

WARRIORS OF MARS

BY BOB BRETZ



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We made our way across the Green Wastes for days, but still no sign of the lost temple of Tir Gargix, I'm beginning to wonder if the information I got from my usual source was correct. Sorith, the White Ape scientist that is usually good at finding lost things isn't having much luck either.

"Over here," the strong voice of Horokis thunders over the desert, perhaps fighting in the Ape's gladiatorial arenas strengthen a voice as well as arms and legs, "I think I've found something!" Sure enough, the crumbling remains of a long lost and forgotten temple recently revealed by a large sandstorm is on the horizon; our quarry found.

A search of the ruins didn't improve our moods. "There isn't anything here," bellowed Xir'ca, our Vrika scout ally. There was supposed to be a gold-laced altar here; surely the Green Man tribes haven't found and pillaged the ruins this quickly? We did avoid one of their patrols just yesterday, so it wouldn't be unreasonable that they might have already been here.

But, alas, our luck worsened even more as we began to leave. "Look on the horizon, something is coming," Horokis informed us as he made his way to our group. All I could see was a large disturbance of sand. In short order, a large group of Green Men warriors came upon us. We took positions along the ruins and prepared to receive our "guests."

We would learn today who of us are truly Warriors of Mars!



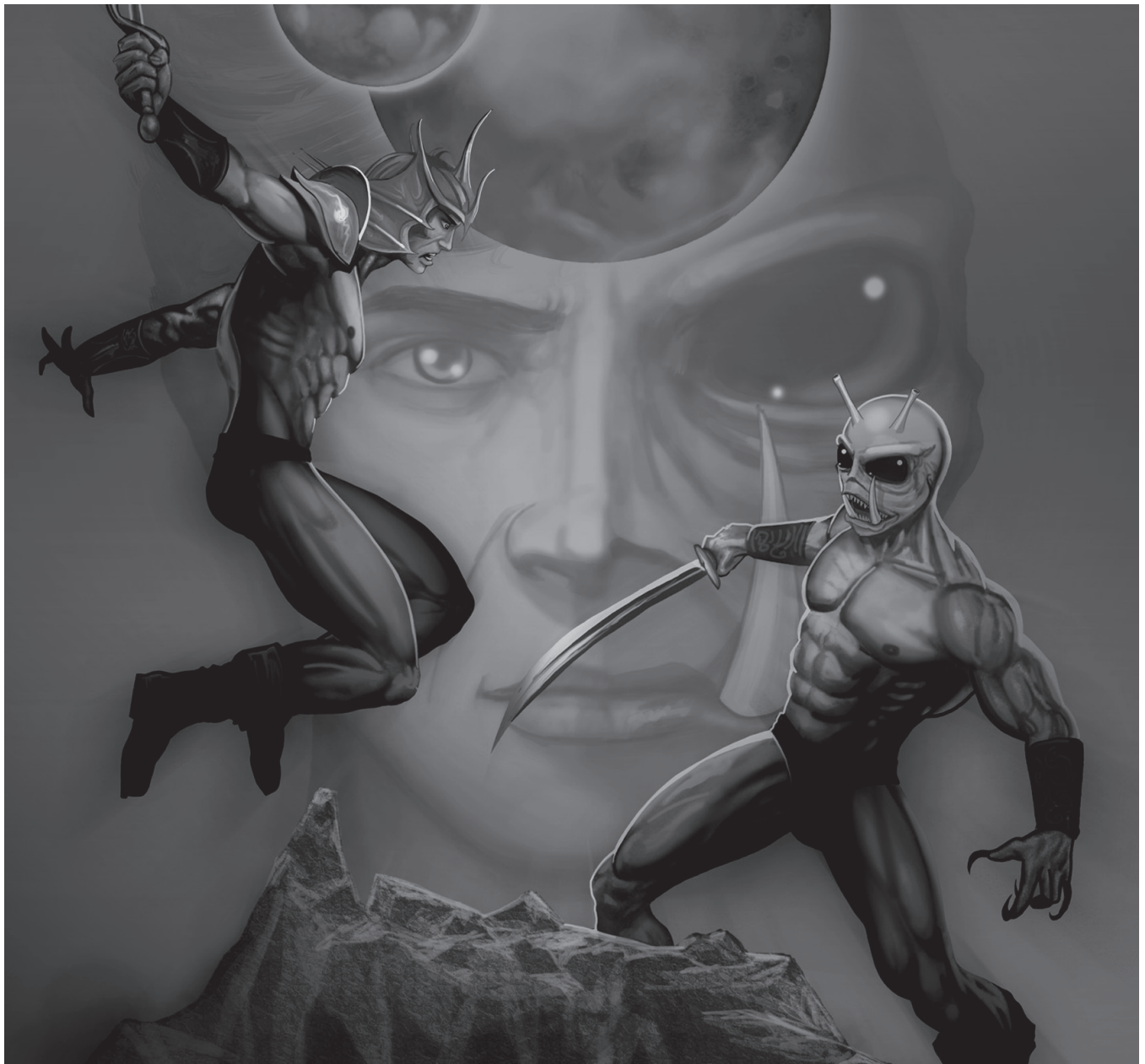
INTRODUCTION

Once, long ago, vast and mighty Red Men empires ruled the majority of Mars. They often war among each other or the small and primitive tribes of Green Men and White Apes, among others. The very ground shook as Red armies marched to war; but that would all change.

For reasons not entirely known or understood any longer, Mars changed. The oceans dried up and resources dwindled. Empires fell and primitive tribes became stronger nations. Conquest became less important, just surviving became the next great struggle to tame. Anything approaching battles among nations are now more about petty disagreements and the need for resources than lust for fortune and glory.

Showdown, the tactical miniature rules for *Savage Worlds*, is the perfect system for the current state of most warfare on Mars, and both those rules and the *Mars* setting book are required for use with this product. Raids and small engagements are the tactics of the day. Fending off Green Men warriors raiding a caravan is more likely to happen than Red Kingdoms launching invasions of their neighbors; but this may soon change. Forces both known and secretive are at work; the tactical battles of the current campaign setting may eventually lead to all-out war!

The *Showdown* rules are available for free download from Pinnacle Entertainment group at <http://www.peginc.com/downloads.html>, and also included in a separate folder with this product.



FIGURES

MINIATURE RECOMMENDATIONS

These are sample figures (a group of figures is a unit or squad) provided to create basic Showdown scenarios, each stat block represents one non-Wildcard individual figure. As samples, they are design to fit into the standard *Mars* setting. Use the Troop Builder spreadsheet available from the Pinnacle website to modify these sample figures to suit the scenario you wish to play.

Some of the sample figures have a standard version and a veteran version. The veteran version, as the name would imply, has at least some experience in battle and leading men. If the veteran is an officer, then they would most likely be a colonel (for ground units), Captain (for naval units) or general; a standard officer would most likely be a lower-level leader, perhaps a lieutenant or captain. Some figures don't have a veteran version, this is because either the sample figure is by default always a veteran or a veteran description wouldn't be appropriate for the figure.

There are a number of miniatures available that would be well-suited for use in *Warriors of Mars*.

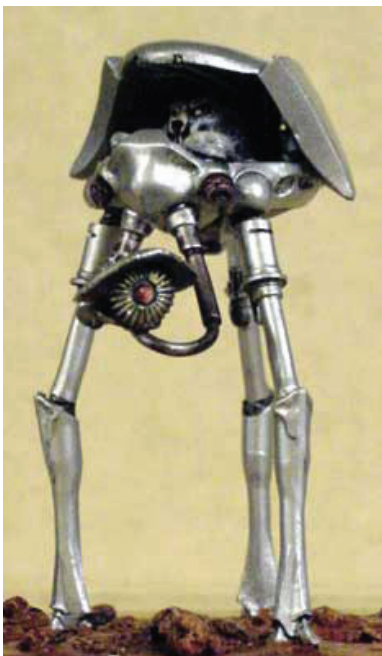
Bronze Age Miniatures has their "Dead Earth" line - http://www.bronzeagemin.com/miniatures_html/25MM/SCI-FI/sci-fi28mm.htm - the Green Men are of the 4-armed variety, but that's easily taken care of with some clippers.

Paroom Miniatures has a line called "Of Mars and Martians" which is nearly perfect. http://www.parroom.net/Core%20pages/Core_PSMinis.html The Cephalids especially make great Grey Men.

Black Orc Games has a line for their *100 Kingdoms* wargame called "The Simian Empire" -- <http://100k.blackorc.com/roster.php?id=3> -- these Roman-style apes are perfect for your White Ape armies.



Bronze Age Miniatures "Imperials"



Paroom Cephalid Walker



Black Orc Games' Praetorian Guard



Bronze Age Miniatures
Green Martian

RED MEN

Other than perhaps the White Apes, the Red Men are about the only race on Mars that have actual organized armies. Maintaining armies is difficult with the limited resources available and as a result the Red Kingdoms generally only maintain small units of regular troops. If a large army is suddenly needed, militia and reserve forces are called up from the citizenry; most Red Kingdoms have mandatory military training of all male citizen for this possible eventually.

In addition to regular troops, the Red Kingdoms maintain other types of units. The Radium Legion is a sort of special forces and royal guard hybrid often sent out to defend against White Ape raiding parties. The Canal Navy is responsible for protecting the canal waterways, sometimes coming into conflict with the Synthe-Men when they get too close to the pumping stations. The skies are the responsibility of the Aeronavy, an elite service that protects the kingdoms from sky pirates and other threats from the sky. As mentioned, when there is a need for large numbers of troops the Militia is called up, citizens with some combat training and experience that do what they can to protect the various cities and towns that often come under threat.

Each of the kingdoms use tactics and training techniques handed down from their ancestors, some of the few knowledge retained from that period, but each has their own method of organizing and equipping their forces based on their cultures and resources. The Callor Maralin retains the closest style and methods of their ancestors, maintaining a more regal and, one might say, "old fashion" army. The Baltan Confederacy tends to have units that are more lavish, befitting the wealth and influence of their commanding generals. Lonaria tends to have a more modest approach to outfitting their armies, as fits their religious beliefs. The Maranian Holdings have units that are very uniform and cohesive, lacking any kind of individuality. The Red Nomads are a mixture of styles and equipment, given to their nomadic ways.

RED MAN MILITIAMEN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: -
Gear: Short Sword (Damage Str+d6), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 7

RED MAN MILITIAMEN OFFICER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Command
Gear: Short Sword (Damage Str+d6), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 8

RED MAN SOLDIER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Alertness, First Strike
Gear: Broadsword (Damage Str+d8), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 9

RED MAN SOLDIER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Shooting d6
Pace: 6; **Parry:** 7; **Toughness:** 6
Abilities: Alertness, Combat Reflexes, First Strike
Gear: Broadsword (Damage Str+d8), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 13

RED MAN ARCHER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Alertness, Marksman
Gear: Broadsword (Damage Str+d8), Bow (Range 12/24/48, Damage 2d6)
Cost: 9

RED MAN ARCHER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Shooting d8
Pace: 6; **Parry:** 5; **Toughness:** 6
Abilities: Alertness, Combat Reflexes, Marksman
Gear: Broadsword (Damage Str+d8), Bow (Range 12/24/48, Damage 2d6)
Cost: 12

RED MAN CAVALRY TROOPER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Riding d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Abilities: Alertness, First Strike
Gear: Broadsword (Damage Str+d8), War Lance (Damage Str+d8, AP2)
Cost: 10 (cost doesn't include cost of mount)

RED MAN CAVALRY TROOPER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Riding d8, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Abilities: Alertness, Combat Reflexes, First Strike, Steady Hands
Gear: Broadsword (Damage Str+d8), War Lance (Damage Str+d8, AP2)
Cost: 14 (cost doesn't include cost of mount)

RED MAN OFFICER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Riding d6, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Alertness, Command, First Strike
Gear: Broadsword (Damage Str+d8), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)
Cost: 12

RED MAN OFFICER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Riding d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Abilities: Alertness, Combat Reflexes, Command, First Strike, Steady Hands
Gear: Broadsword (Damage Str+d8), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands), Radium Rifle (Range 24/48/96, Damage 2d10, AP4)
Cost: 18

RED MAN CANAL NAVY CREWMAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating d6, Fighting d6, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: -
Gear: Rapier (Damage Str+d6, Parry +1)
Cost: 8

RED MAN CANAL NAVY CREWMAN, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Boating d8, Fighting d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Abilities: Canaller, Combat Reflexes, Steady Hands
Gear: Rapier (Damage Str+d6, Parry +1)
Cost: 14

RED MAN CANAL NAVY OFFICER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating d6, Fighting d6, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Abilities: Command
Gear: Rapier (Damage Str+d6, Parry +1), Handbow (Range 5/10/20, Damage 2d4)
Cost: 9

RED MAN CANAL NAVY OFFICER, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Boating d8, Fighting d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 6
Abilities: Canaller, Combat Reflexes, Command, Steady Hands
Gear: Rapier (Damage Str+d6, Parry +1), Handbow (Range 5/10/20, Damage 2d4)
Cost: 14

RED MAN AERONAVY CREWMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 8 (2)
Abilities: -
Gear: Rapier (Damage Str+d6, Parry +1), Silkweave (+2 Armor)
Cost: 11

RED MAN AERONAVY OFFICER

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 8 (3)
Abilities: Command, Natural Leader, Quick, Steady Hands
Gear: Dagger (Damage Str+d4), Heavy Radium Pistol (Range 12/24/48, Damage 2d8+2, AP4), Rapier (Damage Str+d6, Parry +1), Wireweave Vest (+3 Armor)
Cost: 19

GREEN MEN

As they travel the Green Wastes between the Red Kingdoms, the Green Men follow the strongest member of their tribe. They support themselves by raiding White Ape and Red Men communities, preying on the weaker ones first and then any others than seem even remotely vulnerable. They prefer to attack caravans and other smaller groups of people foolish enough to travel the Wastes on their own; these being less of a risk than walled townships. They generally operate much like barbarian hordes of Earth, surviving off the land, whether occupied or not and ranging where they please.

Nearly all the men of a Green Man tribes are warriors, those that are not are sick or old and not likely to live long. When the Green Men mount a raid, they do so with little in the way of planning or tactics, relying on instinct and what they've learned on other raids; a fact that may indicate while they possess great strength they haven't conquered all of Mars. Most warriors fight on foot, those who are strong and skilled enough to capture a wild Jalf on their own ride into battle as War Riders. The strongest and best warriors are the leaders of most raids; but sometimes these warriors form into elite bands, called Brute Men, often attacking first so they can reap the greatest reward.

GREEN MAN WARRIOR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8
Pace: 6; **Parry:** 6; **Toughness:** 12(2)
Abilities: Armor +2, Claws (Str+d4), Large (+2), Size +3, Tusks (Str+d4)
Gear: War Sword (Damage Str+d10)
Cost: 19

GREEN MAN WARRIOR, VETERAN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d10
Pace: 6; **Parry:** 7; **Toughness:** 16(6)
Abilities: Armor +2, Claws (Str+d4), Combat Reflexes, Large (+2), Size +3, Tusks (Str+d4)
Gear: Vronag Hide Armor (+4), War Sword (Damage Str+d10)
Cost: 24

GREEN MAN WAR RIDER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8, Riding d8
Pace: 6; **Parry:** 6; **Toughness:** 12(2)
Abilities: Armor +2, Claws (Str+d4), Large (+2), Size +3, Tusks (Str+d4)
Gear: Battleaxe (Damage Str+d8), War Sword (Damage Str+d10)
Cost: 19

GREEN MAN WAR RIDER, VETERAN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d10, Riding d10
Pace: 6; **Parry:** 7; **Toughness:** 12(2)
Abilities: Armor +2, Claws (Str+d4), Combat Reflexes, Large (+2), Size +3, Steady Hands, Tusks (Str+d4)
Gear: Battleaxe (Damage Str+d8), War Sword (Damage Str+d10)
Cost: 22

GREEN MAN BRUTE WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d10
Pace: 6; **Parry:** 6; **Toughness:** 14(2)
Abilities: Armor +2, Berserk, Brute Warrior, Claws (Str+d4+2), Large (+2), Size +3, Tusks (Str+d4+2)
Gear: War Sword (Damage Str+d10+2)
Cost: 20

GREEN MAN BRUTE WARRIOR, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Fighting d12
Pace: 6; **Parry:** 7; **Toughness:** 18(6)
Abilities: Armor +2, Berserk, Brute Warrior, Claws (Str+d4+2), Large (+2), Size +3, Tusks (Str+d4+2)
Gear: Vronag Hide Armor (+4), War Sword (Damage Str+d10+2)
Cost: 25

GREEN MAN CHIEFTAIN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d12
Skills: Fighting d8
Pace: 6; **Parry:** 6; **Toughness:** 13(2)
Abilities: Armor +2, Claws (Str+d4), Large (+2), No Mercy, Size +3, Tusks (Str+d4)
Gear: Battleaxe (Damage Str+d8)
Cost: 20

WHITE APES

Marching out of their marble and granite walled cities in the polar jungles, the White Apes are a small, but powerful force. Their city states are ruled by a Emperor, a level of status any White Ape can attain if they are strong and cunning enough. Once slaves to the Red Kingdoms, they sometimes seek the territory and, to a smaller degree, revenge on their former enslavers; but they usually make raids at their Emperor's command to give the army "something to do" instead of contemplating rebellion..

Any raids are conducted by fairly small forces organized into Legions. The Legionnaires (the standard soldier) are commanded by a Centurion (a squad-level officer), who is reports to a general that commands the entire legion. The Legionnaires usually wear armor modified to allow for greater flexibility, but at the sacrifice of

some protection. The White Apes could most likely conquer the surface of Mars, but the selfish and decadent nature of their empires make this unlikely.

WHITE APE LEGIONNAIRE

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 11(5)

Abilities: No Mercy

Gear: Broadsword (Damage Str+d8), Legionnaire Armor (+5), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)

Cost: 14



WHITE APE LEGIONNAIRE, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 11(5)

Abilities: Combat Reflexes, Frenzy, No Mercy

Gear: Broadsword (Damage Str+d8), Legionnaire Armor (+5), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)

Cost: 18

WHITE APE CENTURION

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8
Skills: Fighting d8, Shooting d6
Pace: 6; **Parry:** 6; **Toughness:** 11(5)
Abilities: Command, No Mercy
Gear: Broadsword (Damage Str+d8), Legionnaire Armor (+5)
Cost: 15

WHITE APE CENTURION, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8
Skills: Fighting d10, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 11(5)
Abilities: Command, Frenzy, Inspire, No Mercy
Gear: Broadsword (Damage Str+d8), Legionnaire Armor (+5)
Cost: 19

WHITE APE GENERAL

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 11(5)
Abilities: Command, Frenzy, Hold the Line!, Inspire, Level Headed, No Mercy
Gear: Broadsword (Damage Str+d8), Legionnaire Armor (+5)
Cost: 24

GREY MEN

Deep beneath the wastes of the Grey Expanse lies the secretive Grey Men. What they do there and what plans they make are unknown to the surface-dwellers, but when they move all those in their way may soon regret their ignorance. The Grey Men don't fight in traditional fighting units like the other peoples of Mars, they usually mount Tripod walkers that unleash heat rays that lay waste to unfortunate victims.

Any significant level of detail regarding the Grey Men's tactics and organization is left to a minimum, for you to customize these factors to suit your game. When a Grey Men Tripod emerges from their hidden labs, they range in the most unpredictable fashion, which seems to be the way they like it.

GREY MAN TRIPOD DRIVER

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Drive d6, Fighting d4, Shooting d6, Weird Science d6
Pace: 3; **Parry:** 4; **Toughness:** 5
Abilities: Arcane Background (Weird Science), Bad Eyes
Gear: Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)
Cost: 9 (cost doesn't include the cost of a Tripod)

GREY MAN TRIPOD DRIVER, VETERAN

Attributes: Agility d4, Smarts d12, Spirit d6, Strength d6, Vigor d8
Skills: Drive d8, Fighting d6, Shooting d8, Weird Science d8
Pace: 3; **Parry:** 5; **Toughness:** 6
Abilities: Arcane Background (Weird Science), Bad Eyes, Brilliant Scientist
Gear: Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)
Cost: 13 (cost doesn't include the cost of a Tripod)



SYNTHE-MEN

Rarely seen outside the polar stations, the strange Synthe-men have little care for glory or fortune of conquest. They don't usually form into combat units, but the Synthe-men have individuals tasked with defending the stations or stop anyone who is actively damaging the canal network.

SYNTHE-MAN WORKER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Abilities: Construct

Gear: Spanner Tool (as a club, Damage Str+d4)

Cost: 7

SYNTHE-MAN COMBATANT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Abilities: Alertness, Construct

Gear: Spanner Tool (as a club, Damage Str+d4), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)

Cost: 12



HUMANS

It's very rare, but people from Earth have made their way to Mars. Usually soldiers (even whole units) or adventurers, they bring a sense of the unusual to a world already somewhat unusual. GMs should give humans various *Showdown* abilities to represent their unique talents on Mars (these are not reflected here, and should be purchased separately).

HUMAN SOLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: -

Gear: Broadsword (Damage Str+d8)

Cost: 7

HUMAN SOLDIER, VETERAN

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Abilities: Combat Reflexes, Command

Gear: Broadsword (Damage Str+d8)

Cost: 13

HUMAN ADVENTURER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Abilities: Combat Reflexes, Sword and Blaster

Gear: Broadsword (Damage Str+d8), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)

Cost: 13

HUMAN ADVENTURER, VETERAN

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Abilities: Combat Reflexes, Dodge, Improved Sword and Blaster, Inspire, Wall of Steel

Gear: Broadsword (Damage Str+d8), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3)

Cost: 21

BEASTS

Whether as mounts, beast of burden or trained combatants, the beasts of Mars are often utilized in some form in Mars warfare. They would work perfectly as Rogues (see "Rogues", p.18 of the Showdown rules) in a Showdown scenario, adding a potential sense of randomness to a battle.

BUSHARBAL (SANDSQUID)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d12
Skills: Fighting d8
Pace: 6; **Parry:** 6; **Toughness:** 12
Abilities: Bear Hug, Size +4, Teeth (Str+d6), Tentacles (Str+d4)
Cost: 18

CAZAN (DESERT WASP)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6
Pace: 1; **Parry:** 5; **Toughness:** 4
Abilities: Flight (Pace 8), Poison -1, Size-2, Small, Stinger (Str+d6, AP1)
Cost: 8

CHU GRAHK (NIGHTLEAP)

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8
Pace: 10; **Parry:** 6; **Toughness:** 8
Abilities: Fleet Footed (d8 running die), Bite/Claw (Str+d6), Improved Frenzy, Low Light Vision, Pounce, Size +2
Cost: 18

GLASHGAR (HORNED DRINKER)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d4
Pace: 10; **Parry:** 4; **Toughness:** 8
Abilities: Fleet Footed (d8 running die), Horn (Str+d4, AP1), Size +2
Cost: 12

JALF (STEED)

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10
Skills: Fighting d8
Pace: 8; **Parry:** 6; **Toughness:** 9
Abilities: Gore, Horn (Str+d4), Size +2
Cost: 13

MONOLESH (DREAMLURE)

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 0; **Parry:** 5; **Toughness:** 7
Abilities: Constrict, Size +2
Cost: 7

SHALAG (FLYING JAW)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8
Pace: 0; **Parry:** 6; **Toughness:** 5
Abilities: Berserk, Bite (Str+d8), Flight (Pace 24)
Cost: 10

VRONAG VESH (BEAST OF TEETH AND ARMOR)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10
Skills: Fighting d10
Pace: 8; **Parry:** 7; **Toughness:** 15(2)
Abilities: Armor +2, Bite (Str+d10), Claws (Str+d6), Fear, Large (+2), Size +6
Cost: 27

XILL (CAVE SCORPION)

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d6
Pace: 6; **Parry:** 5; **Toughness:** 15(2)
Abilities: Armor +2, Pincers (Str+d6), Poison, Stinger (Str+d4, AP1), Size +2, Wall Walker
Cost: 16



SPECIAL RULES

In addition to the rules and options available in the *Showdown* supplement, here are special rules for scenarios designed specifically for the Mars. None of these additional rules or options are really mandatory, but are highly suggested where appropriate to create a scenario more in-line with the Mars setting.

AIRSHIPS

Airship combat in *Showdown* uses a sort of combination of the rules presented in *Showdown* and the Mars setting book. When incorporating airships into a showdown scenario, be sure they don't provide a unfair advantage to one side; if one side has a airship and the other doesn't and the side without a airship can't attack or have any real chance of damage the airship than this scenario would be unfairly balanced. Using the *Showdown* vehicle rules as our starting point, modify their use with the following Mars setting alterations.

Movement and Maneuvers

As a *Showdown* scenario is a tactical battle, the Abstract Movement rules are not used. All of the Maneuvers found in the Mars setting book (see page 93) replace those in the *Showdown* rules, which are more appropriate to ground vehicles and includes: Evasive Maneuver, Hard Break, Maneuver, Obstacle, Ram, Tight Turn, Pop-up and Power Dive. If a airship goes out of control due to a failed maneuver, then use the Out of Control table found in the Mars setting book (see page 94). If a airship changes altitude, either willingly or because of going out of control, then it provides cover to it's passengers if above the enemy, but can be attacked without being able to attack back; and if it hits the ground, calculate damage to the airship 1d6 per 5" of movement.

Attacks

The Attack rules in both *Showdown* (page 26-27) and the Mars setting book (starting on page 95) are both usable as written and can be combined with no difficulty, though disregard the Chase rules as this is not a component of the *Showdown* system. Some of the weapons list below in the Siege Weapon rules (specifically Ballistas, Catapults and even Boiling Oil) could be placed in a airship hardpoint and used against other airships and their crews.

As airships travel at extreme speeds compared to ground vehicles, they have the capacity to fly in, attack and fly out without much effort. To minimize this advantage, ground figures can go on hold and attempt to interrupt the attacking airships initiative to attack it before it moves away; assuming they have

the appropriate weapons. To accomplish this, both the pilot of the airship and the ground figure on hold both roll their Agility, the winner goes first; if this is the airship they attack and leave before the ground figure can get their shoot off.

Boarding Actions

Boarding actions can certainly be conducted, but given the tactical nature of *Showdown* scenarios and the potential large size airships; a few changes need to be made. If a airship has been grappled and wants to escape, the pilot makes their Piloting skill roll with the modifiers listed on page 97 of the Mars setting book as applicable, a success means they where able to break away. If a boarding action occurs between any airship with more than 100 crew, then run a small portion of the battle at a time..

If the airships aren't exactly alongside each other, then boarders may have to cross over by jumping, deploying makeshift bridges or swing on ropes. Given the chaotic nature of boarding actions, a scenario may call for Agility checks to ensure the boarding figure made it across safely. If they fail the roll they fall sustaining falling damage; those who miss the roll while on a makeshift bridge fall overboard in which case they are taken out of play.



FREAK EVENTS

When the “Freak Events” result is roll on the “Fortune & Calamity” table from the *Showdown* rules, use the table below in place of the “Freak Events” table provided in the *Showdown* rules.

D10	Result
1	Sandstorm: A sudden sandstorm rolls in for 1d4 rounds. The swirling sand reduces visibility to 6” and reduces Pace by half.
2	Uninvited guest: A Vronag Vesh (see Beasts) is attracted by the battle and investigates for potential food opportunities. Locate one of your enemy’s figures that is closest to the edge of the battlefield and the beast attacks that figure first. If it incapacitates the figure, it then becomes a Rogue (see “Rogues”, p.18 of the Showdown rules).
3	Intense Heat: The weather takes a turn for the worse and the temperature suddenly begins to rise. For the rest of the battle, all running die results are halved.
4	To victory!: If you have a Wildcard in the battle, he or she rallies your forces granting them all +2 to morale checks.
5	Unstable ground: Chose on of your figures at random. The ground they are standing on suddenly becomes unstable (quicksand, rocky ledge that gives way, ect.). The figure makes a Agility check, if they fail they are Shaken.
6	The Green Menace: A group of d4+2 Green Men Warriors enter the battlefield from a random edge and act as Rogues (see “Rogues”, p.18 of the Showdown rules). If there are Green Men figures already in the battle then these are from a rival tribe.
7	Help from above: A airship flies by that is allied to your cause. It drops a standard bomb (d6 Shooting die, 3d8 damage) on a random enemy vehicle or other large target (if available) or a figure and then flies off towards it’s original destination.
8	Traitor in your ranks: One of your random figures is a traitor and is in league with your opponent. This figure becomes one of your opponent’s figures.
9	The screw turns: Your opponent is awarded d6 bennies.
10	Victory favors the bold: You are awarded d6 bennies.

HENCHMEN & MOOKS

Though they may seem more appropriate to the Role-playing Game, henchmen and mooks can still be used in a Mars-based *Showdown* scenario. If the scenario has a master villain or warlord who has lieutenants and underlings to defend them, or if you want to include henchmen and mooks for some other reason, then use these rules to simulate this function

Henchmen are basically Wildcards without wound levels, but with the d6 Wild Die. To gain this die, take the final cost of a figure to be made a henchmen and add an additional 50% to that cost. This is accomplished by taking the cost of the figure and multiplying it by 1.50 and round up. For example, if a figure had a cost of 10, multiplying 1.50 and you get 15 points for a henchmen figure.

Mooks are essentially a Extra who don't ever become shaken, any damage done that equals or exceeds the figure's Toughness it is taken out of play. Note that, unlike henchmen, a mook must meet these criteria: every trait must be a d6, they only have the Fighting and/or Shooting skills, and they have no Edges or Hindrances; though they get any special abilities provided by their race. To create a mook figure, deduct 20% from the final cost, which is accomplished by taking the final cost of the figure that meets the previous criteria, divide it by 1.20 and round down. For example, if a figure had a costs of 10, divide by 1.20 and you get 8 points for a mook figure.

SIEGE WEAPONS

All the of the cities on Mars, at least those that are inhabited, are protected by walls against marauding tribes and bands of bandits. When the White Apes or the Red Kingdoms march to battle, they sometimes prepare themselves to siege cities. To accomplish this, a number of devices with ancient lineage are utilized to breached or overcome city defenses; as well as a few devices designed to help prevent this. Additionally, some of these devices can be adapted to airships when Radium weapons aren't available or have run out of power.

Ballista

A ballista is basically a giant crossbow that fires a spear-like projectile. They are so large they have to be mounted before they can be fired. They can be mounted on wagons; but the vehicle has to be stopped in order to not be subject to the Unstable Platform rule.

Battering Ram

A battering ram is a large log or log-like object used to breach barred gates. Most often this is carried by troops, but could be suspended from a covered frame. If under a frame, it usually provides cover to

the troops underneath; +1 if it's covered in hides or +2 if covered with wood or other light but strong material. To simulate the weakening of the gate by repeated ramming attacks, if the first attack doesn't break down the gate and additional attacks are made on the same location, then add a additional die each round to a maximum of 4 dice.

Boiling Oil

Large pots of boiling oil are stationed on walls, usually above some weak point such as a gate. There is no skill roll involved with dumping a pot, one or two people can usually do the job.

When a pot is used, place the appropriate burst template for the type of pot being used (see Reference Charts) with it's center point adjacent to the center of the pot. This is a area effect attack, but it doesn't deviate and the targets get to roll their Agility attribute to dodge out of the way.

Catapult

A catapult is a device meant to launch round projectiles, usually boulders, over great distances with a lever and spring mechanism. This weapon can be mobile by attaching wheels to it's base, but it can not be fired while moving. Once set to fire, it takes a round and usually several people to realign it or reload it for another shot. If a catapult is shot over a wall without sighting a target, the operator makes a Shooting roll at -4 to represent the random nature of the shot.

Most catapult shots are boulders, but there is a special type of shot available on Mars. A resourceful technician figured out how to take samples of Thornpatch briars, tied tightly together and encase the bundle into a round wooded case. When launched, it "explodes" as it breaks apart on impact showering a large area with sharp thorns with devastating results.

Ladder

Ladders can be used to help scale walls, assuming the ladder at hand can at least reach most of the way to the top of the wall. There is no need to make a Climbing skill roll to use a ladder; but it takes two inches of pace to move 1" up. If they wish to fight while on a ladder they must use either their Agility or Fighting roll, whichever is lower (or lowest of Agility or Shooting, if necessary) to simulate the need to balance themselves. If the attacker is Shaken while on a ladder they must make a Agility roll or fall, sustaining 1d6 damage (10d6 maximum) for every 2" they fall.

Siege Tower

A siege tower is, usually, a wooden tower set on wheels that is rolled up to the wall of a city, a ramp is lowered allowing attackers to move onto the defender's wall. If water is available, the tower is

usually “watered down” in order to prevent it being set aflame as it approaches it’s target. A siege tower, in effect, provides mobile cover for those troops in or behind it, the effectiveness depending on the material of the structure; +1 for hides and +2 for wood or tougher materials.

Siege Weapons on Airships

A single hardpoint on a airship could easily handle a ballista or catapult, usable against exposed enemy crew or damage the structure of the enemy airships. Boiling oil pots could also be placed on airships, dumping their contents on other airships or surface targets below. A ballista can fire on ground targets as usual, but if a catapult is used this way the operator’s Shooting roll is at -4 given the odd angles needing to be calculated.

REFERENCE CHARTS

If you want to create figures of your own, then these charts will help with incorporating elements from the *Mars* setting. Take the costs listed below and plug them into the Troop Builder spreadsheet available from Pinnacle Entertainment to calculate the final cost of your custom figures.

Note that some of the information to follow was not part of the *Mars* setting book, that information was introduced earlier in this product.

HAND WEAPONS

Type	Cost	Damage	AP	Parry	Reach	Hands
Axe	11	d6	1	1		1
Baltanese Dueling Blades	6	D6				1
Battleaxe	13	D8	2			1
Broadsword	9	D8				1
Callorian Longblade	13	D8	2			1
Club	3	D4				1
Dagger	3	D4				1
Draggar Bone Club	13	D10	2	-1		2
Hatchet	3	D4				1
Pike	13	D8			2	2
Rapier	9	D6		1		1
Short Sword	6	D6				1
Spear	11	D6		1	1	2
Warhammer	9	D8				1
War Lance (AP2 if mounted)	10	D8	2			1
War Sword	12	D10				1

RANGED WEAPONS

Type	Cost	Range	Damage	Min. Str.	Notes
<i>Common</i>					
Bow	6	12/24/48	2d6	D6	
Crossbow	13	15/30/60	2d6	D6	AP2
Handbow	1	05/10/20	2d4	d6	
Handbow, Self-loading	1	05/10/20	2d4	D6	
Longsling	2	10/20/40	Str+d6	D6	
<i>Radium Weapons</i>					
Radium Pistol	17	12/24/48	2d6+2	-	AP3
Radium Pistol, Holdout	21	10/20/40	3d6	-	AP3
Radium Pistol, Double Cell	17	12/24/48	2d6+2	-	AP3
Radium Pistol, Heavy	24	12/24/48	2d8+2	D6	AP4
Radium Rifle	28	24/48/96	2d10	d6	AP4
Radium Gun, Mounted	37	40/80/160	4d6+2	D8	AP4
Grey Martian Heat Ray	53	60/120/240	3d10	D6	AP7
<i>Airship Weapons</i>					
Radium Gun	37	40/80/160	4d6+2	-	AP4
Standard Bomb	22	Dropped	3d8	-	AP2
Radium Bomb	64	Dropped	6d10	-	AP4

SIEGE WEAPONS

Weapon	Cost	Range	Damage	Notes
Ballista	32	25/50/100	3d8	AP4
Battering Ram, Hand-held	43	-	2d6*	AP4, HW
Battering Ram, Frame mounted	47	-	2d6*	AP6, HW
Boiling Oil, Small pot	17	Adjacent	2d10	SBT
Boiling Oil, Medium Pot	22	Adjacent	2d10	MBT
Boiling Oil, Large pot	27	Adjacent	2d10	LBT
Catapult, Boulder shot	84	50/100/200	4d6	AP10, MBT, HW
Catapult, Thornpatch shot	39	50/100/200	2d6	AP4, LBT

*If the first attack doesn't break open the gate, then add +1d6 for each additional round up to +4d6.

ARMOR

Armor	Cost	Value
Bracer Shield (+1 Parry, +1 Armor vs. Ranged)	4	-
Chain Cloak (+1 Parry)	3	3
Ceremonial Plate (-1 Pace)	5	5
Jewel Armor (+2 Parry, +1 Armor vs. Ranged)	7	-
Legionnaire Armor	5	5
Pilot's Helm (Head Only)	1	2
Silkweave	2	2
Silkweave, Heavy	3	3
Silkweave, Patch	3	3
Skull Helm (Head Only)	1	3
Vronag Hide	4	4
Wireweave Vest	3	3
Wireweave, Heavy	4	4

VEHICLES

Type	Cost	Speed	Toughness	Crew/Passengers	Notes
Airships					
Small Airship	37	AS	10(2)	1+1	
Medium Airship	59	AS	14(2)	2+18	
Large Airship	88	AS	16(4)	8+36	
Huge Airship	123	AS	20(4)	24+60	
Gargantuan Airship	143	AS	22(4)	100+100	
Colossal Airship	176	AS	24(5)	200+200	
Ground Transports					
Bulk Wagon	110	Slow	19(4)	2+9	
Desert Sailer	55	Very Fast	13(2)	2+20	
Sand Runner	68	Very Fast	14(3)	1+9	
Tripod	156	Very Fast	22(5)	1+3	
Watercraft					
Powered Canal Boat, Small	33	Slow	10(2)	1+9	
Powered Canal Boat, Traders	112	Medium	19(4)	1+20	

SPECIAL ABILITIES

Edges	Cost	Effect
Brilliant Scientist	5	Improve negative Weird Science CV by +1, but not above 0.
Brute Warrior	5	-1 Parry, receives +2 on damage and +2 Toughness
Canaller	5	+2 Boating, d8 Wild Die to physical actions while on a boat
Doctor	5	+2 Healing rolls, d8 Wild Die to medical-related skills
Failsafe	10	Backlash only on critical failure (double ones).
Fencer	5	+1 Parry, +1 to offset Called Shots, must have sword in hand
Guardian	3	Can "take the hit" for any ally within 1" who was hit by an attack
Improved Defense	3	+4 to Defend actions, instead of the usual +2
Military Elite	10	Get a d8 on Bonus Damage rolls.
Precision Strike	3	Increase a melee weapons AP by +1
Improved Precision Strike	6	Increase a melee weapons AP by +2
Priest	3	Once per game, the figure can substitute it's Spirit for a Attribute roll.
Riposte	5	Once per round, if a opponent misses a Fighting attack on the figure they get a free Fighting attack on the opponent at -2.
Improved Riposte	10	Once per round, if a opponent misses a Fighting attack on the figure they get a free Fighting attack on the opponent.
Sky-Corsair	5	+2 to Piloting; may make soak rolls for his vehicle at -2
Spot Weakness	5	If a opponent figure rolls a one on a Fighting roll against the figure, they get +1 Fighting attack against the opponent for the rest of the battle.
Sword and Blaster	3	Can make a extra Shooting roll, but -2 to all Fighting and Shooting rolls for that round, ignore 1 point of Gang Up.
Improved Sword and Blaster	5	Can make a extra Shooting roll and ignore 2 points of Gang Up.
Wall of Steel	10	Immune to Gang Up

SAMPLE SCENARIOS

To give you an idea of the types of scenarios you can create for a Mars-based *Showdown* game, these examples are provided. If you do want to create your own scenarios, be sure to consult the Troop Builder spreadsheet, which includes a section on creating units (a collection of figures) appropriate to a scenario.

ENEMY AT THE GATE

As the sun rises over the walled town of Timor on a rather ordinary day, something is stirring on the horizon. Was it a sandstorm? It isn't the season for sandstorms. It would soon become all too clear, the White Apes were on the march.

To protect the town, a detachment of the Radium Legion, led by Captain Saren was on hand to supplement the unexperienced militia forces. They face a White Ape force of some 200 Legionnaires, but that is not the focus of this scenario. A small detachment of Apes is making their way to the main gate with a battering ram. If they can breach the metal door, the main body of their force can take the town. Will the defenders of Timor be able to stop them?

This scenario details part of the battle told in the story starting on page 4 of the *Mars* setting book.

SETUP

The defenders of Timor set up behind the town wall, which is 10" from the southern end of the board; they are able to fight from atop the wall (which is 15 feet tall) that provides +2 cover when attacking from that position. The White Apes set-up anywhere within 6" from the northern end of the board.

SPECIAL RULES

Terrain: The terrain around Timor is fairly rough and every inch of movement counts as 2" Pace. The road that leads from the north to the gate allows for normal movement. The ground inside the wall is normal ground and doesn't inhibit movement. There are four 2 foot tall boulders outside the town walls that provide +2 cover

Battering Ram: The White Apes have a hand-held battering ram that requires four Apes to carry and use on Timor's gate. The gate has a Toughness of 20(4), 4 of which is armor. In order to batter down the gate, the Apes must roll enough damage to exceed the door's Toughness; at which point it breaks open.

VICTORY

The only way the White Apes can win this engagement is to breach the gate and defeat the defenders within. The defenders win if they prevent the Apes from getting in or incapacitate them all if they do.

DEFENDERS OF TIMOR

The forces defending Timor consist of:

- Saren, Captain of the Radium Guard
- 10 x Radium Guard Soldiers
- Militia Captain (Red Men Militiamen Officer, p. 4)
- 10 x Militiamen (Red Men Militiamen, p. 4)

SAREN,

CAPTAIN OF THE RADIUM GUARD

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 8(2)

Abilities: Alertness, Combat Reflexes, Command, First Strike

Gear: Broadsword (Damage Str+d8), Radium Rifle (Range 24/48/96, Damage 2d10, AP4), Silkweave (+2 Armor)

Cost: 19

RADIUM GUARD SOLDIER

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Abilities: Alertness, Combat Reflexes, First Strike

Gear: Broadsword (Damage Str+d8), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3), Silkweave (+2 Armor)

Cost: 16 (123 for unit)

WHITE APE LEGION

The White Ape force attacking the gate is commanded by a general, who has two sections under his command; organized as follows:

- 1 x General (White Ape General, page 8)

Section 1

- 1 x Centurion (White Ape Centurion, page XX)
- 9 x Legionnaires (White Ape Legionnaire, page 7)
- 1 x Battering Ram, Hand-held (page 15)

Section 2

- 1 x Centurion (White Ape Centurion, page 8)
- 9 x Legionnaires (White Ape Legionnaire, page 7)

RETAKE THE SILVAN SWAN

A week ago, the cargo airship *Silvan Swan* fall to make it's appointed stops along it's trade route. Several airships of the Callor Maralin's Aeronavy were sent out in search of the missing ship, but no sign of the *Swan* could be found. Then, reports of a pirate airship raiding cargo ships along Callor Maralin's northern border filtered back to the Aeronavy command.

The closet naval airship, the *Avenger*, was sent to the region to find and capture the pirate vessel. After the better part of a day, the *Avenger* came across a vessel unwilling to identify itself. Captain Avor knew this sign well and prepared his men to grapple the unknown vessel. The *Avenger* came along side the ship and the grapples were thrown at the same time the pirates revealed themselves expecting to leap upon a hapless vessel.

The pirate captain, known as the mysterious Red Man pirate know as the Red Reaper, yelled over the Captain Avor, "well played, Captain, it seems you have me...or do I now have two ships?" With that, the battle was joined.

SETUP

Both vessels are alongside each other 2" of gameboard distance separating them. Both forces set-up anywhere on the deck of their own ship

SPECIAL RULES

Steady on deck: Due to the fact that the ships are not moving, the Unstable Platform rule doesn't apply.

Walk the plank: Both ships have access to two large and long planks of wood that can be extended the distance between the two ships, but they have to be positioned (which takes a figure's action). If a figure is Wounded or Shaken when on these makeshift bridges, they must make a Agility check or fall overboard and be taken out of play.

VICTORY

The only way to win this scenario is to incapacitate all enemy forces and have at least eight figures left too man the captured ship. If there aren't enough crew left on the victor's side to man both vessels, one can be towed.

THE AVENGER

The *Avenger* is a large airship, 125 feet long (20" on a gameboard) and 40 feet wide (7" on a gameboard). The ship contains two Radium Guns; but for this scenario are not usable in the battle because Avor doesn't want to risk significantly damaging the *Swan* and thus aren't added to the attack.

The crew of the *Avenger* available for combat:

- Captain Avor (see Red Man Aeronavy Officer, page 5)
- 20 x Aeronavy Crewman (see Red Man Aeronavy Crewman, page 5)

THE SILVAN SWAN

The Sylvan Swan is a large airship, 125 feet long (20" on a gameboard) and 40 feet wide (7" on a gameboard). It contains no on board weapons being a merchant airship (presumably, the pirates either didn't have any large weapons or didn't have time to install them).

- The Red Reaper
- 6 x Red Men Pirates
- 4 x White Ape Pirates
- 4 x Green Men Pirates

THE RED REAPER (WC)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Shooting d10

Pace: 6; **Parry:** 8; **Toughness:** 8(2)

Abilities: Alertness, Combat Reflexes, Command, Fencer, First Strike

Gear: Callorian Longblade (Damage Str+d8, AP2), Heavy Radium Pistol (Range 12/24/48, Damage 2d8+2, AP4), Silkweave (+2 Armor)

Cost: 41

RED MAN PIRATE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 7(2)

Abilities: Combat Reflexes

Gear: Broadsword (Damage Str+d8), Silkweave (+2 Armor)

Cost: 11 (50 for unit)

WHITE APE PIRATE

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Abilities: No Mercy

Gear: Battleaxe (Damage Str+d8, AP2)

Cost: 9 (28 for unit)

GREEN MAN PIRATE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8
Pace: 6; **Parry:** 6; **Toughness:** 12(2)
Abilities: Armor +2, Claws (Str+d4), Large (+2), Size +3, Tusks (Str+d4)
Gear: Club (Damage Str+d4)
Cost: 16 (47 for unit)

THE RUINS OF TIR GARGIX

Gary Hawkins, a heroic figure from Earth who somehow came to Mars, has assembled a group of adventurers for both mutual protection and survival. The group has worked together for several years and have engaged in a number of adventures; uncovered a Baltan conspiracy, discovered the lost War Sword of an ancient Red Man hero and even defeated a Grey Men Tripod, but now a new adventure awaits.

Recently, Hawkins came across information about a recently discovered ancient temple ruins thought to house a gold-laced altar. They made their way to the area rumored to be the temple's location and eventually found it; but at great difficulty which included hiding from roving Green Men tribal scouts. Searching the ruins revealed that if there was once an altar, but it is now longer there. Disappointed, the group began to make their way back when they realized the Green Men had found them.

Taking refuge among the ruins, Hawkins' heroes must now defend their lives from Green Men Marauders who obviously haven't had good meat in a long time.

SETUP

Hawkins' Heroes can position themselves anywhere amongst the ruins, having retreated to this location. The Green Men can start anywhere 6" outside of the ruins.

SPECIAL RULES

Terrain: The terrain in and around the temple ruins is sandy and tough to move through; as such every inch of movement counts as 2" Pace. The ruins themselves can count as cover, the quality of which depending on how a figure uses it.

Surprise from below: The GM should mark 4 locations on the table with an "S", to indicate a location where a Busharbal might be waiting in ambush. If any figure comes adjacent to one of these marked

locations, draw an Action Card. If a face card is drawn, then one of the creatures burst forth and attacks by grappling the figure, getting a +4 bonus for surprise. If a Joker is drawn, the beast gets +6 to its attack (+4 for surprise and +2 for the Joker). If any other card is drawn, then no Busharbal is located in this position for the rest of the game. If the creature grapples a figure on its first attack and continues to do so for its next action, the grappled figure is drawn underground to be consumed and taken out of play.

VICTORY

Hawkins' Heroes can win this engagement if they are able to escape off the board to the north. The Green Men can only win if they incapacitate all the Heroes and prevent their escape.

HAWKINS HEROES

Hawkins has surrounded himself with a motley crew of adventurer, vagabonds and exiles. A brief description of each is included below with their stat block.

GARY HAWKINS, VETERAN HUMAN ADVENTURER (WC)

Hawkins appeared on Mars through mysterious circumstances (he may not even know) and is trying to make the best of the situation.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 9(3)

Abilities: Combat Reflexes, Dodge, Improved Sword and Blaster, Inspire, Wall of Steel

Gear: Broadsword (Damage Str+d8), Radium Pistol (Range 12/24/48, Damage 2d6+1, AP3), Wireweave Vest (+3 Armor)

Cost: 47

GORIN, GREEN MAN EXILE (WC)

Hawkins saved Gorin from a hateful Red Men mob, earning his trust and a faithful ally.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 7; **Toughness:** 16(6)

Abilities: Armor +2, Claws (Str+d4), Combat Reflexes, Large (+2), Size +3, Tusks (Str+d4)

Gear: Vronag Hide Armor (+4), War Sword (Damage Str+d10)

Cost: 48

HOROKIS, RED MAN EX-GLADIATOR (WC)

Horokis was a gladiator in a White Ape city, who escaped enslavement with the help of Sorith.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Shooting d6
Pace: 6; Parry: 7; Toughness: 6
Abilities: Alertness, Combat Reflexes, First Strike
Gear: Broadsword (Damage Str+d8), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 27

SORITH, WHITE APE EXILE (WC)

Sorith is brilliant and was persecuted by his people for this gift. With Horokis' help, they escape and met Hawkins.
Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Shooting d6, Weird Science d10
Pace: 6; Parry: 6; Toughness: 6
Abilities: Arcane Background (Weird Science), Brilliant Scientist
Gear: Broadsword (Damage Str+d8), Force Field Belt (Barrier), Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 31

VENA, RED MAN ROYAL (WC)

Vena is the daughter of Baltan royalty, she saved Hawkins when he was brought before her father; helping him escape and joined him to escape her boring life
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Shooting d6
Pace: 6; Parry: 7; Toughness: 6
Abilities: Alertness, Acrobat, First Strike, Florentine, Frenzy
Gear: 2 Baltanese Dueling Blades (Damage Str+d6), Silkweave (+2 Armor)
Cost: 28

XIR'CA, VRIKA SCOUT (WC)

Xir'ca is a Vrika, a sort of humanoid Preying Mantis people that have small tribes in the polar jungles. He teamed up with Hawkins to explore and learn so he can take information about Mars back to his people.
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Shooting d6
Pace: 8; Parry: 7; Toughness: 8(2)
Abilities: Alertness, Armor +2, Fleet-footed, Hardy, Wall Walker
Gear: Spear (Damage Str+d6, Parry +1, Reach 1, 2 hands)
Cost: 31

GREEN MEN MARAUDERS

The Green Men forces consist of:

- Vorgoth, marauder leader (see Green Man War Rider, Veteran, page 6)
- Vorgoth's mount (see Jalf, page 10)
- 15 x Green Man Warriors (see Green Man Warrior, page 10)

ROGUES

As indicated in the "Special Rules" above, if a Busharbal (p. 10) is present it will remain in the location it attacked from unless it consumes a victim; when it will move underground and leave the battlefield; effectively taking it out of play.