of the Martian Empire.

He became aware of an irritating buzz as a hail of primitive low-velocity projectiles pattered harmlessly off the armour of his machine's legs, and he peered out through the dome of his cockpit to see the human contraption bouncing crazily over the landscape towards him. So uncontrolled was its flight that most of the shots it was firing were going wide anyway, and he bobbed his head as he cackled in disbelief at their stupidity. He heard a similar sound over the intercom from Grell, and they both turned to indulge the pathetic display of defiance for a moment, the rest of the sector seeming clear.

A sudden flash of white hot light alerted him to their mistake. Two missiles were streaking in from a location somewhere to their left. His fingers danced over the controls as he tried to fix a lock, trusting in his armour to protect him. To his right there was a sudden bloom of fire and debris, and he stared in slack jawed disbelief as Grell's machine swayed alarmingly. The cockpit was shattered, and close as he was, he had time to notice the bloody gobbets of flesh and scraps of uniform that were splashed across the remains of the controls before the second missile hit his own machine. The impact was like being struck by a giant hammer, ringing through the structure and rocking the machine backwards underneath him. He fought desperately with the controls, noting that the damage was minimal. The missile had struck the shoulder armour, and the systems were all still functional. The gyros strained and the machine came upright with a whine of protest from abused servos.

Sighting down, he could track back the trajectory of the missiles – a small pile of rubble behind which a tell-tale flash of metal indicated the location of his attackers. Beside him, the corpse of his fellow pilot's machine crashed to the ground with a shudder, and his anger flared. He cancelled the target lock of the Heat Ray and activated the claw with a malicious grin. Forcing the machine to bend, he brought the claw crashing down on the flimsy structure. Though he couldn't possibly hear it in reality, the sound of crushed bones and pulped flesh as the wall collapsed was music to his mind's ear, and he cackled again as he straightened the machine up once more.

The truck was coming back again now, the enemy firing more of the insignificant rounds up at him. He grinned and casually flicked the controls, the right foot of the machine connecting with the pesky human contraption with a satisfying crunch of impact and sending it skittering away end over end to explode in a nearby crater.

Zenk dipped the claw in the direction of Grell's wrecked machine – a salute to his fallen comrade – and then turned and strode onwards. The humans were getting weaker, and he needed to follow up quickly before they got the sense to regroup and make everyone's lives that little bit harder. The time to grieve for his fallen comrade would come later...

19

CHARACTER MODELS

	Shoot	Fight	Survive	Range	Heroics	Abilities	Cost
Deke [†]	3+	4+	3+	1-6	3	-	29
Buddy [†]	5+	3+	4+	1-3	3	Smite, Star-Crossed Lovers [♥]	40
Brandi [†]	4+	6+	5+	1-3	3	Star-Crossed Lovers [♥]	
Eva [†]	3+	4+	5+	1-3	4	Authority [♥]	25
Ashley [†]	4+	6+	5+	1-4	4	Natural Leader [♥] , Rapid Fire	23
Troy [†]	4+	6+	5+	1-6	3	Too Many Late Nights [♥]	16
Edwyn [†]	-	3+	4+	-	5	Armour, Brave, Dragon Slayer, Smite!	32
Phil [†]	4+	6+	5+	1-4	4	Klutz	19
Joe [†]	-	3+	5+	-	4	Fixin' Stuff [♥]	20
Joe [†] in Captured Saucer (Heat Ray)	5+	-	4+	1-8	2	Anti-Tank, Armour Piercing, Heavy Armour, Vehicle	34
Joe [†] in Captured Saucer (Freeze Ray)	5+	-	4+	1-6	2	Freeze, Heavy Armour, Vehicle	31
Joe [†] in Captured Robot	5+	5+	5+	varies	4	Heavy Armour, Vehicle	34
Craig [†]	5+	6+	6+	1-5	4	-	15
Tunga [†]	-	2+	4+	-	3	Brave, Smite!	21
Don Manning [†]	5+	6+	5+	1-3	4	Fly, Ingenious	23
Esteban Ramirez [†]	3+	4+	5+	1-4	2	Covering Fire	18
Agent Jack Falco [†]	2+	4+	4+	1-6	3	Energy Bow	39
Agent Natalya [†]	3+	5+	5+	1-4	4	Blaster, Rapid Fire	28
General Jaret [†]	4+	4+	5+	1-6	4	Armour, Lord of the Battle [♥]	33
Shadow [†]	3+	5+	5+	1-6	3	Armour, Brave	23
Drex [†]	4+	4+	5+	1-6	1	Armour	13
Zeke [†]	6+	6+	5+	1-3	1	-	4
Barnabus [†]	4+	4+	5+	1-6	1	Armour	13
Corus [†]	4+	3+	4+	1-8	4	Armour, Armour Piercing, Natural Leader [♥]	39
Blaine [†]	4+	3+	4+	1-3	3	Armour, Brawler	27
Sidney Rose on Henry the Giant Flea [†]	-	3+	5+	-	2	Armour, Leap, Huge Weapon	30
Buck Spencer [†]	4+	4+	3+	1-4	4	Ingenious, Follow Me! [♥] , Natural Leader [♥]	38
Xiuhcoatl [†]	5+	5+	5+	1-3	3	Blaster, Brave	17

MARTIAN REFERENCE

CORE MODELS

	Shoot	Fight	Survive	Range	Heroics	Abilities	Cost
Martian Grunt with Disintegration Rifle	4+	5+	6+	1-4	-	Armour	5
Martian Grunt with Freeze Ray	4+	6+	6+	1-6	-	Armour, Freeze!	11
Martian Grunt Unit Commander	4+	4+	5+	1-4	2	Armour, Follow Me!♥	21
Science Division Trooper	4+	5+	6+	1-5	-	Armour, High-Tech	6
Science Division Trooper with Heavy Blaster	3+	6+	6+	1-8	-	Armour, Blaster, High-Tech, Rapid Fire	13
Science Division Engineer	5+	6+	6+	1-3	1	Armour, Experiments, High-Tech, Scanner	14
Science Division Unit Commander	5+	3+	5+	1-3	1	Armour, High-Tech, Shock Stick	14
Marine	4+	4+	5+	1-5	-	Armour	8
Marine with Rocket Launcher	4+	5+	5+	1-14	-	Anti-Tank, Armour, Armour Piercing	18
Marine Unit Commander	4+	5+	5+	1-4	3	Armour, Follow Me!♥	28
Stealth Martian	4+	4+	6+	1-3	-	Stealth	8
Stealth Sharp-Shooter	3+	4+	6+	1-7	-	Sniper, Stealth	17
Stealth Unit Commander	4+	3+	5+	1-3	2	Follow Me!♥, Stealth	25

SUPPORT MODELS

	Shoot	Fight	Survive	Range	Heroics	Abilities	Cost
Saucer (Heat Ray)	5+	-	4+	1-8	1	Anti-Tank, Armour Piercing, Heavy Armour, Vehicle	32
Saucer (Freeze Ray)	5+	-	4+	1-6	1	Freeze!, Heavy Armour, Vehicle	29

SUPPORT MODELS

	Shoot	Fight	Survive	Range	Heroics	Abilities	Cost
Mutant Bug	-	4+	3+	-	1	Armour, Brawler, Mutant	21
Bug Handler	5+	5+	6+	1-3	2	Armour, Pheromone Dispenser	15
Robot	5+	5+	4+	?	3	Heavy Armour, Vehicle	45
	Freeze Ray Freeze! Range 1-6 Heat Ray Armour Piercing. Range 1-8 Massive Claw Anti-Tank, Huge Weapon Shrink Ray Mini-Me!, You're Mine!, Armour Piercing. Range 1-4						

CHARACTER MODELS

	Shoot	Fight	Survive	Range	Heroics	Abilities	Cost
Banner Bearer	5+	6+	4+	1-3	6	Armour, Follow Me!♥	29
General Tor†	-	3+	5+	-	5	Heavy Armour, Lord of Battle♥, Smite	42
General Zar‡	-	4+	3+	-	3	Armour, Brawler,, Follow Me!♥, Shock Stick	35
Supreme Regent†	4+	5+	3+	1-3	3	Follow Me!♥, Heavy Armour, Strategy	39
Science Division Chief Surgeon Gor†	6+	4+	6+	1-3	3	Armour, Follow Me!♥, High-Tech, Know Your Enemy, Pheromone Dispenser	20
Wrex†	-	4+	5+	-	1	Brawler, Mutant	14
Beloss Bel†	3+	4+	6+	1-3	2	Undercover	18
Martian Dredd†	3+	4+	3+	1-4	3	Judge, Lawgiver	40

GREENVILLE WAS JUST THE BEGINNING! NOW IT'S ALL OUT WAR!



Mars Attacks: World War brings you a whole new way to play, dispensing with scenario-based skirmishes between fixed forces and giving you the freedom to fight battles as huge – or as tiny – as you like.

New rules introduce a points system for selecting your forces and new abilities that will help ensure these new games are your best yet! The only limit is the size of your collection and your own imagination.

Whether you are new to tabletop wargaming or a veteran commander, everything you need to start plotting the final occupation of Earth or the repulsion of the vile alien menace is contained within these pages.

