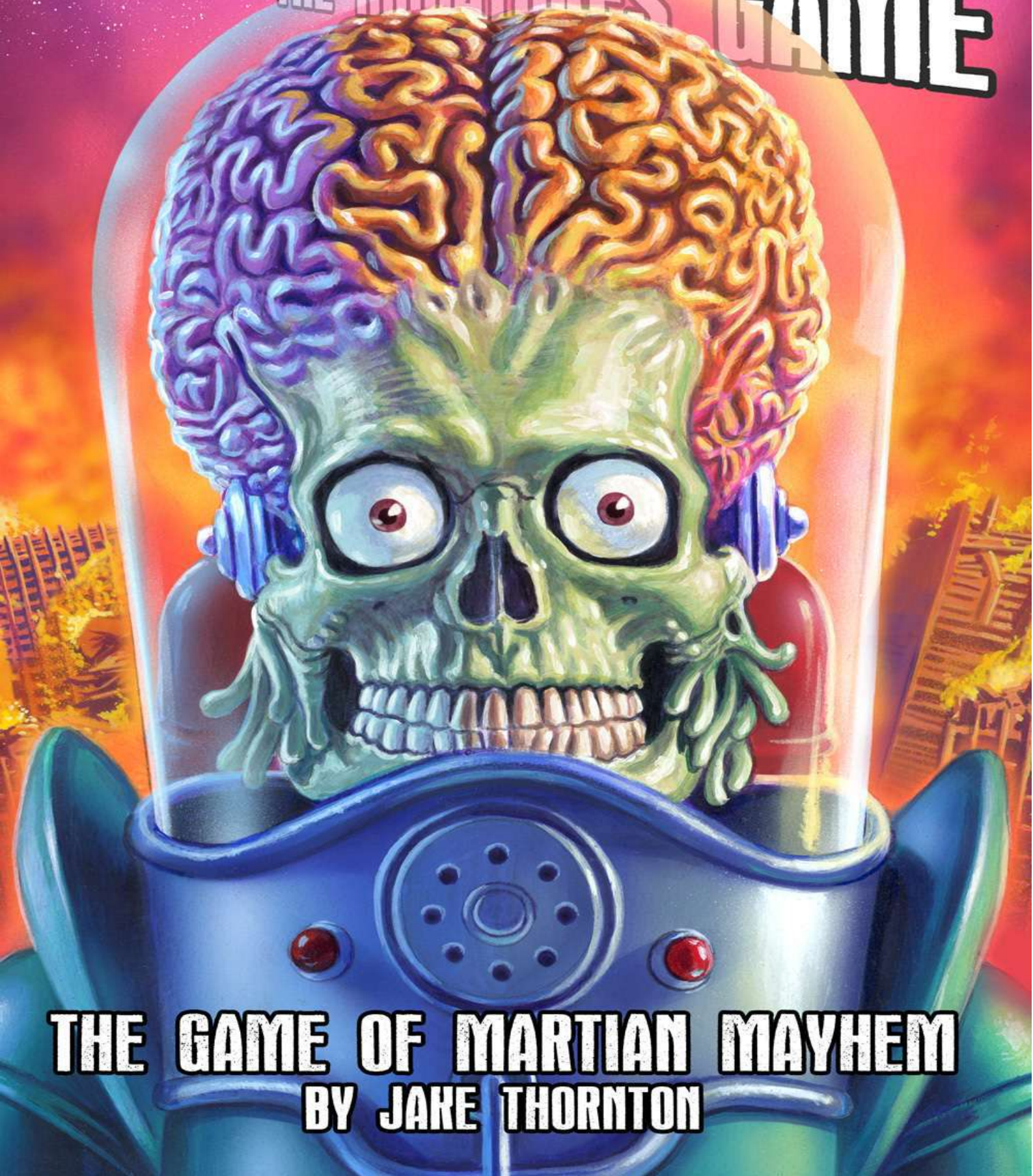# MARS ATTACKS

## THE MINIATURES GAME

# THE GAME OF MARTIAN MAYHEM
## BY JAKE THORNTON

## Greetings!

Welcome to *Mars Attacks!* This is the first public version of the rules. In the following pages we explain how to set up and play the introductory scenario with your family and friends so that you can dive right in. The rules themselves are listed at the end so that you can get a table set up with a game before worrying about how things work. Once you're moving about the ruins of Greenville shooting your opponents you'll pick up the rules in no time.



# Before You Start

You will need a variety of things to play this first scenario. Some you will already have, others you will have to represent with stand-ins. The following list is the ideal collection.

*Note that future scenarios will include a variety of additional cards, heroes and counters. This is just the core rules to get you started.*

- **Battlefield**
    - A playing area 2 foot square, divided into eight 3x3 inch squares in each direction. This is sometimes referred to as the board in the rules.
    - Ruined red brick walls, smashed cars, post boxes, bins, phone boxes or other modern day street scenery. About 15-20 small pieces should suffice.
- **Models**
    - 8 x US Army Soldiers.
    - 5 x Martians.
- **Dice**
    - Some D8s, preferably in 2 colours.
- **Cards**
    - One *Mars Attacks!* card deck to share between the players. See page 9.
- **Counters**
    - These include Activation markers, Victory Point (VP) counters, and *Critters* and *Alien Secrets* to pick up. See page 9.
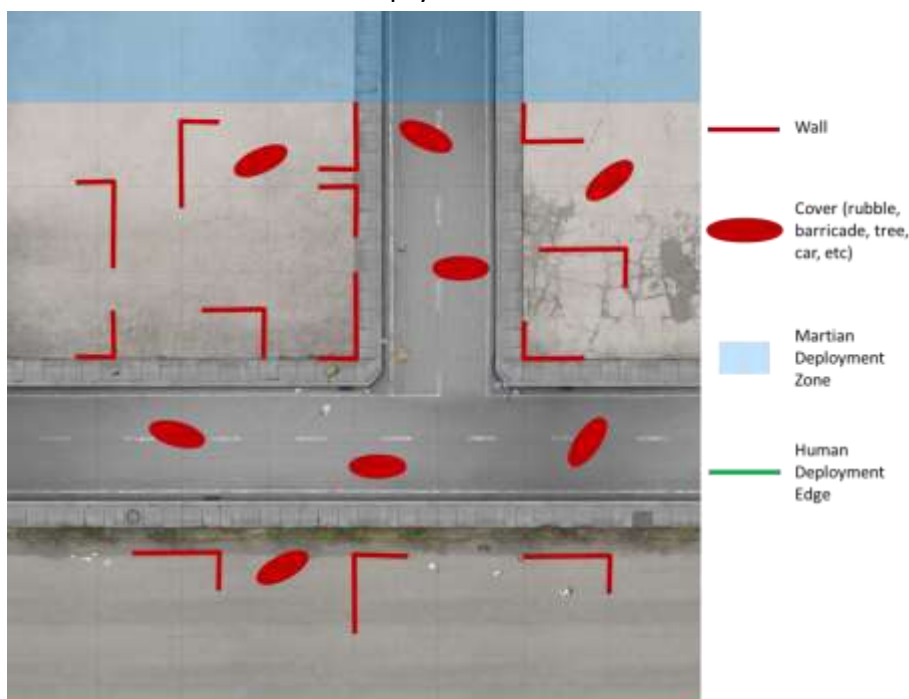
Once you have all the items listed above, set up the first scenario as described on the next page.

# Scenario 1: Who's There?

*"They hit us hard, and they hit us fast. We never knew what was coming, and we paid for it. Well, now it's time to start hitting them back. Private Johns spotted a group of 'em over near the strip mall – well, where it used to be, anyway. Not many of 'em, so I say we've got a chance. He said they're looking for something, but the way I see it, they're not gonna find it. Maybe we can pick up some of their gear, too, so our tech boys can start figuring out a way to beat 'em. So what do you say? Who's ready to kick some alien ass?"*

In this mission, a group of U.S. Army Soldiers is pitted against a force of Martian Grunts, both seeking to eliminate their enemies and recover certain things from the battlefield. It's designed to teach you how the rules work, and is a great chance to get a feel for how the different sides work. After you've played, why not switch sides and play again?

- Decide who will play the noble defenders of Humanity, and who will play the dastardly Martian menace.
- Set out your scenery as close as you can to the layout shown in the picture below. Try to get a good mix of high and low walls for models to hide behind, and try not to leave large areas with no cover. Keep the outermost rows empty.



| | |
|---|---|
| ▬▬ | Wall |
| ⬭ | Cover (rubble, barricade, tree, car, etc) |
| ▨ | Martian Deployment Zone |
| ▬▬ | Human Deployment Edge |

- Shuffle the 10 *Critter* and *Alien Secret* counters face down. Then, using one dice for rows and another for columns, randomly place 8 of them, one at a time, on the board (see page 9). Put the remaining 2 counters to one side.
- Shuffle the cards and deal 4 to each player face down. 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.
- The Martian player places 5 Martians in his deployment zone as marked on the map.
- The Human player has 8 Soldiers. These start the game off of the board. In the first Round they must all move on via the first row of squares on the edge opposite the Martians' deployment zone.
- The Human player takes the first Turn.
- VPs are awarded for:
  - **Both sides** - Killing an enemy model with Shooting (+1 VP).
  - **Both sides** - Killing an enemy model in a Fight (+2 VPs).
  - **Martians only** – *Critters* (+1 VP per counter, not counting the first) .
  - **Humans only** – *Alien Secrets* (+1 VP per counter, not counting the first).

> For example, if the Martian player had shot 2 Humans (1 VP + 1 VP), killed a third in a fight (2 VPs) and had collected a single *Critter* counter (0 VPs) they would have a total of 4 VPs. If they then found 2 more *Critter* counters (1 VP + 1 VP) and killed a fourth Human in a fight (2 VPs) then that would take their total to 8 and they would win the battle (see Winning a Game).

# Winning the Game

Each scenario lists various ways for each side to earn Victory Points (VPs). The first side to earn **8 VPs** immediately wins the game. You also win if the other side has no models left on the table. If both players simultaneously reach or exceed 8VPs, the player who has the highest total wins. If that is equal then the player whose Turn it is wins.

# 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**.
- **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. They do not have individual names or models. For example, you can use any US Army model to represent a particular US Army soldier.
- **Heroes** are unique, and the storyline of the *Mars Attacks!* game is based around their escapades. Each is an individual with a specific model to represent it and a special combination of abilities to beat their opponents with. Heroes are not used in this first scenario.
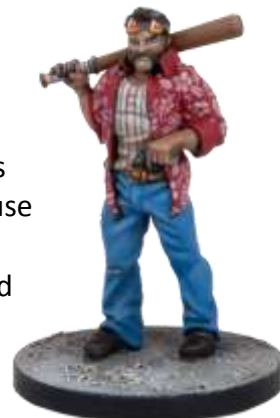
| Model | Shoot | Fight | Survive | Range | Notes |
|---|---|---|---|---|---|
| **Martian** | 4+ | 5+ | 6+ | 4 | **Armoured:** Whenever this model rolls for Survival against a Shoot attack, add 1 to the total number of successes before comparing it to the enemy attack. If the armour is the difference that saves the model then it is Rattled. |
| **US Army Soldier** | 5+ | 4+ | 6+ | 6 | |

## Game Values

**Shoot**, **Fight** and **Survive** are values that all models have. They are listed as a number or higher, e.g. 5+. This is what you have to roll on each dice to succeed in a test of that value.

**Range** is the maximum number of squares the model's gun 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.
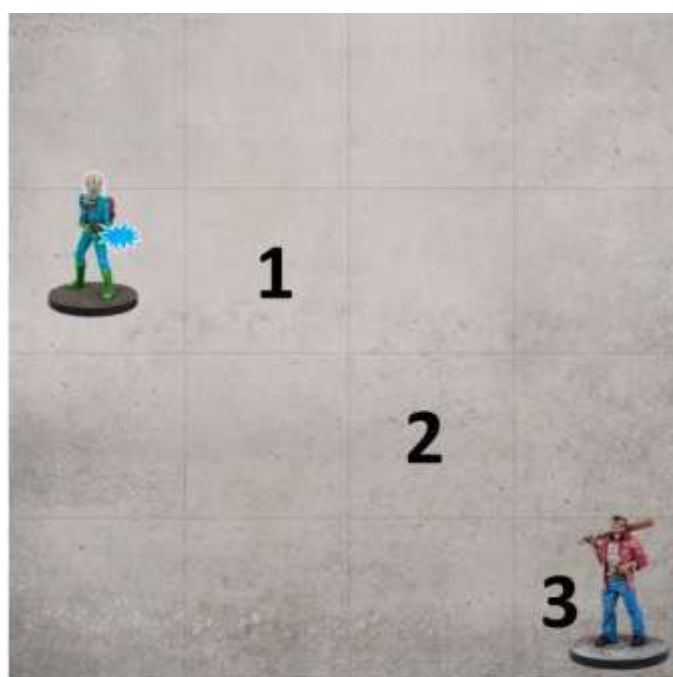
The Martian is shooting Buddy. The shortest most direct route is as shown. Therefore Buddy is 3 squares away, and within range of the Martian's disintegration rifle!

# Playing a Game of *Mars Attacks!*

## Game Rounds and Turns

The game is played in a series of Rounds. In each Round, all the models will get a chance to act. By "act" we mean move, shoot, fight or use any special abilities they may have. When a model is selected as the one to act, it is said to have been "activated".

Each Round is broken up into a series of Turns where players alternate in acting with some of their models. When all models on both sides have acted in a Round then that Round is over. Remove all the Activation markers.

At the end of a Round, each player (starting with whoever finished moving their models first) discards any cards they no longer want from their hand into a 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.

## Turns

- Within a Round, players take Turns moving and fighting with their models. Each model may only act once in each Round.
- Each scenario tells you which side takes the first Turn in the first Round.
- In the second and later Rounds, the player who finished moving their models first in the previous Round takes the first Turn in the next.
- In each Turn a player **must** do one of the following things:
    1. Act with up to two different models.
    2. Act with 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 moved this Turn.
    3. Play up to 2 cards (but only if you have no models left to act with this Round).
    4. Pass (but only when you have no models left to act with and want to do nothing more that Round). Once you have Passed your Turn then you can do nothing more in that Round except play cards in response to enemy actions.

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

## Acting Models

A model can do 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 (recovers from being Rattled) and Move up to 1 square.
- Stand Up (recovers from being Rattled) and Shoot.

If a model starts their Turn in a square containing one or more enemy models who are not Rattled then they may only Fight.

If a model moves into a square containing one or more enemy models then they will Fight as part of that movement.
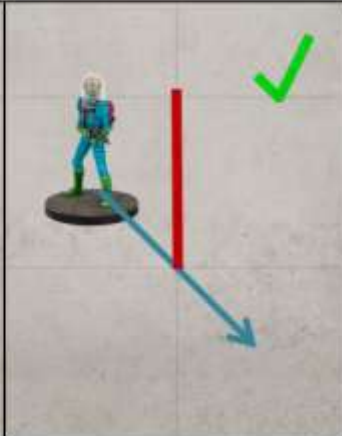
A model cannot Shoot if it is in the same square as any enemy models.

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

# Moving

Each model may Move 1 or 2 squares depending on how you choose to act in that model's Turn (see above).

You may move to any adjacent square, including diagonally, as long as it is not completely blocked by a solid wall. Diagonal movement is only allowed where **both** boundaries are blocked by a wall. Agile (or desperate!) characters like these can easily scramble over partial, ruined pieces of wall and so incomplete walls can be ignored.



| There is a wall blocking both directions here, so the Martian may not move diagonally. | There is a wall blocking both directions here, so the Martian may not move diagonally. | There is a wall only blocking one direction here, so the Martian may move diagonally. | There are no walls blocking the diagonal here, so the Martian may move diagonally. |

A model may move off 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 off. If a model is not allowed to leave the board then treat the edge as an impassable obstacle.

Once a model has left the board it cannot return in that scenario.

If you move into a square that contains one or more enemy models then you end your movement for the Turn and automatically Fight one of them.

You may only reposition a model within the same square by choosing to act and Move. This counts as a 1 square Move, so you could reposition a model (Move) and then Shoot.

You cannot move out of a square that contains enemy models unless they are all Rattled.

## How Many Will Fit?

Each square can hold up to **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.

# Shooting

To Shoot at an enemy model you must make a dice roll. However, in order to be able to Shoot at an enemy you must be able to see them. "Seeing them" is called having a Line of Sight, or LOS for short. Simply bend down and look from the model's head. Could they see their target? If a wall or other piece of scenery entirely blocks their view to the target then they cannot. Similarly, if you can see every last piece of the target model (including the base it is mounted on) then the shot is easier because it is out in the open. This is called a *clear shot*. Most of the time you will only be able to see part of a model - enough to shoot, but not enough to give you a bonus. This is the norm in a firefight.

Note that we don't worry about what bits of a model you can see – just that you can see some of it. 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, everything counts. 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.

If you can see some of the target model then start with 3 dice. If you have a *clear shot* (see above) then start with 4 dice. If you Aim you get one extra dice. 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. 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. Treat this 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. Apart from this the number of successes is worked out the same way.

When both players have finished rolling their dice, compare the total number of successes for the attacker's Shoot and target's Survive:

**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.

# Fighting

When a model moves into a square containing one or more enemy models then the moving 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. The opponent chosen must be a Soldier if one is available. If only Heroes are available then the player they belong to chooses who steps forward. If a model starts its Turn in a square containing one or more enemy models, the acting model may only choose to Fight.

Both players now make dice rolls for their models. The dice rolls are worked out in the same way as Shoot except the acting model must use Fight and the defending model may choose to use either their Fight value or their Survive value for the roll. A Rattled model in a Fight can only choose Survive.
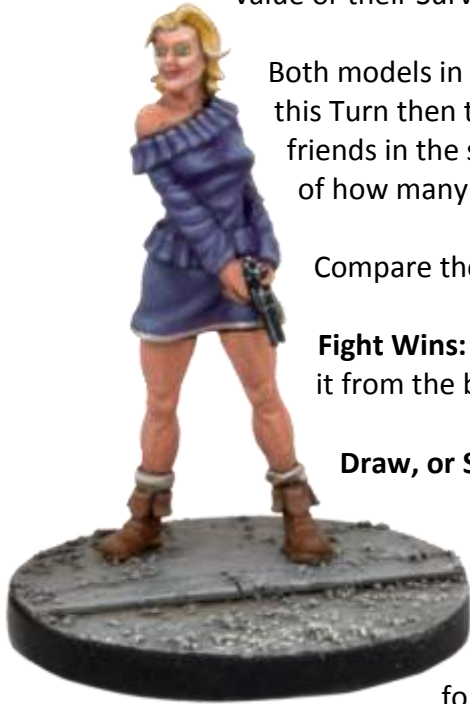
Both models in a fight start with 3 dice. In addition, if a model moved into the square this Turn then they get an additional dice for charging into battle. A model that has friends in the same square also adds one extra dice (only one extra though, regardless of how many friends are present).

Compare the totals to find the result:

**Fight Wins:** *Thwack!* The losing model is beaten into submission and killed. Remove it from the board.

**Draw, or Survive wins:** *Miss!* The target dodges out of the way and is unharmed.

Fighting ends the model's activation for the turn. Place an Activation marker next to it.

**Important**! Armour does nothing in a Fight. This makes it much easier for Humans to kill Martians close up than with shooting.

# Rattled

When a model is shot and killed in the same square as another model, the surviving model must 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(s) 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. A Rattled model in a Fight can only choose Survive.

Standing up from Rattled in a square that contains one or more enemy models triggers an immediate Fight as described above.

# Critter and Alien Secret Counters

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

At the start of the game these counters are placed randomly, face down, on the battlefield.

When a model is activated in a square containing any *Critters* or *Alien Secrets* then they are flipped over to reveal what they are, if they were hidden. The same happens if a model moves into a square containing any.

If a Martian model reveals a *Critter* counter then it is immediately removed from the board and placed in front of the Martian player.

If a Human model reveals an *Alien Secrets* counter then it is immediately removed from the board and placed in front of the Human player.

If a Martian reveals *Alien Secrets*, or Humans discover some *Critters,* then they ignore them. The counter is left face up on the board for their opponent to claim later – if they can get to it by moving one of their models into the square.

*Critters* and *Alien Secrets* may be worth VPs depending on the scenario.

To place a counter, roll two dice, one for rows and one for columns, and place the counter in the corresponding square. For example, if you rolled a 5 on the rows dice, and a 6 on the columns dice, the counter would be placed in the square marked on the diagram above.

# Cards

*Mars Attacks!* includes a single deck of cards that are used by both Humans and Martians alike.
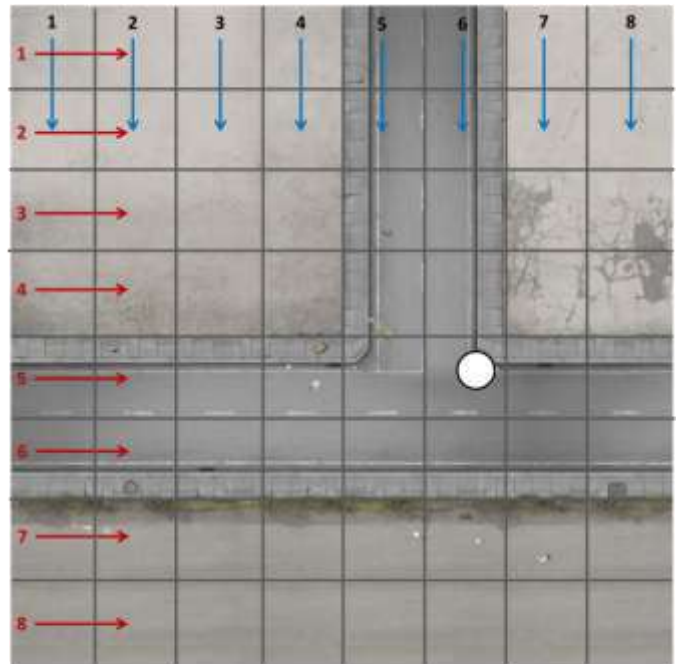
Apart from Event cards, each card has two effects listed on it: one for each side. Each player can only use the effect relevant to the side they are playing.

Each player starts with 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 moved the last model should do this first. If the draw deck runs out, shuffle the discard pile to make a new one.

Cards are played either during your own Turn (e.g. a bonus to a Shoot test) or as a response to an enemy action (e.g. a bonus to a Survive test). You may play a single card on each test.

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.

A card effect is ***in addition*** to a model's action for that Turn. So, whilst a model cannot take two normal Turns, it can take a Turn and then also have a card played on it. One action and one card is a model's limit per Turn.

## Support Cards

Some of the cards are called Support cards. These are weapons and events that are sent to support the patrol and are bigger than will easily fit on the tabletop. Examples would be giant saucers and aircraft.

These all work the same way, though the effect of each Support card is different.

Support cards are played one at a time in front of the player, in sets of the same type. Sets of Support cards remain in play until they are called upon, at which point they are discarded (as a set). You cannot call on the Support card's effect in the Turn you lay the card(s). You can only call upon your own card sets.

Calling on a card counts as a card play (even though you do not actually play a new card at this point).

In all cases, the more cards you have the more accurate or powerful the effect.

Models killed by Support cards count towards VPs for that scenario.

## Event Cards

Event cards are part of the overall battlefield effects and 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.
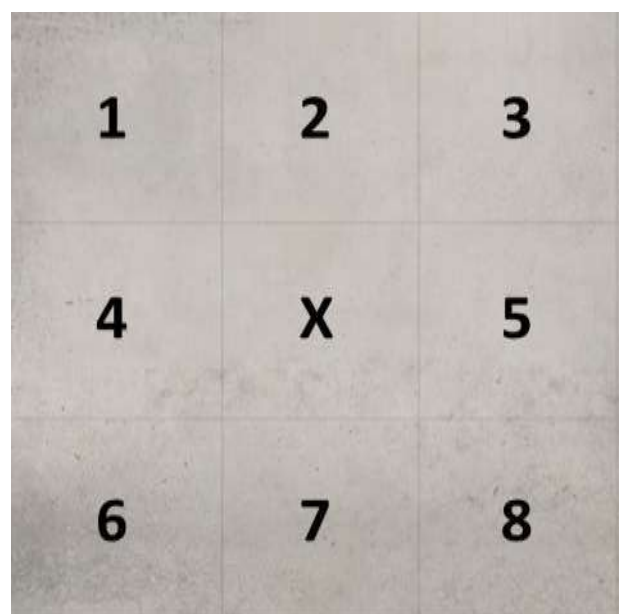
If a player has any of these in his initial hand at the start of the game then they must be discarded and replaced. Do this until neither player holds any event cards in their hand.

At the end of a Round, when both players refill their hand of cards, if either player draws an Event card(s) then resolve it immediately in the order it is drawn. Continue to draw cards in this way until both players have a full hand of 4 cards and neither has an Event card.

## Scatter

Some events will require you to randomly move a model or counter around the board. Random movement of models or counters is called scattering and is usually worked out with a single dice roll. Use the scatter diagram shown, and move the model or item in question in the direction indicated.

Unless a rule says otherwise, if the scatter move would take the model or counter off the board or into a square that is already full then it stays where it is instead. There is no need to re-roll it.

**We Come In Peace**
Adds 1 dice to a Martian's Shoot roll.

**Tough Little Suckers**
Adds 1 dice to a Martian's Survival roll.

**We Are Your Friends**
Adds 1 dice to a Martian's Fight roll.

**Artillery Strike**
Support card. Collect up to 3. Resolved as a 5 dice Shoot test needing 5+ vs Survive on every model (friend or foe) in the target square plus all 8 adjacent squares. Roll once for the artillery in each square and once for each model in the blast zone.
1: does nothing.
2: calls an Artillery Strike on a chosen row OR column, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Artillery Strike on any square of the calling player's choice.

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Support card. Collect up to 3. Resolved as a 5 dice Shoot test needing 5+ vs Survive on every model (friend or foe) in the target square plus all 8 adjacent squares. Roll once for the artillery in each square and once for each model in the blast zone.
1: does nothing.
2: calls an Artillery Strike on a chosen row OR column, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Artillery Strike on any square of the calling player's choice.

**Splat!**
Reduces the Survive roll of the target Martian by 1 dice.

**Mind Control**
If the enemy has a usable type of Support card set in front of him then you may use it as if it were your own. Simply follow the rules for that Support card type and then discard the set once resolved.

**Heat Ray**
Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.
1: does nothing.
2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Heat Ray on any square of the calling player's choice.

**We Are Your Friends**
Adds 1 dice to a Martian's Fight roll.

**Human Ingenuity**
Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card.

**Human Ingenuity**
Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card.

**Strafing Run**
Support card. Collect up to 3. It is resolved as a 3 dice Shoot test needing 4+ vs Survival on every model in each affected square.
1: does nothing.
2: calls Strafing Run on a chosen row OR column and in a chosen direction, covering 4 squares starting at a random square determined by rolling a dice.
3: calls a targeted Strafing Run. Covers 4 squares along a chosen row OR column and in a chosen direction from a nominated starting square.

**Heat Ray**
Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.
1: does nothing.
2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Heat Ray on any square of the calling player's choice.

**Alien Cunning**
How did he get there? One Martian model may move a single square. If this moves them into a square containing a Human then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already.

**We Are Your Friends**
Adds 1 dice to a Martian's Fight roll.

**Isn't He Cute?**
Choose a Martian. They are distracted by a cute little kitten, puppy or elegant songbird that would be perfect to experiment on. The Martian is marked as activated for this Round.

**Strafing Run**
Support card. Collect up to 3. It is resolved as a 3 dice Shoot test needing 4+ vs Survival on every model in each affected square.
1: does nothing.
2: calls Strafing Run on a chosen row OR column and in a chosen direction, covering 4 squares starting at a random square determined by rolling a dice.
3: calls a targeted Strafing Run. Covers 4 squares along a chosen row OR column and in a chosen direction from a nominated starting square.

**Artillery Strike**
Support card. Collect up to 3. Resolved as a 5 dice Shoot test needing 5+ vs Survive on every model (friend or foe) in the target square plus all 8 adjacent squares. Roll once for the artillery in each square and once for each model in the blast zone.
1: does nothing.
2: calls an Artillery Strike on a chosen row OR column, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Artillery Strike on any square of the calling player's choice.

**We Are Your Friends**
Adds 1 dice to a Martian's Fight roll.

**Tough Little Suckers**
Adds 1 dice to a Martian's Survival roll.

**We Come In Peace**
Adds 1 dice to a Martian's Shoot roll.

**Squabble**
Choose two Martians in a single square, at least one of whom is not marked as activated. They start to argue about which one has disintegrated the most Humans. Both are marked as activated for this Round.

**Artillery Strike**
Support card. Collect up to 3. Resolved as a 5 dice Shoot test needing 5+ vs Survive on every model (friend or foe) in the target square plus all 8 adjacent squares. Roll once for the artillery in each square and once for each model in the blast zone.
1: does nothing.
2: calls an Artillery Strike on a chosen row OR column, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Artillery Strike on any square of the calling player's choice.

**Sneak**
One Human model may move a single square. If this moves them into a square containing a Martian then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already.

**We Come In Peace**
Adds 1 dice to a Martian's Shoot roll.

**Heat Ray**
Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.
1: does nothing.
2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Heat Ray on any square of the calling player's choice.

**Tough Little Suckers**
Adds 1 dice to a Martian's Survival roll.

**Strafing Run**
Support card. Collect up to 3. It is resolved as a 3 dice Shoot test needing 4+ vs Survival on every model in each affected square.
1: does nothing.
2: calls Strafing Run on a chosen row OR column and in a chosen direction, covering 4 squares starting at a random square determined by rolling a dice.
3: calls a targeted Strafing Run. Covers 4 squares along a chosen row OR column and in a chosen direction from a nominated starting square.

**Sneak**
One Human model may move a single square. If this moves them into a square containing a Martian then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already.

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One Human model may move a single square. If this moves them into a square containing a Martian then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already.

**Tough Little Suckers**
Adds 1 dice to a Martian's Survival roll.

**Heat Ray**
Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.
1: does nothing.
2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.
3: calls a targeted Heat Ray on any square of the calling player's choice.

**Always More**
When you play this card you may bring back a Martian model that has been killed. This represents reinforcements arriving and is not a reincarnation of the "dead" model. Place this model into any square in the Martian deployment area as part of this card play, and then may either Shoot or Move a second square. They are then marked as Activated.

**Isn't He Cute?**
Choose a Martian. They are distracted by a cute little kitten, puppy or elegant songbird that would be perfect to experiment on. The Martian is marked as activated for this Round.

**Human Ingenuity**
Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card.

**Human Ingenuity**
Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card.

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| **Heat Ray**<br>Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.<br>1: does nothing.<br>2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Heat Ray on any square of the calling player's choice. | **Heat Ray**<br>Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.<br>1: does nothing.<br>2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Heat Ray on any square of the calling player's choice. | **Tough Little Suckers**<br>Adds 1 dice to a Martian's Survival roll. |
| **Lucky Escape**<br>Play when a Human model is killed. The model miraculously survives, saved by a pocket bible, flock of birds or other stroke of luck. The model does not count for VPs. | **Splat!**<br>Reduces the Survive roll of the target Martian by 1 dice. | **Strafing Run**<br>Support card. Collect up to 3. It is resolved as a 3 dice Shoot test needing 4+ vs Survival on every model in each affected square.<br>1: does nothing.<br>2: calls Strafing Run on a chosen row OR column and in a chosen direction, covering 4 squares starting at a random square determined by rolling a dice.<br>3: calls a targeted Strafing Run. Covers 4 squares along a chosen row OR column and in a chosen direction from a nominated starting square. |
| **We Are Your Friends**<br>Adds 1 dice to a Martian's Fight roll. | **Tough Little Suckers**<br>Adds 1 dice to a Martian's Survival roll. | **Always More**<br>When you play this card you may bring back a Martian model that has been killed. This represents reinforcements arriving and is not a reincarnation of the "dead" model. Place this model into any square in the Martian deployment area as part of this card play, and then may either Shoot or Move a second square. They are then marked as Activated. |
| **Sneak**<br>One Human model may move a single square. If this moves them into a square containing a Martian then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already. | **Jammer**<br>Play on one of the enemy Support cards in play. Both the Support card and the Jammer card are discarded. | **Lucky Escape**<br>Play when a Human model is killed. The model miraculously survives, saved by a pocket bible, flock of birds or other stroke of luck. The model does not count for VPs. |
| **Mind Control**<br>If the enemy has a usable type of Support card set in front of him then you may use it as if it were your own. Simply follow the rules for that Support card type and then discard the set once resolved. | **We Come In Peace**<br>Adds 1 dice to a Martian's Shoot roll. | **We Come In Peace**<br>Adds 1 dice to a Martian's Shoot roll. |
| **Human Ingenuity**<br>Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card. | **Splat!**<br>Reduces the Survive roll of the target Martian by 1 dice. | **Isn't He Cute?**<br>Choose a Martian. They are distracted by a cute little kitten, puppy or elegant songbird that would be perfect to experiment on. The Martian is marked as activated for this Round. |

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| **Freeze Ray**<br>Support card. Collect up to 3. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a dice and compare it to the model's Survive value. If they fail then they are marked as Activated if not already.<br>1: does nothing.<br>2: calls a Freeze Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Freeze Ray on any square of the calling player's choice. | **Heat Ray**<br>Support card. Collect up to 3. Resolved as a 6 dice Shoot test needing 3+ vs Survive on every model (friend or foe) in the target square.<br>1: does nothing.<br>2: calls a Heat Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Heat Ray on any square of the calling player's choice. | **We Come In Peace**<br>Adds 1 dice to a Martian's Shoot roll |
| **Human Ingenuity**<br>Gives +1 dice to a single Shoot, Fight or Survive test. Choose which when you use the card. | **Splat!**<br>Reduces the Survive roll of the target Martian by 1 dice. | **Squabble**<br>Choose two Martians in a single square, at least one of whom is not marked as activated. They start to argue about which one has disintegrated the most Humans. Both are marked as activated for this Round. |
| **Freeze Ray**<br>Support card. Collect up to 3. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a dice and compare it to the model's Survive value. If they fail then they are marked as Activated if not already.<br>1: does nothing.<br>2: calls a Freeze Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Freeze Ray on any square of the calling player's choice. | **Freeze Ray**<br>Support card. Collect up to 3. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a dice and compare it to the model's Survive value. If they fail then they are marked as Activated if not already.<br>1: does nothing.<br>2: calls a Freeze Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Freeze Ray on any square of the calling player's choice. | **Alien Cunning**<br>How did he get there? One Martian model may move a single square. If this moves them into a square containing a Human then they Fight as usual. This can be played on a model that has already been activated, and does not mark them as Activated if they weren't already. |
| **Harassing Fire**<br>Support card. Collect up to 2. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a single dice and compare it to the model's Survive value. If they fail (roll under their value) then they are Rattled.<br>1: calls Harassing Fire on a row OR column chosen by the calling player, but the exact square in that row or column is chosen by rolling a dice.<br>2: calls targeted Harassing Fire on a square anywhere on the board of the calling player's choice. | **Splat!**<br>Reduces the Survive roll of the target Martian by 1 dice. | **Harassing Fire**<br>Support card. Collect up to 2. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a single dice and compare it to the model's Survive value. If they fail (roll under their value) then they are Rattled.<br>1: calls Harassing Fire on a row OR column chosen by the calling player, but the exact square in that row or column is chosen by rolling a dice.<br>2: calls targeted Harassing Fire on a square anywhere on the board of the calling player's choice. |
| **Freeze Ray**<br>Support card. Collect up to 3. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a dice and compare it to the model's Survive value. If they fail then they are marked as Activated if not already.<br>1: does nothing.<br>2: calls a Freeze Ray on a row OR column chosen by the calling player, but the exact square in that row or column is chosen randomly by rolling a dice.<br>3: calls a targeted Freeze Ray on any square of the calling player's choice. | **We Come In Peace**<br>Adds 1 dice to a Martian's Shoot roll. | **Mind Control**<br>If the enemy has a usable type of Support card set in front of him then you may use it as if it were your own. Simply follow the rules for that Support card type and then discard the set once resolved. |
| **Jammer**<br>Play on one of the enemy Support cards in play. Both the Support card and the Jammer card are discarded. | **Harassing Fire**<br>Support card. Collect up to 2. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a single dice and compare it to the model's Survive value. If they fail (roll under their value) then they are Rattled.<br>1: calls Harassing Fire on a row OR column chosen by the calling player, but the exact square in that row or column is chosen by rolling a dice.<br>2: calls targeted Harassing Fire on a square anywhere on the board of the calling player's choice. | **Harassing Fire**<br>Support card. Collect up to 2. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a single dice and compare it to the model's Survive value. If they fail (roll under their value) then they are Rattled.<br>1: calls Harassing Fire on a row OR column chosen by the calling player, but the exact square in that row or column is chosen by rolling a dice.<br>2: calls targeted Harassing Fire on a square anywhere on the board of the calling player's choice. |

**Flying Car**

Thrown by an explosion or a rampaging Martian robot, a car flies through the air and smashes into the battlefield. Choose a direction (left to right or right to left) and roll to see which row the car is thrown along. Then roll again to see which square it lands in. All models in this square are hit by a 5 dice Shoot test needing 4+ vs Survive attack. Roll once for the car, and then roll for each other model separately. Once this is resolved the car continues moving, bouncing over the next square to land in the one beyond it. The damage is resolved the same way on anyone unlucky enough to be in this square. The car bounces over one last square and comes to rest in the one beyond that, causing damage as before. If it stops on the battlefield then use a model if you have one, otherwise use the counter provided. If you use the counter then it blocks all LOS that goes over it. A model is treated as a normal piece of scenery. If the car leaves the board there is no further action.

**Unfriendly Fire**

A poorly aimed artillery strike lands at random. Roll a dice for row and column and centre an artillery strike there. Artillery is resolved as 5 dice 5+ vs Survive Shoot test on every model in that square plus all 8 adjacent squares. Roll once for the artillery in each square and once for each model in the blast zone.

**Keeping Their Heads Down**

They don't know exactly where the enemy is, but they're still firing! Roll a dice for row and column and centre harassing fire there. For each model (friend or foe) in the target square plus all 8 adjacent squares roll a single dice and compare it to the model's Survive value. If they fail (roll under their value) then they are Rattled.

**Barbecue On The Hoof**

For amusement, the Martians have been setting herds of cattle on fire. The unfortunate, panicked beasts are rampaging about wildly, entirely out of control. Take the counter and roll one dice to see where they enter the board (relative to the player who drew the card).
1-2: near edge; 3-4: left edge; 5-6: opposite edge; 7-8: right edge.
Roll a second dice to see where along this edge they start. Place the counter in this square and resolve any effect. Then roll for scatter and move the counter 4 squares in that direction. If they run into an edge of the battlefield and still have movement remaining then they are removed from the game. Otherwise, only stop their movement if they hit a wall. If the herd moves into a square containing a model then it becomes Rattled. If it was already Rattled then it is trampled in a 4 dice 4+ vs Survive Fight.
At the end of every Round, if the cows are still on the board they are moved again as detailed above. Burning cows cannot be attacked and ignore artillery, etc.

**Terror on the Streets!**

Among the wreckage of Greenville, there are still many frightened souls that survived the initial attacks but have yet to find a safe place to hide. Hopefully they can find shelter before the Martians take them away for experimentation!

Roll a dice; on a 1-2, one Civilian is added to the board; on a 3-6, two Civilians are added to the board, on a 7-8, three Civilians are added to the board. For each one, roll a dice for row and column. If the resulting square contains any models or Civilians, roll again.

These Civilians count as both Alien Secrets AND Critters – i.e. they can be "picked up" by models from either side to earn VPs. This follows the normal rules for Alien Secrets and Critters.

At the end of each Round, roll for scatter for each Civilian counter and move it one square in that direction, unless that way is blocked by a wall. If a counter moves off the battlefield it is removed from play.

**Wings of Death**

With a dreadful screeching noise, a huge mutant insect descends from the skies! Roll a dice for row and column. If there are no models present, place the Bug counter in the square. Otherwise, resolve a Bug Attack as described below.
At the end of each Round, if there is a model in the same square as the Bug Counter, resolve a Bug Attack. Otherwise, roll for scatter and move the counter one square in that direction, ignoring walls. Remove it if it leaves the board.
Bug Attack
Pick a model in the square to be the target of the Bug Attack by rolling a dice: on a 1-4 the human player chooses; on a 5-8 the Martian player chooses. Resolve a Fight, with the Bug rolling 4 dice needing 4+. If the target model Fights and wins, the Bug Counter is removed from play. Otherwise, if the model survives, the Bug snatches it up – roll for row and column and place the Bug Counter AND the model in that square. (The person who drew this card places the model.)
If the Bug is the target of a Shoot or Fight action, it will attempt to Survive, rolling 3 dice needing 4+.

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