

WARRIORS OF MARS

The Warfare of Barsoom in Miniature

RULES FOR INDIVIDUAL AND LARGE-SCALE
LAND AND AERIAL CONFLICT



GYGAX & BLUME



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WARRIORS OF MARS

The Warfare of Barsoom in Miniature

COMPLETE RULES FOR MINIATURE WAR
GAMES, INCLUDING AERIAL WARFARE,
FOR MASS ARMIES OR INDIVIDUAL FIGURES

GARY GYGAX AND BRIAN BLUME

ILLUSTRATIONS BY GREG BELL

FORWARD

Worlds of heroic fantasy are many, but perhaps the best known of them all is the Barsoom of Edgar Rice Burroughs; where John Carter, Tars Tarkas, Dejah Thoris etal adventure endlessly in eternal youth. These rules are an attempt to expand your vicarious enjoyment of this Martian world. While there are but eleven books in the entire series there is a limitless new realm of possibility awaiting herein. The essence of Barsoom -- the fearless warriors, the men, the monstrous animals, the geography of Burroughs' Mars, the social customs, the the weaponry -- has been formalized into rules which permit the creation of whole new sagas. The tale can be as simple as a minor skirmish between two swordsmen, or it can be as complex as the interactions which arise between several of the Barsoomian city-empires. It can be the lone adventures of a hero pitted against the harsh realities of Martian wilderness, or it can be the epic tale of a voyage of discovery aboard small flier. Of course there is a slight hitch . . .

ERB did not create Barsoom without labor -- forethought, planning and plain hard work. To a varying degree the same will be true for those who use WARRIORS OF MARS. It is axiomatic that one gets as much out of something as is put into it. As wargames are inter-personal affairs, there is also to be considered the correlary about the chain being as strong as its weakest link. A simple game will require little effort on anyone's part, but as play is expanded there is no question but what each participant will have to help in the creation of the whole. In this regard these rules serve as a framework; they provide nearly the entire structure for the simple games and adventures (the players devising only the scenario), but for the long-term campaign the creation is in the hands of those participating.

WARRIORS OF MARS, then, gives the reader multiple levels of play. Episodic games -- whether based on large battles or individual combats or adventures -- can be devised and completed without undue effort or the requirement of lengthy play. Related episodes can be attained simply by devising the background upon which to play them. Campaigns requiring a referee and several participants are generally left to the imaginations of those concerned, remembering that the laws which will govern all are clearly delineated herein. The rules have been kept to a minimum, the barest necessities required for consistency and clarity. We believe that those who use them will be amply capable of whatever expansion and augmentation they require to make their Barsoom an enjoyable place in which to stage their adventures!

The authors of WARRIORS OF MARS are both principals of Tactical Studies Rules; and this is the first such set of rules released by the company, but hopefully not the last, for we gained as much enjoyment from their creation as we believe that those who employ these rules will get from the games generated by them. It should also be noted that this project was done at the request of the firm which originated the miniature figures for this singular aspect of wargaming - another first for us. Brian Blume is an ardent boardgame enthusiast just recently recruited to the ranks of miniature warfare, and he has brought many fresh concepts into this creation (we in fact talked him into using a variation of his rules for individual dueling for WARRIORS OF MARS rather than saving it for his own rules design). So we invite you to mount your waiting thout or fasten your harness to the iron ring of the sleek flier and go adventuring -- all Barsoom awaits a new John Carter!

E. Gary Gyax

1 July 1974

Tactical Studies Rules Editor

Lake Geneva, Wisconsin



Index

Introduction	5	Hit Location	55
Part I: Land Warfare	7	Critical Hits	55
Turn Sequence	7	Target Size	55
Movement Trays & Organization	8	Target Facing	55
Formations	9	Individual Combat, Men vs. Men, Combat & Initiative Table	56
Terrain Effects Upon Movement	11		
Missiles	11		
Terrain Effects Upon Missiles	12		
Melee	14		
Morale	14		
Sieges	16		
Individual Combat	16		
Individual Adventures	19		
Individual Combat Tables	24		
Campaigns	27		
Part II: Aerial Warfare	27		
Fliers	31		
Fire	32		
Elevation & Depression of Guns	32		
Damage	34		
Ramming & Collision	34		
Grappling	35		
Boarding	35		
Boarding Melee Table	36		
Bombing Fliers	36		
Air-To-Ground Combat	38		
Ground-To-Air Fire	39		
Part III:			
Notes on Personality Figures, Barsoomian Races & Animals	39		
Missile Fire Table	49		
Melee Table	49		
Morale Table	50		
Boarding Melee Table	51		
Bombing Table, Aerial Targets	51		
Bombing Table, Ground Targets	51		
Individual Combat, Animals vs. Animals and/or Men	52		
Fliers, Aerial Combat Tables	54		
Range	54		
Damage	54		
To Hit	54		
		<u>MAPS AND ILLUSTRATIONS</u>	
		Barsoom, North Pole	28
		Barsoom, Western Hemisphere	28
		Barsoom, Eastern Hemisphere	29
		Barsoom, South Pole	29
		Thark on Wild Throat	Cover
		Barsoom	3
		Green and Red Warriors	
		Battle on Barsoom	6
		Issus, Goddess of Life Eternal	10
		Red Warrior on Domestic Throat	13
		Warhoon	15
		John Carter, Tars Tarkas and the Plant Men of Barsoom	18
		Zitidar	20
		Calot Plant and Sith In Jungle	21
		Plant Man	22
		Banth Versus Calot	23
		Black Pirates and Therns Battle In The Valley Dor	25
		Green Men and Fliers of Helium	26
		Barsoomian Warships	30
		Scout Fliers	33
		John Carter, Warlord of Barsoom	37
		Carthoris	40
		Tars Tarkas, Jeddak of Thark	41
		Kantos Kan	42
		Yellow Warrior	43
		First Born	45
		Holy Thern	46
		White Ape	47
		Apt	48
		Calot	48

INTRODUCTION

These rules are designed to fit multiple levels of play, either separately or in combination with each other. Thus, it is possible to use these rules to fight large-scale actions between opposing armies, including aerial combat, to concern play with individual figures only, -- again including aerial combat, to include a referee and stage campaigns, or to do the same but instead of campaigns to use the referee to set up the scenario for individual adventures! In fact, all of the above can be combined into a complex campaign game with many participants. On the other hand it is an excellent vehicle for simple games involving but two players. What has been provided is a multi-purpose set of guidelines for whatever use is most desirable to those who employ them. A quick scanning of the index should make the possibilities readily apparent.

Generally speaking the parts of the rules are not inter-dependent. It is not necessary to know any section well before going on to use another. It is necessary, however, to know the rules thoroughly, so read them carefully before you play them. Some parts do not strictly adhere to the "facts" as presented by Edgar Rice Burroughs -- partially because he was somewhat contradictory, and partially due to the necessities of designing wargame rules around a series of books. Barsoom is captured herein in essence, but a wider scope for individual change has been allowed for, save for salient features like the near-invulnerability of John Carter. Some standardization was required, as in the types of fliers, but those who would rather have wide variety can easily expand the range by using the parameters which are given. The races of Mars, its animal life, and its topographical features are all accounted for. It is up to you to make them into a game which you find enjoyable.

Unless there is a large army immediately available it is suggested that play begin on a man-to-man basis, for this requires only a few figures. As collections grow personal adventures, mass battles, and aerial warfare can be added. The rules are designed to grow with your familiarity with them and with the availability of miniature figures to use in play.

Finally, some readers may wonder why certain aspects of the Martain series of Edgar Rice Burroughs have been omitted entirely. ERB had a vivid imagination, and he wrote about many unusual creatures and circumstances which were extraneous to typical Barsoomian life. These aspects would affect only the "personal adventure" area of the rules, and in the interest of space they were omitted. As with any other part of these rules, however, the participants can do their own research and add whatever they wish as desired. If an array of a million synthetic men seems useful, for example, we wish you the best! Our approach to these rules has been as serious as possible considering the nature of the material upon which they are based. Without denegrating in any way whatsoever the literary efforts of Edgar Rice Burroughs, there is no question that much of the material which makes an excellent story has no part in a set of miniature rules, and we are certain that readers will readily agree. Still, all games are in a sense fantasy, and games based on fantasy need know no bounds, so play it as you see it, and have fun.



GREEN AND RED WARRIORS
BATTLE ON BARSOOM

PART I: LAND WARFARE

SCALE

While figure size is contemplated as a relative constant -- save with regard to flier models -- the figure-to-troops scale, the ground scale, and the time scale are varied:

Figure Scale --	1:50	1:1	1:1 (fliers) or 1:50 (flier)
Distance	1" = 10 yards	1" = 6 feet	1" = 1,000 yards
Time	1 turn = 1 min.	1 turn = 10 sec.	1 turn = 1 min.

As figure scales are not mixed on the table the only incompatibility arises when fliers are incorporated. As the speed of these vehicles is such that they can begin, traverse, and end a turn off even the largest of playing areas, battles which involve land and air are treated separately in the rules with regard to air-to-ground and ground-to-air exchanges, save for debarkation of troops from fliers. Thus, the incompatibility is dealt with so as to not actually distort the game.

TURN SEQUENCE

Two different systems of play are considered:

Written Orders (1:50 scale only):

- 1) Both sides write orders for all units which are in play or will come into play during the turn. Orders must include formation, and formation changes, distance of movement, direction of movement, and type of movement (including special attack).
- 2) Beginning turn fire is taken simultaneously.
- 3) Movement according to orders is carried out; with mid-turn fire taken.
- 4) End turn missile fire is considered simultaneously taking place, although one side or the other may determine effects first, and casualties are extracted simultaneously.
- 5) Morale checks necessary are made.
- 6) All melees are resolved.
- 7) Morale checks necessary are made
- 8) Repeat steps 1 - 7.

Move-Counter-Move (either scale):

- 1) Beginning turn missile fire is taken simultaneously.
- 2) Side "A" moves all infantry units; with mid-turn fire taken.
- 3) Side "B" moves units of all types, with mid-turn fire taken.
- 4) Side "A" moves all cavalry units, with mid-turn fire taken.
- 5) End turn missile fire is conducted simultaneously.
- 6) Morale checks are made as necessary.
- 7) All melees are resolved.
- 8) Morale checks are made as necessary.
- 9) Steps 1 - 8 are repeated each turn with the roles of "A" and "B" alternating, i.e. on the 2nd turn "B" would move all infantry units first.

MOVEMENT TRAYS AND ORGANIZATION

For game purposes when employing the 1:50 scale it is necessary to mount all figures upon movement trays (hereafter called stands). In order to conform to the organization of Barsoomian armies as given by Edgar Rice Burroughs the basic stand is two human-type infantry figures, and one figure per stand for any other type of troop. This may be modified, however, by mounting all troops on the same size stands according to the following ratios:

- 10 human-type infantry, or
- 5 green Martain infantry, or
- 5 human-type cavalry, or
- 3 green Martain cavalry.

A one man stand should be square, with a two man stand double that, etc. Stand depth should be double that of infantry for human-type cavalry and quadruple that of infantry for green Martain cavalry. In any case some two- and one-figure stands should be included for representation of scouts and skirmishers.

Personality figures and their personal guard are mounted on a one-man stand. Martain organization is as follows:

<u>Number of Troops in Unit</u>	<u>Number of Figures</u>	<u>Designation of Unit</u>	<u>Unit Commander</u>
100	2	Utan	Dwar (Capt.)
1,000	20	Dar	Teedwar (Col.)
10,000	200	Umak	Odwar (Gen.)
20,000+	-	Army	Jedwar (Marshal)

MOVEMENT

Movement distances are given for land troops. All aspects of aerial warfare will be dealt with in a separate section. Note that movement for both the 1:50 scale and for the 1:1 scale is the same, exception Special Movement which is shown according to the two different scales.

Movement Table:

<u>Troop Type</u>	<u>Normal Move</u>	<u>Charge Move</u>
Human Infantry, formed	9"	15"
Human Infantry, skirmishing	12"	-
Green Infantry	12"	18"
Human Cavalry, formed	15"	24"
Human Cavalry, skirmishing	21"	-
Green Cavalry	18"	30"
Plant Men	15"	21"
Ape, Apt, or Orluk	12"	21"
Banth	15"	24"
Calot	24"	39"
Darseen or Sith	9"	18"/30" *
Unridden Wild Throat	21"	36"
Zitidar	12"	21"

* speed of Sith in full flight

Special Movement:

<u>Personality Figure</u>	<u>Movement Bonus Afoot</u>	<u>Jump Movement (1:50/1:1 scales)</u>		
		<u>Forward</u>	<u>Upward</u>	<u>Rearward</u>
John Carter	9"	5"/25"	1"/25"	2"/10"
Carthoris	6"	3"/15"	1/2"/3"	1"/5"
Tars Tarkas	3"	--	--	--
Other Major Figures	1"	--	--	--
Woola	3"	--	--	--
Plant Man	-	3"/15"	1/2"/3"	--
Throat Carrying Double	3" <u>penalty</u>	--	--	--

Formed Movement:

Units which are formed are positioned so as that all stands in the unit or units are touching. Note that Green Martian troops are always considered to be skirmishing.

Skirmish Movement:

Units which are skirmishing are considered to be in loose order, and to depict this fact their stands must be at least one inch away from each other, all directions considered.

Charge Movement:

Charges can be sustained for a maximum of three turns of movement for game purposes, and thereafter the figure or figures concerned must have satisfied at least one of the following requirements before they can charge again for from one to three turns of movement:

- 1) make only normal moves for three or more turns, or
- 2) move at one-half normal speed for one turn followed by a move at normal speed for one turn, or
- 3) make no movement at all for one turn.

The above restrictions are modified for purposes of 1:1 play with regard to:

- 1) John Carter, who may move up to nine charge moves, and
- 2) Carthoris and Tars Tarkas, who may make up to seven charge moves, and
- 3) Other Major Figures, who may charge for as many as five turns of movement.

Special Movement Restrictions:

Movement bonuses (or penalties) always apply to moves as pertains to the appropriate figures.

Jump movement is treated as charge movement with regard to the number of jumps possible before rest is required, Plant Men having the ability to jump up to seven times.

FORMATIONS

Only human-type troops fight in a disciplined formation. This has been taken into consideration if designing the combat tables.

Human-type units may change formation at any time. The penalty for a formation change is simply one-half normal movement, and any other movement made must be at normal speeds. Thus for a human-type infantry Dar (20 figures) to move from skirmish formation to any other formation costs but one-half move.

Formations Possible

	<u>Infantry</u>		<u>Cavalry</u>	
	<u>Human-Type</u>	<u>Green</u>	<u>Human-Type</u>	<u>Green</u>
Line	yes	no	yes	no
Skirmish Line	yes	yes	yes	yes
Column	yes	yes	yes	yes
Attack Column	yes	no	yes	no
All-Around Defense	yes	yes	no	no



ISSUS
GODDESS OF LIFE ETERNAL

TERRAIN EFFECTS ON MOVEMENT

ROUGH GROUND	-- Slows foot (formed) by 3" -- Slows cavalry by 6" -- Cavalry charge: Each thot has a 2 in 36 (2 or 12) chance of stumbling, rider stuned 6 turns -- Leaps have a 1 in 6 chance of causing a fall, leaper stuned 1 - 6 turns
BROKEN GROUND	-- Formed movement is not possible -- Charge movement is not possible -- Leaps have a 2 in 6 chances of causing a fall, leaper stuned 2 - 12 turns
HILLS	-- Movement uphill is at -3" -- Charges downhill are permitted only if the slope is very gentle
TREES	-- Units may not move through trees in formation -- Movement is at a 3" penalty through trees -- No charges <u>through</u> trees are permitted, but units may charge <u>out</u> from trees
MOUNTAINS	-- Only normal moves are permitted, all speeds reduced by one-half

THE BARSOOMIAN CODE OF BATTLE

The inhabitants of Mars are ethical to the extreme in battle. Thus, the attacker will never face a weapon superior to his own, for this would violate the code. The equal and lesser weapons are given below:

<u>Attack Weapon</u>	<u>Defenders Choice</u>
Radium Rifle	Any hand or shoulder weapon
Radium Pistol	Radium pistol, bow, javelin, hurled sword, lance, long sword, short sword, hatchet, or dagger
Bow	As above for Radium Pistol
Javelin	Javelin, hurled sword, lance, long sword, short sword, hatchet, or dagger
Lance, 40' long	As above for javelin
Lance, 20' long	Hurled sword, lance, long sword, short sword, hatchet, or dagger
Long Sword	Long sword, short sword, hatchet, or dagger
Short Sword	Short sword, hatchet, or dagger
Hatchet	Hatchet or dagger
Dagger	Dagger

If the Barsoomian Code of Battle is violated by a player his opponent(s) immediately increase one class due to their ferocity at this villany. Furthermore, if combat is at 1:1 and the Individual Combat rules are in use, this increase is permanent.

MISSILES (Excluding all Missiles Concerned with Aerial Combat)

As noted above all fire to or from fliers will be considered in that part of the rules which details aerial warfare. Types and ranges of missiles used in land battles will be detailed here, and the effects of missile fire will be given in the combat tables.

Number of Ranks Firing: One, except bows which may fire two ranks deep.

Rate of Fire:

Javelins	-- once per turn, 3 times maximum per figure
Bows	-- twice per turn, 20 times maximum per figure
Pistols	-- twice per turn, 30 times maximum per figure
Rifles	-- twice per turn, 200 times maximum per figure

Troops firing twice may not move.

Missile Ranges:

	<u>Range at 1:50</u>	<u>Range at 1:1</u>		
		<u>Short</u>	<u>Medium</u>	<u>Long</u>
Javelins (or Hurlled Sword*)	6"	6" **	18"	30"
Bow	24"	30"	75"	120"
Pistol	48"	40"	80"	240"
Rifle	Unlimited*	60"	120"	Unlimited***

* Used only in Individual Combat

** Maximum range for Hurlled Sword

*** Sighting device allows fire up to 200 miles

Firing Procedure: Units may fire at the beginning of the turn only if they are eligible to fire twice. Fire is taken as follows:

<u>Unit Which</u>	<u>Turn</u>		
	<u>Beginning</u>	<u>Mid*</u>	<u>End</u>
Fires once/turn	no	yes (or)	yes
Fires twice/turn	yes (and)	yes (or)	yes

* see Pass-Through Fire

Any unit meleed at the end of movement may not fire end fire.

Arc of Fire:

Foot -- 45 deg. left or right

Mounted -- 135 deg. left, 45 deg. right

Split Move and Fire: This type of maneuver is not permitted.

Pass-Through Fire: Missile troops which do not fire at the beginning or move during a turn may elect to fire at any unit which passes through their range and arc of fire, including troops charging them. Pass-through fire is taken at the half-way point of the target's movement, prior to all other fire and before movement is completed.

Indirect Fire: Only bow armed troops may fire indirect. They may fire over the heads of intervening troops which are at least 2" (or 10" using 1:1 scale) away from the firing troops. Indirect fire reduces target casualties by one-half. Indirect fire over relatively low objects and/or terrain features is also possible, but the relative height of the interposing object must be considered.

Missiles may not fire at units behind skirmishers except for indirect fire.

Note: Missiles may not be fired into a melee.

Extraction of Missile Casualties: This is done in the same manner as in melee casualty extraction which is explained in the next section (Melee).

Loss of Personality or Commander Figure: This loss is incurred in exactly the same manner as in melee. (See Melee).

TERRAIN EFFECTS UPON MISSILES

If an additional rank of missile troops is standing upon higher terrain than the rank or ranks ahead of it which are eligible to fire, the rank on higher ground may also fire.

Thus, two ranks of all types of missile troops, save bows, would be eligible to fire, and three ranks of bowmen could fire.

Missile fire in dense woods is not permitted.

Terrain effects upon casualties from missile fire are dealt with in the combat tables.



RED WARRIOR ON
DOMESTIC THOT

MELEE

Melee occurs when stands or figures of opposing sides touch. Only touching stands or figures are counted in melees.

Number of Ranks Fighting in a Melee: Only the first rank fights in a melee, but troops behind up to ten ranks deep may be used to fill-in front rank casualties. Skirmishing formations count only five ranks deep.

Extraction of Casualties: Casualties are extracted according to the combat table (appears at the back of the booklet) from the rear ranks of troops involved, as it is assumed that rear ranks are filling-in front rank casualties. Count casualties left to right, rear to front.

Continuation of Melee: Each turn there will be one "round" of battle when a melee is progress, and casualties will be extracted as explained above. The melee will end only when one side or the other has a morale failure. Morale is explained hereafter.

Overlapping: Stands of a unit which is part of a melee, yet which have no enemy facing them are eligible to move onto the flank or rear of their opponents. This overlapping occurs only after the first round of melee has been resolved and the next movement turn has arrived. It can be stopped by the arrival of enemy troops in the path of the heretofore possible overlap.

Flank Attack: Units attacked in the flank do not return casualties during the first round of melee, suffer double casualties and must check morale. Thereafter it is assumed that the flanked troops turn, and on the second and succeeding rounds of melee casualties are normal for both sides.

Rear Attack: Units attacked in the rear do not return casualties during the first and second rounds of melee, suffer double casualties during these two rounds, and must check morale. Thereafter it is assumed that the troops attacked in the rear turn, and on the third and succeeding rounds of melee casualties are normal for both sides.

Loss of Personality or Commander Figure: During melee there is a chance that these types of figures may be killed. The chance is not proportionate but is based on a one in six possibility. When six, or more casualties, have been incurred in a Dar roll a die, and if 1 is rolled the leader of that unit has been killed. Do this each time an additional six casualties occur. Otherwise, the leader is considered to be the last figure to die. When dealing with larger units (Umaks) this rule does not apply, and the Odwar of the Umak must be surrounded to be killed.

MORALE

Barsoomian morale in combat is exceptionally high, as all species of Barsoomians are generally very warlike and brave. This is reflected in the scores required to retain good morale.

Morale Checks to be Made:

- at 25% casualties
- at 50% casualties
- at 75% casualties
- unit commander killed
- personality figure killed
- routing unit within 3"
- unit attacked in the flank
- unit attacked from the rear
- unit surrounded in the open
- attacked by flier in the open
- outnumbered by superior troops by 3 or more to 1

Morale Table, Including Bonuses and Penalties:

The table for morale is given at the end of the booklet.



WARHOON

SIEGES

Sieges are strictly for play in campaigns using the 1:50 scale. Generally speaking they are long and rather tedious affairs, and it is suggested that if they must be conducted the major part be done with paper and pencil. That is, the plan of the city being invested be drawn in triplicate. The defender should indicate his dispositions on one copy, the attacker his earth works and dispositions on another, and a referee keep track of both on the third copy. Attempts to escalate, breach a wall, or whatever can then be worked out by the referee, and the opponents informed of the results. Only when a successful foothold has been gained atop a wall or in a breach should play go to the table top.

As a final word here it should be remembered that most cities fell to assault from the air or through a fifth column opening a gate for the troops waiting outside.

INDIVIDUAL COMBAT

When employing the 1:1 ratio it is sometimes desirable to decide combat in some other manner than the melee system which is aimed at mass battles. It is always desirable to use another system when personality figures are involved or when participants are engaging in adventures or when some form of animal is in combat.

The individual combat system is based on 13 levels of ability for men (13th being the highest) and specific abilities for the most common types of large Martian animals are included and elaborated later in the booklet, thus:

MEN:

<u>Level</u>	<u>Typical Examples</u>
13	John Carter
12	Carthoris, Tars Tarkas, Solon of Okar, Ulysses Paxton
11	Mors Kajak, Tardos Mors, Kantos Kan, Thuvan Dihn, Gahan of Gathol Dotar Xodar, Green Jeddaks
10	1st Rate Red Jeddaks, Green Chieftians
9	1st Rate Jeds, Jedwars
8	Princes, Dators, Chiefs, Dwars, 2nd Rate Red Jeddaks
7	Teedwars, Odwars, Guard Padwars
6	Padwars, 1st Rate Guards, Green Martians, 2nd Rate Red Jeds
5	Regulars, 2nd Rate Guards, Green Females
4	Levies, 2nd Rate Regulars
3	2nd Rate Levies
2	Novices
1	Females

ANIMALS:

Ape (White), Apt, Banth, Calot, Darseen, Orluk, Plant Man, Sith, Thoat, Zitidar

Movement: Movement is the same as already given.

Missile Fire: While missile fire can be handled in the manner previously given, a more personal method is recommended.

The players may elect to fire in a number of ways:

- Fire and move
- Move and fire
- Fire and fire

Pass-through fire is taken exactly as has been previously stated, and units meleed at the end of movement may not fire. Figures may not fire into a melee.

Missile Fire Procedure:

The firing player rolls two dice in sequence; The first is the number he must match or beat in order to score a hit, and it is modified by his status, weapon, the range, and so on. If the modified number is not matched or exceeded by the score of the second die the missile failed to hit its target.

Modifications to the First Die

Additions

Defender in soft cover +1
Fire at long range +1
Target moving +1
Target behind hard cover +2

Subtractions

Green man firing -1
John Carter firing -1
Weapon is radium rifle -1
Target at short range -1

Hits by missiles will kill any figure not above 6th level and all others, take the equivalent of seven wounds.

Melee:

Melees are conducted differently when fought on an individual basis. Blows are given according to initiative. To determine which figure strikes first the following priorities are used -- 1. supercedes all others; 5. is used only when all others do not apply.

1. If one figure surprises the other (ambush, flank attack, rear attack, etc.) it strikes first.
2. The figure with the longer weapon strikes first.
3. The charging figure strikes first if weapons are of equal length or if the defender's is shorter.
4. If man vs. animal the man strikes first (he needs it!); if man vs. man the figure with the higher level of ability (13th, 12th, 11th, and so on down) strikes first.
5. The figure which did not just move strikes first.

Hit determination is accomplished by the roll of three dice. The Individual Combat Table is shown at the back of the booklet. The ability level of the attacked is compared to the level or animal type of the defender to find the score required to hit. The attacker then rolls the three dice and if the total equals or exceeds the number shown on the table a wound or a kill is scored.

Rounds of Melee per Turn:

There will be two rounds of melee fought each turn.



3E11 /.

JOHN CARTER, TARS TARKAS
AND THE PLANT MEN OF BARSOOM

INDIVIDUAL ADVENTURES

In order to allow for this type of play it is necessary that a referee oversee the effort. The referee must prepare some large-scale maps of various areas of Barsoom, as well as city plans for the deserted metropolises which ring the edges of the dry sea bottoms. On these maps he will indicate the presence of unusual terrain features, Green Martain hordes, animals, strange races, treasures, or whatever he deems applicable. The adventures will then set out afoot, on thoats, or by flyer in whatever direction they wish -- without seeing the referee's maps. He will inform them of what they find along the way, and gradually the adventurers will develop more-or-less accurate maps of the areas they have traveled. The purpose of these adventures is not simply to map, however. It is to gain fighting ability that individuals risk their lives in the Barsoomian wilderness, for with each successful combat with men or animals, with the acquisition of lost treasure, the individual moves up the levels towards the unreachable plane where John Carter reigns alone!

Unexpected Encounters: Each day spent in the pursuit of adventure on Barsoom is likely to bring some unexpected encounter. Remaining aloft in a flier, of course, negates chance for encounter unless men are present to fire at it. The matrixes which follow will serve to indicate what is likely to be encountered according to the type of stopping place at the end of the day!

Time and Movement: Both of these factors will depend on the maps devised by the referee. However, a man afoot can cover about 20 miles per day. A thoat-mounted adventurer perhaps 50 miles per day. A typical flyer cruising at well over 100 miles per hour will pose some difficult problems for judges until his map making has covered the whole Martain globe! As a suggestion, spaces of approximately 20 scale miles across will be most likely to allow relative ease in handling adventures.

<u>Encounter Probability --</u>	1-3	1-3	1-2
<u>Die Roll</u>	<u>Marsh</u>	<u>Jungle</u>	<u>Cold Region</u>
1	Banth	Banth	Apt
2	Darseen	Sith	Orluk
3	Apes	Darseen	White Men
4	Red Men	Apes	Yellow Men
5	Green Men	Red Men	Red Men
6	UNUSUAL*	Green Men	Black Men

<u>Encounter Probability --</u>	1-2	1-3	1-4
<u>Die Roll</u>	<u>Hills, Woods or Uplands</u>	<u>Dead Sea Bottom</u>	<u>Deserted City</u>
1	Banth	Banth	Banth
2	Apes	Calots	Apes
3	Calots	Thoats	Apes
4	Red Men	Zitidars	Green Men
5	Green Men	Green Men	UNUSUAL*
6	UNUSUAL*	Green Men	UNUSUAL*

* Referee must determine what wierd creature appears.

If an encounter occurs the chances of mutual sighting vary:

<u>Number of Adventurers **</u>	<u>Party is Unseen</u>	<u>Mutual Sighting</u>	<u>Party is Ambushed</u>
1	1-4	5	6
2-4	1-3	4,5	6
5-9	1-2	3,4	5,6
10+	1	2,3	4-6

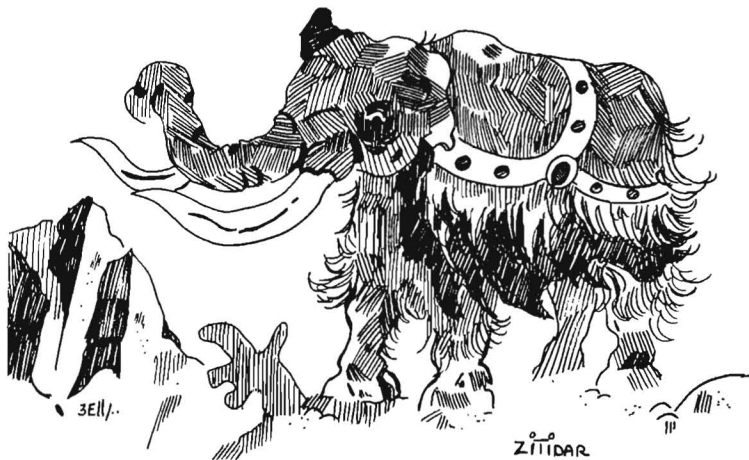
** Mounted or afoot. Treat 1-5 man fliers as Party Size 5-9 and other fliers as 10+

If some type of men are encountered there will be a chance that there will be other interesting things connected with their appearance:

<u>Die</u>	<u>Human-Type Men</u>	<u>Green Man</u>
1	Party afoot	Scouts for a small horde
2	Party thoot-mounted	Scouts for a larger horde
3	Party with flier	Nothing unusual
4	Party with flier	Nothing unusual
5	Party with flier & prisoner	Party has 1-3 male prisoners
6	Party with flier & 1-2 male prisoners	Party has noblewoman (1-4) or princesses (5,6) prisoner

Advancing in Combat Ability: Advancement in this area is a function of the number of successful encounters the adventured has had with men and animals. Of lesser importance are such things as freeing prisoners and capturing items such as fliers, mounts, weapons, treasure and so on. As a general guideline we suggest the following:

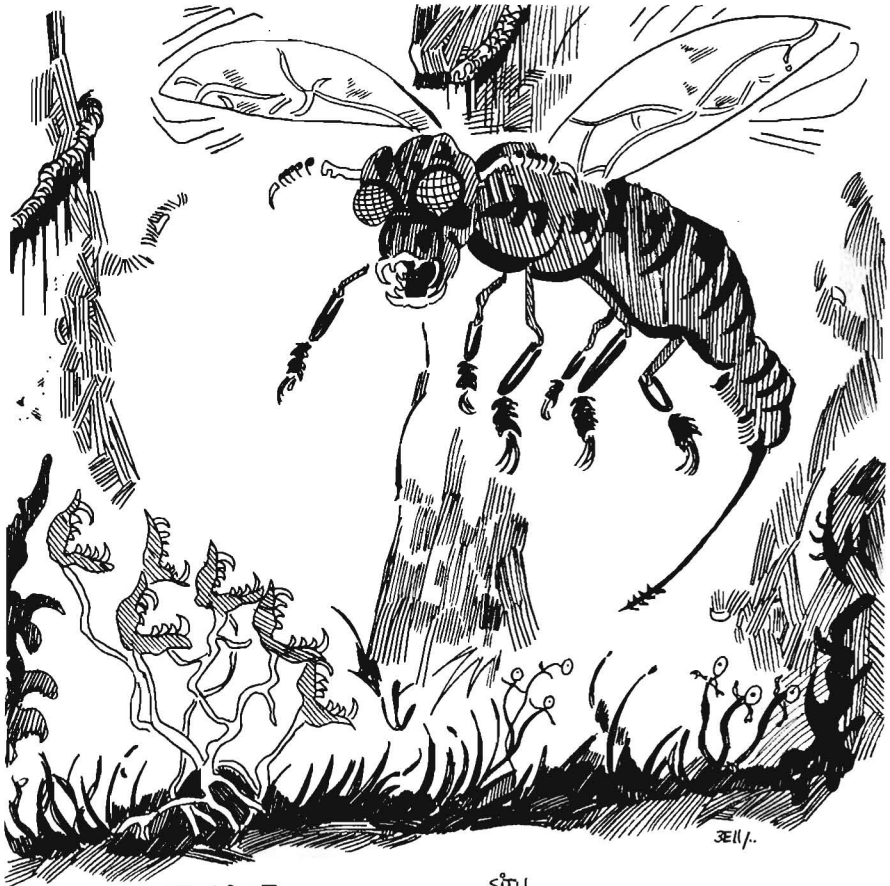
<u>Ability Level</u>	<u>Points to Attain it</u>	<u>Ability Level</u>	<u>Points to Attain it</u>
1	0	7	12000
2	1000	8	17500
3	2000	9	24000
4	3000	10	32000
5	5000	11	45000
6	8000	12	60000



Point Accumulation: Points accumulate according to the following table. In cases where no example is given it is up to the referee to adjudicate the gain.

Killing Animal Type --	Killing Level of Warrior		Capturing		and Returning with Other	
			Warrior			
Ape	1000	1st	25	1st	30	For freeing --
Apt	1000	2nd	50	2nd	75	- Prisoner 2000
Banth	1500	3rd	75	3rd	125	- Nobleman 4000
Calot	750	4th	100	4th	150	- Lady 5000
Darseen	500	5th	200	5th	275	- Princess 10000
Orluk	750	6th	350	6th	450	Flier --
Plant Man	2000	7th	600	7th	750	- small 3000
Sith	5000	8th	1000	8th	1250	- large 7500
Thoat	100*	9th	1500	9th	2000	Treasure --
Zitidar	100*	10th	2250	10th	3000	per 1000
		11th	3000	11th	4000	of value 10
		12th	4000	12th	5500	Mounts, ea. 50
						Arms, ea. 20

* counts only if the animal is attacking to kill.



CALOT PLANT

SITH



PLANT MAN

Adventures in the Pits: It is not readily possible to explain fully herein the method of preparation of labyrinth maps by the referee in order for players to adventure in the pits which form mazes beneath every Barsoomian city, old or new. It is suggested that if the participants find such play desirable they have their referee thoroughly re-read all eleven of the Mars series by ERB and then pick up a copy of DUNGEONS & DRAGONS, Rules for Fantastic Medieval Wargames Campaigns (also available from Tactical Studies Rules).

More on the Barsoomian Code: It must be remembered at all times that when men faced men their single desire was generally to come to grips with bare steel! This usually applied to the Green Martians as well (for example we have John Carter blasting them by the score, yet they do not in turn shoot back with their radium rifles, but rather they finally gallop up and overcome him with swords!) Therefore, the referee should not allow the attacker to use missile weapons unless he faces an animal or an opponent he cannot otherwise reach. The code seems to have slipped considerably during times of active warfare between empires.

Animals vs. Animals: Certain dwellers on Barsoom tame and use animals in warfare. The Green men, for example, make extensive use of the calot for this purpose. Some Orovarians make use of banths in a like manner. Players may attempt to capture and tame like animals for their own use. While animal vs. animal situations are not common,

their use in warfare and the possibilities of their use in Individual Adventures are such that a provision for combat between animals was a necessary part of the rules.

Assassins: These silent killers can range from 5th to 10th level of combat ability. They can strike anyone -- for pay, and killing one is worth twice the normal value in points according to his level. Hiring an assassin, his fee, and so on will normally be a feature of campaign play (see next section) and will always be handled by a referee.



BANTH vs CALOT

INDIVIDUAL COMBAT TABLES

The tables proper are found at the end of the booklet along with the other tables. This section simply details the use of the tables.

Animals vs. Animals and/or Men; Men vs. Animals: Procedure:

1. If an animal is attacking an animal roll three dice, and if the score equals or exceeds the number shown in the lower left hand segment of the appropriate box on the matrix the attacker has panicked and run away. No combat takes place. Otherwise, go to step 2.
2. Check to see if any special abilities will modify later steps.
3. Roll the three dice once again and if the score equals or exceeds the number shown in the upper right hand segment the animal has killed its opponent. No further combat takes place. Otherwise, go to step 4.
4. If the dice roll for 2. above, equals or exceeds the number shown in the upper left hand segment the attacking animal has wounded its opponent.
5. Regardless of wounds which may have been dealt, repeat steps 2. through 4., alternating opponents, until one is killed or succumbs to it's wounds.

Missile Fire vs. Animals:

When a man opts to fire (or hurl) a missile at an animal he gives up his first attack on the combat table. However, there is a good chance that the missile will kill the animal. This procedure is done simply by modifying the combat table as follows:

1. The score to wound becomes the score to kill.
2. A total score of one less than the number shown to wound indicates that the missile has caused four wounds on the animal.
3. A total score of two less than the number shown to wound indicates that the missile has caused three wounds on the animal.
4. A total score of three less than the number shown to wound indicates that the missile has caused two wounds on the animal.
5. A total score of four less than the number shown to wound indicates that the missile has caused one wound on the animal.
6. Lesser totals indicate a miss.

Animals Special Abilities: This reflects the abilities, natural equipment, or size of certain Barsoomian animals.

The white apes with a club has a +1 on its roll to wound or kill.

The charging banth gains a +1 on its roll to wound or kill on the turn of its charge.

The plant man which can't leap over its opponent loses a -2 from its dice roll to wound or kill.

The sith has a second attack roll which represents its stinger, and if it makes the number shown or exceeds it, the opponent is killed.

The Thoat and the Zitidar gain a +2 on the dice roll to kill on any turn which they charge into combat.

Woola gains a +1 on all dice rolls !

Men vs. Men: Procedure:

1. Determine who has the initiative or will give the first attack.
2. Roll three dice and consult the appropriate chart.

(Animals vs. Animals and/or Men; Men vs. Animals or Men vs. Men, Combat and Initiative) -- if the score equals or exceeds the larger of the two numbers shown then the opponent is killed and that combat is over.

3. If the number equals or exceeds the smaller of the two numbers shown for men then the attacker has scored a wound.
4. Check initiative:
 - a. if this is not the third successive time which one opponent has held the initiative it must be diced for by the defender who rolls three dice and must equal or exceed the smaller number shown on the Men vs. Men table or the initiative remains with the attacker, or
 - b. if this the third successive turn in which the initiative has been with the same opponent it automatically devolves upon the other opponent for that turn, while the former attacker will assume role a. above next turn.



BLACK PIRATES AND THERNS
BATTLE IN THE VALLEY DOR



GREEN MEN AND FLIERS
of HELIUM

Wounds: The number of wounds possible for animals to take before death is indicated on the appropriate table. Men are killed at one wound above their level of fighting ability, and it takes 15 wounds to kill John Carter.

Weapons: The tables assume that men are facing animals with long swords. If a lesser weapon is used there is a one point loss on dice rolls. With greater weapons or when mounted a one point bonus is gained on dice rolls. A mounted charge gains a two point bonus on the first turn of combat. A mounted lance charge gains a three point bonus on the first round. A mounted lance charge with a poisoned lance against a sith gains both the three point bonus noted above and causes any wound to kill.

When men are fighting men it is assumed that equal weapons are being employed according to the Barsoomian Code. If one opponent is an Okarian with long sword, hook sword, and cup shield and the other opponent is not so equipped he gains a one point advantage on defense, and unless the opponent has a second weapon in his left hand to counter the hook sword the Okarian will also gain a one point advantage in offense. If weapons are not equal the opponent with the greater weapon will gain a one point advantage on both attack and initiative dice rolls.

Multiple Opponents: In situations where several animals and/or men are involved or where one animal or man is attacking several men and/or animals, or any other similar case:

1. Roll the dice for the attacker or attackers and extract any losses from the defender or defenders.
2. Reverse roles and use stem 1. above.
3. If men vs. men check initiative for each defender, and, if one gains it all do.

CAMPAIGNS

Campaigns, like personal adventures, must always be conducted by a neutral referee. They can be based on a 1:50 scale, a 1:1 scale, or both scales as the situation dictates. The important feature of a campaign are manpower, supplies, income, and transport as far as the participants are concerned. The referee will prepare maps for each player, outline the vital statistics of the power base of each player, and set forth some form of objective. Thereafter it will be up to the participants to give the campaign form by their planning and actions. The Mars series gives quite a few details of typical city/empire populations and overall status. From these descriptions can be drawn the necessary information upon which to base the potential of each empire. For example, Helium will have no trouble fielding a million man army (plus Green Martain auxiliaries to the number of 50,000 or more), transport it anywhere with ample air support, and supply it. This means that any objective for Helium must be grand indeed!

A "non-historical" approach to a Barsoomian campaign is to place all participants on a relatively equal footing by assuming that each commands a territory and force approximately equal to the others. One may be the Jeddak of a Green horde, another the Jed of a city with a large population but only a few fliers (Kaol, for instance), and so forth. Objectives can then be kept to a par.

Campaign features such as recruiting mercenary troops, researching new weapons, spying, and assassination must also be determined by the referee.

We have found it to be practically impossible to write really complete campaign rules, for there is always some new feature cropping up or some new idea which a player wishes to try. If the campaign is begun simply, giving only the information noted above, it will function quite well for a few turns. The referee will then be able to handle each new detail as it arises, and a set of house rules for the campaign will quickly and naturally develop. And a word of advice here: We have anticipated in campaigns which quickly developed -- into monsters of paper work for the referee and for the players alike; needless to say, the affairs never saw any conclusion. Keep campaigns as simple as possible, and the players will love them!

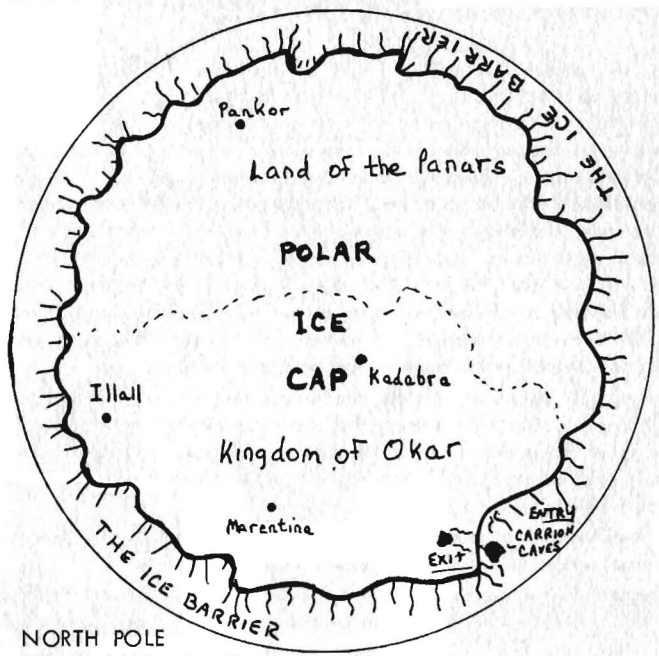
PART II. AERIAL WARFARE

There are various types of standardized fliers considered for purposes of these rules. ERB mentions many other kinds and varieties which can be added if desired. Fliers will be treated in two ways: large fliers will be dealt with assuming the 1:50 scale, while the small ones will be treated assuming the 1:1 scale (ignored entirely in 1:50 games). The actual scale of flier models used should be about 1:1200 for the large ones and 1:200 for the small ones. For ease of play crew rosters should be maintained, with a side note as to the damage sustained by the flier itself.

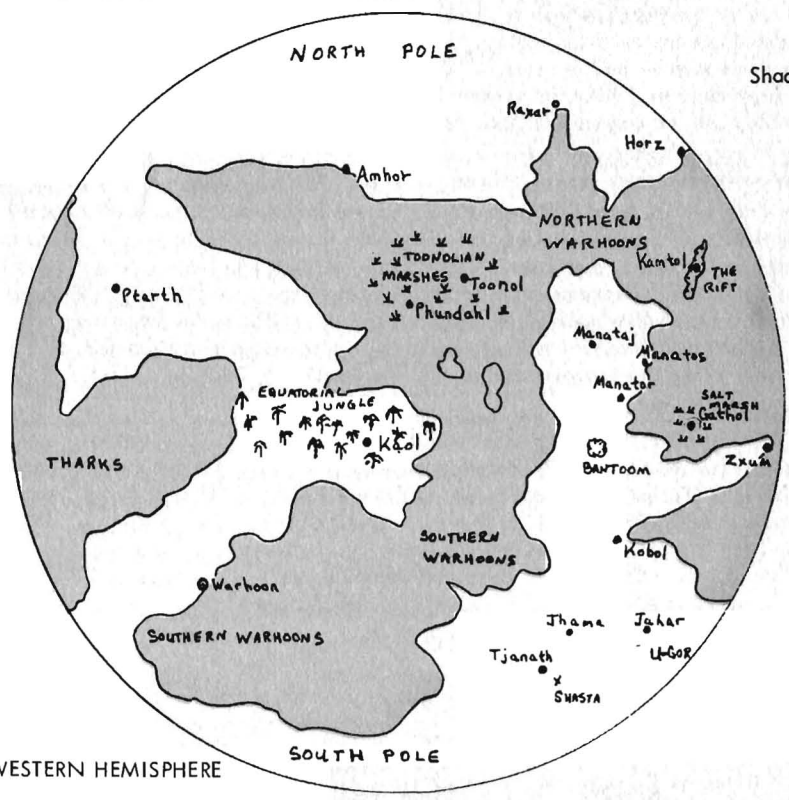
MOVEMENT

Movement can be either simultaneous with written orders, or on a move-counter-move basis. If the latter method is adopted there will be a difference in the firing procedure (see FIRING).

<u>Speed:</u>	<u>Type of Flier</u>
5-1/2"	Super Battleship
6"	Battleship
6-1/2"	Battle Cruiser
7"	Cruiser
7-1/2"	Light Cruiser
8"	Scout Cruiser*
8-1/2"	Large Scout*



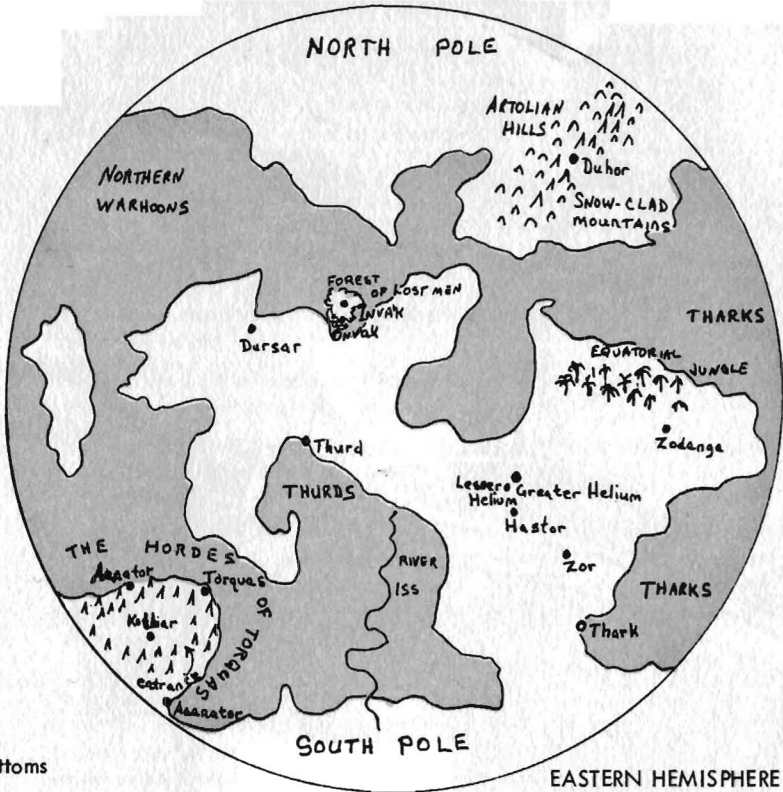
NORTH POLE
"The Forbidden Land"



Shaded Areas Are

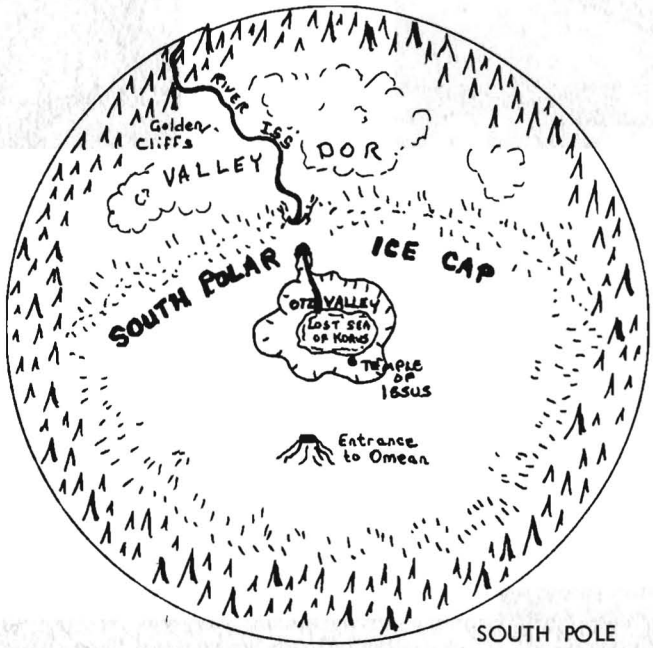
WESTERN HEMISPHERE

SOOM

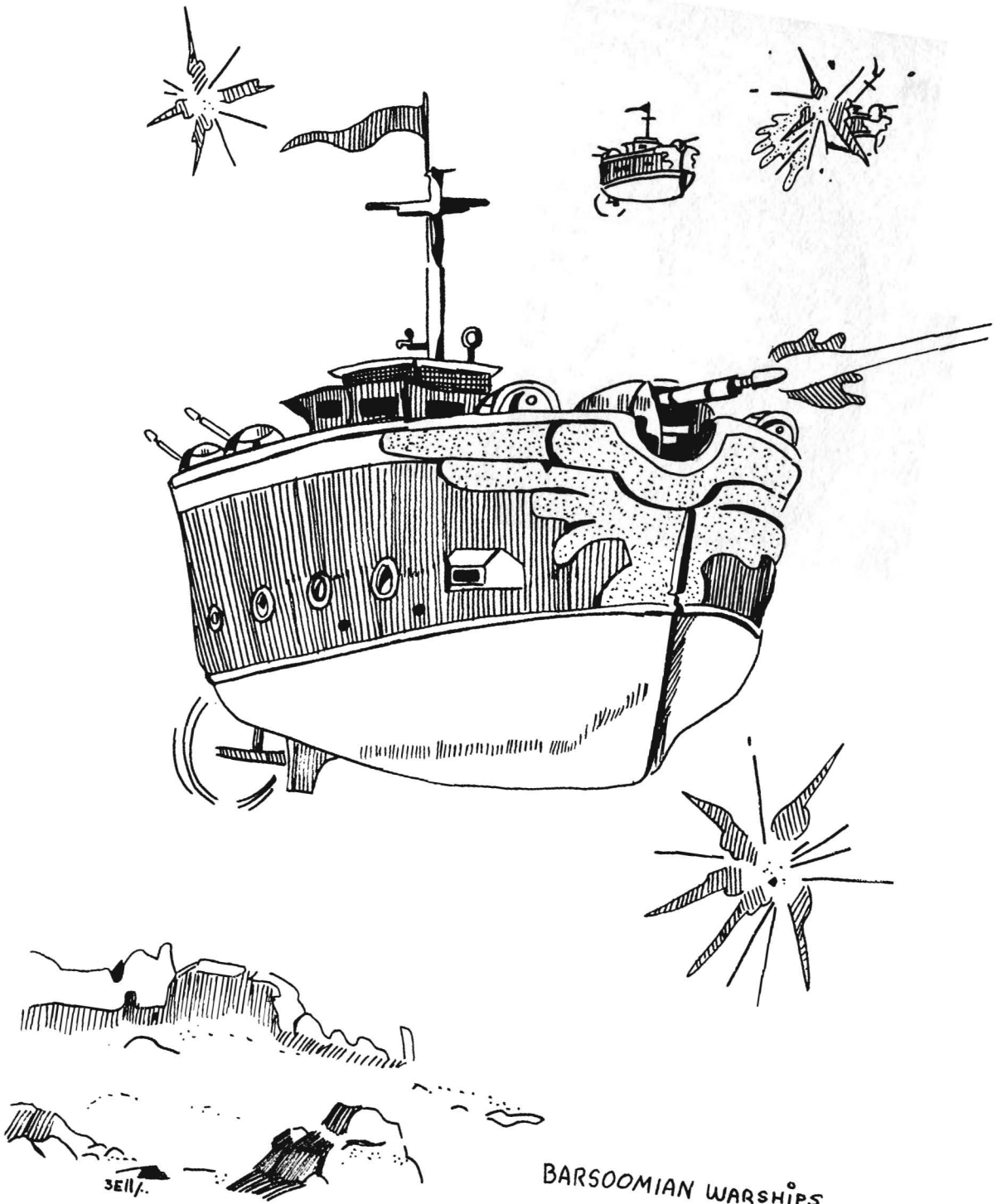


Dead Sea Bottoms

EASTERN HEMISPHERE



SOUTH POLE



BARSOOMIAN WARSHIPS

<u>Speed:</u>	<u>Type of Flier</u>
9"	Small Scout*
5"	Heavy Transport
7"	Light Transport

* small fliers used only at 1:1

- Climb: Climbing requires 1" of movement for every 1/2" of climb. Maximum angle of climb is 1/2" altitude for every 2" ahead.
- Ceiling: Due to the thin atmosphere of Barsoom the maximum altitude is 3,000 yards (3") Placing the fliers on altitude blocks in thicknesses of 1/2" is ideal for indicating height.
- Dive: Diving gains 1/2" of additional movement for every 1/2" of altitude descent. Maximum angle of dive is 1/2" for every 2" ahead.
- Turns: Turns are possible only at the end of movement, allowing changes up to 45 degrees.

Exception: When going into battle six or more fliers can maneuver so as to form a "Barsoomian Circle", providing they are within normal movement distance of each other. This configuration is circular with approximately one-half to one inch between fliers. The fliers can fly in a circular fashion as long as the formation is maintained.

Note: Flier speeds are based on 1" equaling 1000 yards and 1 turn equaling 1 minute. This does not readily convert to ground actions (as previously mentioned) even at greatly reduced speeds. For this reason a separate section which amalgamates the two systems is given later.

FLIERS

<u>Type of Flier</u>	<u>Number of</u>		<u>Gunner</u>	<u>Crew</u>	<u>Marine</u>	<u>Officers</u>
	<u>Guns</u>	<u>Bombs*</u>	<u>Figures**</u>	<u>Figures</u>	<u>Figures</u>	<u>and NCO's</u>
Super Battleship	22 Heavy	90/30	22	6	6	1
Battleship	14 Heavy	75/25	14	5	5	1
Battle Cruiser	8 Heavy	45/15	8	3	3	1
Cruiser	12 Med.	30/10	6	2	1	1
Light Cruiser	8 Med.	15/5	4	1	-	1
Scout Cruiser****	8 R.F.	6/2	8	22	60	10
Large Scout****	4 R.F.	- - -	4	5	-	1
Small Scout****	2 R.F.	- - -	2	2	-	1
Heavy Transport	4 Med.	- - -	2	2	30***	1
Light Transport	2 Med.	- - -	1	1	10***	1

* first number is total bomb load; that following the slash is maximum number droppable in a turn

** includes R.F. gun crews and marines firing radium rifles

*** these are the troops being transported, assuming human-type men. If Green Martians are carried the ratio is one Green for every three human-types, so capacity becomes 10 for the Heavy Transport and 3 for the Light Transport. If small thoots are carried the ratio is one small thoot for every five men. If large thoots are carried the ratio

is one for every ten men.
 **** for use in 1:1 scale only
 R.F. = Rapid Fire gun, a light weapon.

Armament Patterns:

<u>Type of Flier</u>	<u>Bow</u>	<u>Starboard</u>	<u>Port</u>	<u>Stern</u>
Super Battleship	2*	9	9	2*
Battleship	2*	5	5	2*
Battle Cruiser	1**	3	3	1**
Cruiser	2*	4	4	2*
Light Cruiser	1**	3	3	1**
Scout Cruiser	1**	3	3	1**
Large Scout	1**	1	1	1**
Small Scout	1**	-	-	1**
Large Transport	1**	1	1	1**
Small Transport	1**	-	-	1**

* one swivels to fire starboard broadside, one port broadside

** swivels to fire to either starboard or port broadside

Note: Rapid Fire guns aboard large-type fliers have been ignored and their effects subsumed.

FIRE:

Fire will depend on which movement system is used. If the simultaneous movement system is employed all fire will come at the end of the turn. If the move-counter-move system is used there will be an exchange of fire after each player has moved.

Method of Fire:

Fliers will fire at opponents most similar to their class, firing at the nearest target first, however. Concentrations of fire (several ships on one enemy) must be ordered the previous turn.

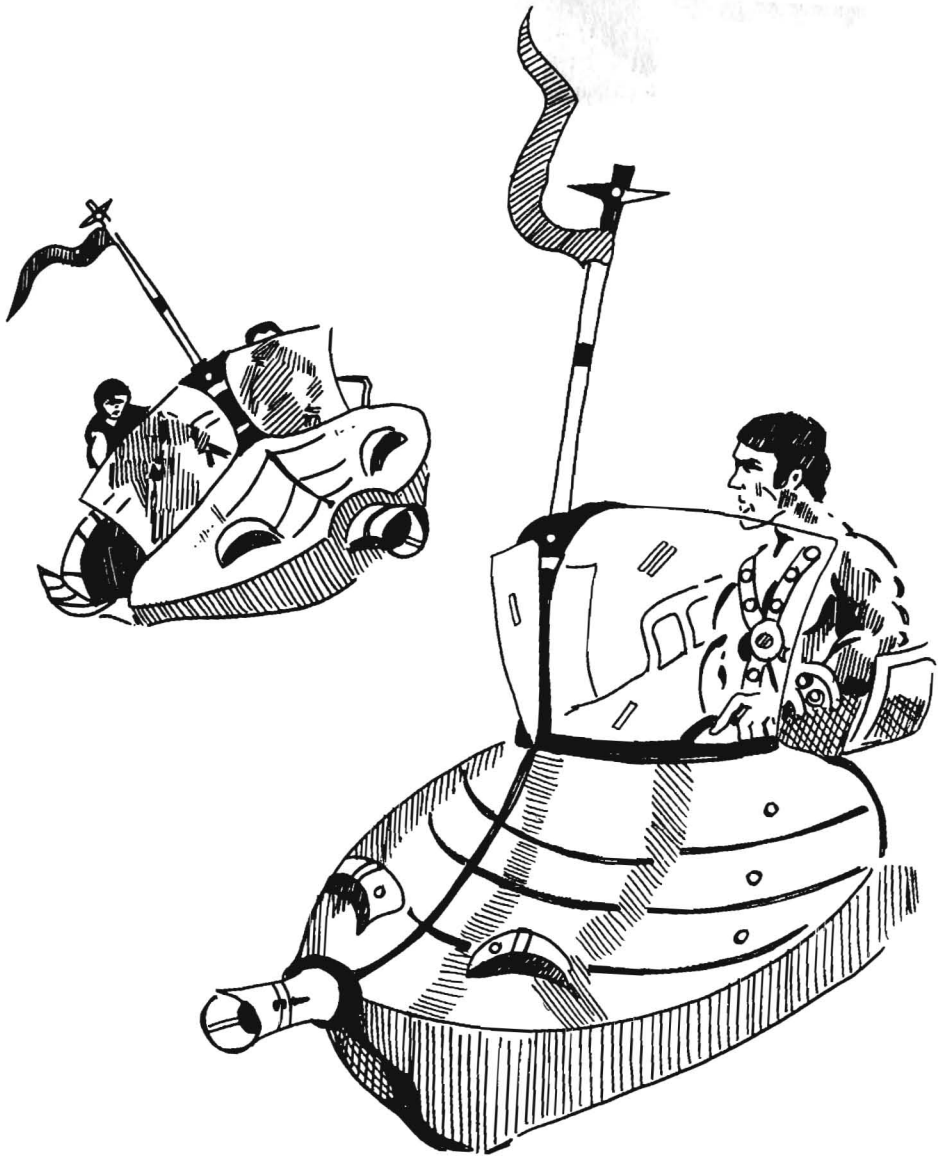
After targets are designated fire will be taken one gun at a time, players rolling the dice and consulting the FIRE TABLE -- FLIERS (found at the end of the booklet). If using large numbers of ships, roll for each broadside. Damage scored will be recorded, and when all fire is over movement will again commence unless any boarding actions are to take place (see following rules GRAPPLING and BOARDING).

ELEVATION AND DEPRESSION OF GUNS

<u>Type of Gun</u>	<u>Maximum Elevation</u>	<u>Maximum Depression</u>
Rapid Fire Gun	90 deg.	15 deg.
Medium Gun	60 deg. *	30 deg. *
Heavy Gun	45 deg. **	15 deg. *

* 90 deg. elevation, 0 deg. depression for ground sited gun.

** 75 deg. elevation, 0 deg. depression for ground sited gun.



3E11/.

SCOUT
FLIERS

DAMAGE

Damage scored by hits depends on the type of gun fired and is modified by the possibility of Critical Hits.

Basic Damage:

<u>Hit by Gun Type</u>	<u>Points of Damage</u>
Radium Rifle	1
Rapid Fire Gun	5
Medium Gun	30
Heavy Gun	150

Damage Effects:

25% damage -- speed down 1"

50% damage -- speed down 2-1/2", ceiling down to a 2" maximum

75% damage -- speed 1" maximum, ceiling 1" maximum

90% damage -- ship powerless; adrift at 100' altitude

100% damage -- ship explodes, burns, and crashes

Critical Hits: Critical hits will effect damage. The table for these types of hits is shown with the firing table, hit location table, etc. at the back of the booklet. Effects of critical hits are as follows:

Double or Triple Damage -- Simply multiply damage points accordingly

Engine Hits -- Totally destroy engines, thus making the flier powerless to do other than descend by means of its buoyancy tanks, although the flier may still fire normally, it cannot turn nor move other than to descend

Propeller Hits -- Destroy the propellers and cause the flier to act as if it were powerless (engine hit) for six turns; thereafter it is assumed that propellers are replaced, and normal movement may resume

Ray Tank Hits -- Effect buoyancy and cause the flier to go down at the bow by 15 deg., stern by 15 deg., or if a midships buoyancy tank is hit to lose 1" from the maximum altitude ceiling; if a flier is at a pitch of 30 deg. bow or stern it must be abandoned as inoperable

Steering Hits -- Cause an immediate and permanent loss of the ability to control the flier normally, although vessels larger than Scout Cruisers can steer by variance of the propellers' pitch and speed, allowing turns up to 15 deg. but preventing the circular maneuver by such fliers

Note: Critical hits always cause normal damage to a ship in addition to their other effects, although this does not mean that "2 x damage" scores three times normal damage, for instance.

RAMMING AND COLLISION

A purposeful ramming or an accidental collision have virtually the same effect. Fliers moving at the same altitude which come together at a relative speed of 1" or greater fall into either of these two categories. To compute damage simply compute the relative speed of impact (two ships traveling at 5" each which collide bow-on meet at 10". For every 1" of relative speed the lighter of the two vessels takes 10% damage, and the

heavier the same amount. In addition, roll on the critical hit table, ignoring results which call for additional damage, (no critical-type but damage results) but using all others, for the lighter of the two fliers (if both are the same class roll for both).

Example: A light cruiser accidentally collides with a cruiser. The light cruiser is moving perpendicular to the cruiser at 6" that turn, so it takes 60% damage or 300 damage points, and the cruiser also takes 300 damage points. In addition, the light cruiser must roll on the critical hit table, ignoring the roll if a 5 or a 6 comes up as this roll indicates additional damage.

GRAPPLING

All Barsoomian fliers are equipped with highly sophisticated grappling tackle. When fliers come within 1/2" or closer while on the same altitude (not more than about 100' apart) either or both may attempt to grapple. For every Crew figure above 1, and for every Gunner figure not engaged in firing guns, one grapple can be attempted. A grapple is successful on a roll of 1-3. A grapple can only be cut on a roll of 1. The figures eligible to cut grapples are the same as those eligible to make them. One side may attempt to cut grapples on the same turn that the other may attempt to grapple. Note that if both parties are attempting to cut grapples that they are considered as automatically gone. Ships with parted grapples are moved 1" apart immediately.

Once one or more grapples have been successfully made the ships in question are treated as a single unit, and this unit becomes stationary on the next turn. At that time boarding can take place. Once boarding occurs, grapples cannot be cut.

More than one flier can attempt to grapple the same opponent. In fact, there is no limit to the combinations possible if the vessels concerned otherwise meet the qualifications stated above for grappling.

BOARDING

All figures, including Officer figures, not otherwise engaged in some other action are eligible to board. Figures which are to take part in the boarding action are moved to the edge of their flier which adjoins that of the enemy which is to be boarded.

All figures, including Officer figures, not otherwise engaged in some other action can resist attempts to board. Figures which are to resist a boarding attempt are moved to the edge of their flier so as to oppose the enemy figures.

This movement is considered to be more-or-less simultaneous, so morale will have a greater effect during boarding actions than is usual on Barsoom. The number of figures on each side is multiplied by their dice score total for Steady Morale as shown on the MORALE TABLE. This number ranges from 10 down to 6.

This is modified by the bonuses and penalties just as in a morale check situation, but the final number is multiplied by the crew number. For example: A Black Pirate Battleship is about to board a Battle Cruiser from Helium. Some of the First Born gunners remain to fire the unengaged guns while all other figures board -- assume 5 Gunners, 3 Crew, 5 Marines and 1 Officer, or 14 figures. Base morale is 10, 1 is added as they are attacking, 1 is added for their commander being with the attackers, and as there are no penalties a total of 12 morale factors is multiplied times 14 figures to give a force value of 168. The Heliumites resist with every available figure -- assume 6 Gunners, 2 Crew, 3 Marines, 1 Officer, and 1 Personality Figure (John Carter!). Base morale is 10, 1 is added for the commander being there to help resist boarding, and 2 is added for the personality figure of John Carter; there are no penalties. 13 morale factors are multiplied by 13 figures to bring a total score of 169.

Boarding Melee: In the interest of clarity this table will be given here and again at the end of the work. Unless sufficiently high odds are obtained melee will have to be fought before one side or the other manages to triumph. The relative force of each side is com-

pared in order to come to an odds ratio 1-1, 3-2, etc.):

BOARDING MELEE TABLE:

<u>Odds Ratio</u>	<u>Result</u>
1-1	Compute casualties as in normal melee, and boarding melee continues next turn (recompute odds)
3-2	As at 1-1, but after casualties are computed there is a 1 in 6 chance that the weaker side will become disorganized
2-1	As 3-2, but there is a 3 in 6 chance for disorganization of the weaker side
3-1	Compute casualties as in normal melee, weaker side is disorganized, stronger side is aboard weaker side's flier, and boarding melee continues next turn (recompute odds)
4-1	Compute casualties as in normal melee, weaker side then surrenders, stronger force captures flier. The losing ship commander jumps off his ship.

Using the example of the Black Pirates attempting to board the Cruiser from Helium given above, the melee odds come out to a 3-2 in favor of the defenders. The 14 Black Pirates inflict 4 casualties upon the Heliumites, while they receive in turn 3 casualties inflicted by the normal component of the vessel plus 3 from John Carter, or 6 (don't mess with John Carter!). Assume that the First Born do not become disorganized. If they are reinforced next turn by 7 Gunner figures their value will be 15 multiplied by 12 is 180. The Heliumites have 9 figures times a morale value of 13 or 117. This then gives the attackers an odds ratio of 3:2. They inflict 4.5 casualties, and next turn the Heliumites will receive a morale penalty of -1 for 50% casualties. The Heliumites will again inflict 6 losses upon their opponents (thanks to John Carter), so the Black Pirates will also suffer a morale penalty for 50% casualties. On the third round there are only 9 attackers with a morale value of 11 for a force value of 99. The Heliumites have 5 figures times a morale value of 12 or 60. Another round at 3-2 (no disorganization has been assumed). The attackers kill 3 figures. The 4 Heliumites score 1 kill, and John Carter another 3 for a total of 4. There are now 5 Black Pirate figures left alive and 2 defenders. The next round will see the lone Heliumite crewman figure killed, while 3 First Born take the final plunge. The two remaining Black Pirates can only wound (score a partial kill) John Carter, while he can wipe them out.

BOMBING FLIERS

Bombing ground targets will be dealt with in a following section. A occasional Barsoomian tactic is to pass over the top of an enemy ship and drop "keel bombs" upon it. The total number of bombs carried by each ship, as well as the maximum number which can be dropped during a given turn, has been given previously (see FLIERS).

When a flier passes above an enemy vessel during the course of its move -- regardless of at what point during the move this passing-over occurred -- dropping of bombs may be called for. The bombing player rolls two dice for each bomb, consulting the BOMBING TABLE, AERIAL TARGETS (see back of booklet). If his score equals or exceeds the base number, as modified, a hit has been scored.

Each bomb does 500 points of damage to a flier when it hits. Assume that no critical hits or crew casualties or gun hits occur. However, as an optional rule, critical hits can be rolled for: assume that each bomb acts as a hull top hit, and record accordingly.



JOHN CARTER
WARLORD OF BARSOOM

AIR-TO-GROUND COMBAT

Fliers passing over ground installations or troops cannot logically be placed on the table, for their speed is such that they traverse the largest of tables with ease at cruising speed. However, their operations in landing troops are another story and will be dealt with below.

Fire: In order to employ their guns fliers must either come in at a low altitude or be firing at a very tall target. Since the latter is fairly unlikely, assume that fliers firing at ground targets are at about 500 altitude and at close range (all fire is considered short) unless a fortified area is under attack. The fliers may then wish to begin fire at medium or long range, and under most circumstances they will have this option. To determine hits simply use the To Hit, All Weapons chart found in the FLIERS, AERIAL COMBAT TABLE. All guns will do the same amount of damage as noted on this same table.

You will note that the Radium Rifle has a factor of 1. When firing at troops it is easy to convert the larger gun types to the MISSILE FIRE TABLE, and this is used to determine target casualties. For example, assume a cruiser is firing 6 Medium Guns at troops behind hard cover (a city wall perhaps). Going to the MISSILE FIRE TABLE it is seen that 10 Radium Rifles kill 5 Infantry, but that this is adjusted to only 50% of the figure due to hard cover, so 10 Radium Rifles kill 2-1/2 figures. As each Medium Gun is of 30 factors they are equal to 30 Radium Rifles, so each gun that scores a hit will kill 7-1/2 figures, and if all 6 hit there will be 45 casualties! However, it should be noted that such an occurrence is improbable, for cities will have large guns and fliers to oppose the enemy vessels. Again, if the targets were Green Martians in an abandoned city they would be hidden, and fire would have to be at structures rather than at troops.

Fire at Structures: This type of fire is treated as any other type. The typical values for structures are:

<u>Structure Type</u>	<u>Defense Value</u>
Small Stone Building	500
City Wall, 1" Section	500
City Wall, Gate	2,000
Medium Stone Building	1,000
Large Stone Building	2,500
Small Fort	3,000
Medium Fort	5,000
Large Fort	10,000
Rapid Fire Gun Emplacement	500
Medium Gun Emplacement	1,500
Heavy Gun Emplacement	2,500

Guns damage structures according to their value, i. e. a Heavy Gun does 150 points of damage when it hits.

Troops Landing: Troops can be landed in two ways: The flier carrying them can attempt to land and disembark its contingent; or the flier may pass over the area where the troops are to land and drop a form of paratroops, for Barsoomian armies often have equilibriumotors. These are a form of anti-gravity device which also allow lateral movement.

Fliers coming in to disgorge troops are treated normally.

Fliers dropping equilibriumotor equipped troops are considered to be moving slowly at 1" altitude (1000 yards). The troops will be in the air during the next turn while they descend and are treated as normal targets for Rifle fire.

Bombing Ground Targets:

Because of their shrapnel effects and due to the more confined space in which they

explode, bombs dropped on ground targets do 1000 points of damage when they score a direct hit rather than 500 points as they do against aerial targets. The fliers releasing the bombs can be at any altitude normally possible. The table for bombing ground targets is given at the back of the booklet.

Night Actions:

While search lights make night actions possible they are not recommended due to the difficulty of handling them properly.

GROUND-TO-AIR FIRE

This type of fire is handled in the same manner as aerial fire. In most cases fire will be at the Hull Bottom of fliers, although this will not be true when fliers are very low, or grounded. Green Martians will receive a bonus of 1 to hit when firing Radium Rifles at fliers. This will allow them to ambush any fliers which are foolish enough to fly at a low speed and altitude over an abandoned city.

Radium Rifle Fire: When Radium Rifles are fired targets can be selected rather than distributed by chance providing the target selected is shown on the appropriate Target Facing of the Hit Location chart, and only during the first turn of fire in ambush situations. At other times they will be fired normally.

PART III: NOTES ON PERSONALITY FIGURES, BARSOOMIAN RACES & ANIMALS

John Carter: As the "finest swordsman of two worlds", John Carter is unbeatable by either Barsoomian or Jasoomian. His prowess, however, goes beyond those already noted in the rules. First, the Warlord has exceptional telepathic powers, so that while he can read the minds of all but the most careful Barsoomians with ease, they cannot pick up a single thought from John Carter. Additionally, he is able to sense animal thoughts, so when John Carter is on guard no stealthy approach will serve white ape or banth surprise him. John Carter is also very strong, even by earth standards, and on Mars this becomes exceptional strength. One mighty blow of his fist will drop a huge Green Martian dead in his tracks. Although he seldom uses his deadly fists, they are weapons of great power, and their potential has never been charted.

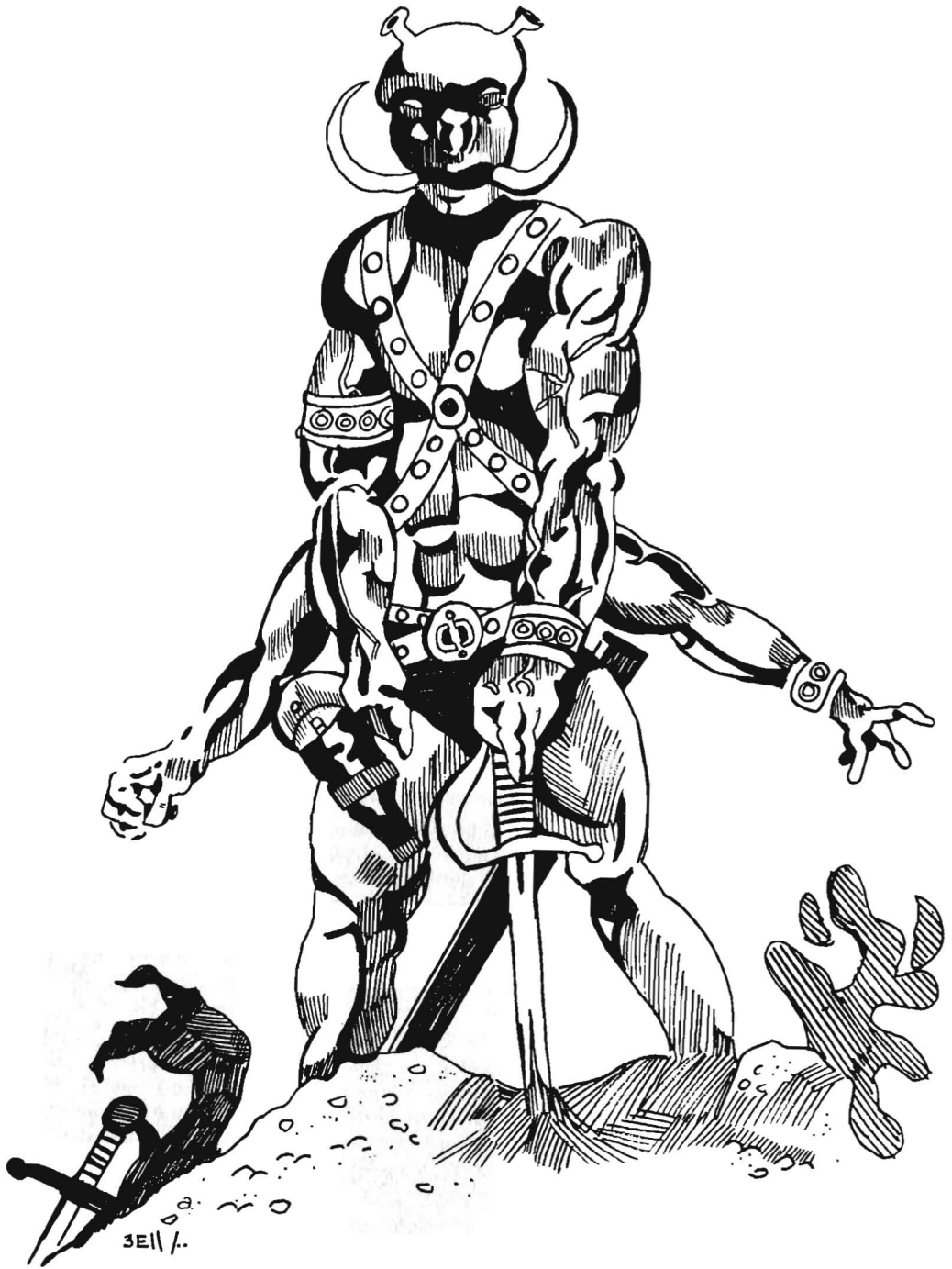
Ulysses Paxton: As the second Jasoomian to be transported to Barsoom, Ulysses Paxton confirms the fact that the average earthman with a bit of military training and practice with a sword or rapier quickly becomes a formidable warrior upon Barsoom -- once the trick of using earth-trained muscles in the lighter gravity of Mars has been mastered. What of his punches?

Carthoris: Having inherited much of the strength of his father, Carthoris is one of the most formidable warriors on Barsoom. His natural talent for swordplay combined with his ability to jump and leap great distances make his a match for any fighter save his father, John Carter. Again, what power does Carthoris pack in his fists?

Tars Tarkas: Jeddak of the Tharks, friend and ally of John Carter, master swordsman, fearless warrior -- all describe the greatest of the Green men of Barsoom. Tars Tarkas is both more intelligent than most of his fellows and far more humane in his outlook on life.

Solon of Okar: Despite his age (over a thousand years) and size (a shriveled little fellow) we have John Carter's own testimony that Solon is one of the most accomplished fighters that the Warlord ever faced; perhaps he was the most accomplished.

Mors Kajak, Tardos Mors, Kantos Kan, etal: These personalities are outstanding among a world of warriors due to their fighting ability. Like most Barsoomians in high positions, these fighters have maintained or gained their prominence through their mastery of weapons and their personal bravery. They will usually go to any extreme in order to rescue a princess in distress.



TARS TARKAS
JEDDAK of THARK

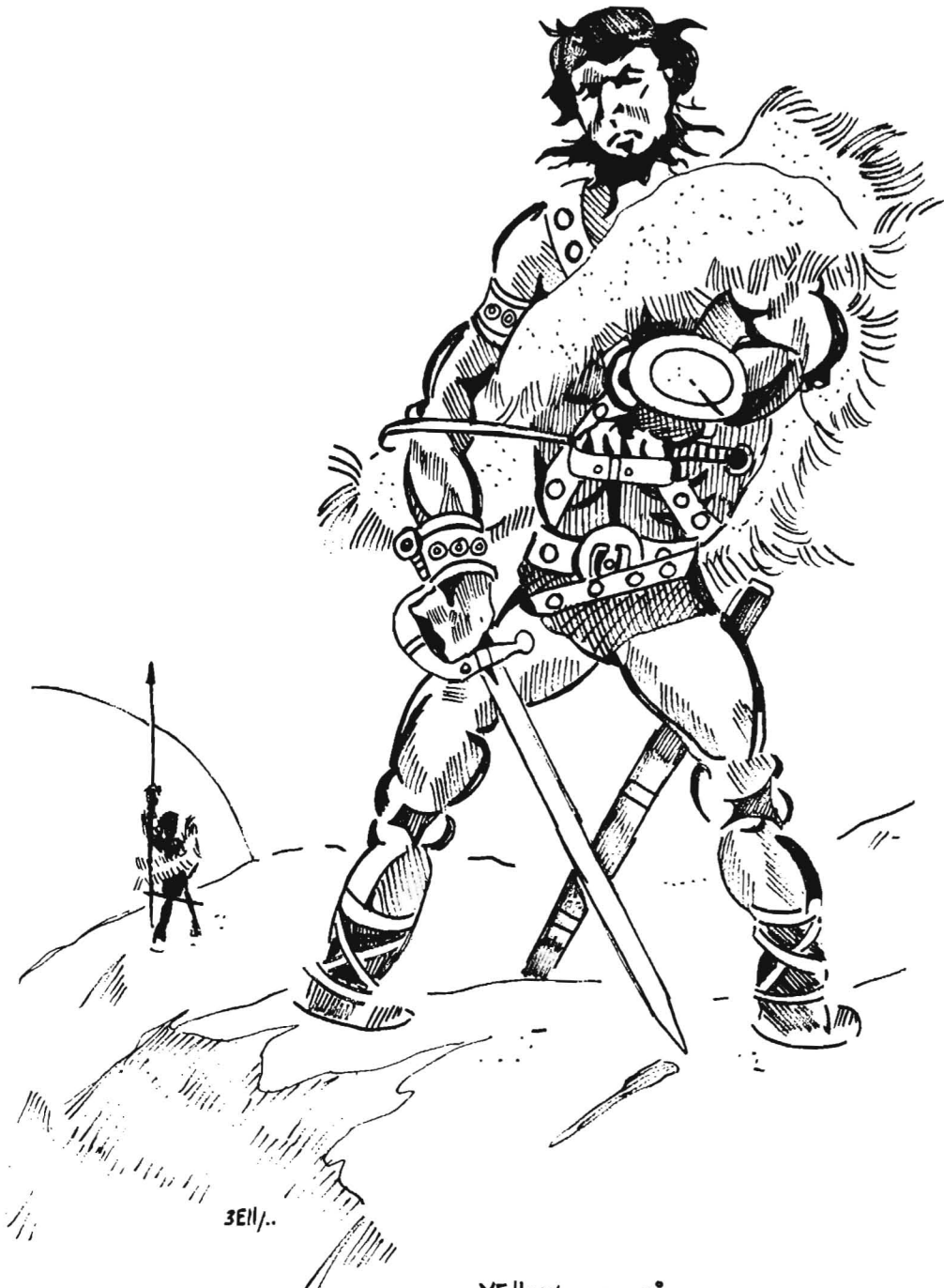
Red Martians: The red race is the most numerous upon Barsoom, and its members run the gamut from the most superb fighters to the most abject cowards. It is this race which maintains most of the inhabited cities upon the planet, and, excluding the Green Martians, they account for perhaps 75% of the population.



CARTHORIS



KANTOS KAN



3E11/..

YELLOW WARRIOR

White Martians: This category includes the almost extinct Orovarions who have blonde or auburn hair and the bald Therns who wear yellow wigs. Although the latter are somewhat ignoble, both types are among the staunchest of fighters. They regard all races as beneath them, although they are somewhat in awe of the First Born. All Therns are not of equal ability, the best of the type being awarded the title of Holy Therns. These latter constitute perhaps a third of the type. The white race comprises perhaps 10% of the Barsoomian population, with the Orovarions having only about 3%. Orovars are found only in lost cities; Therns inhabit the Valley Dor at the South Pole and some colonies within Red Martian cities.

Black Martians: The black race is perhaps the single finest type upon all Barsoom, for its members are above average in both height and musculature. They are handsome in appearance and brave beyond compare. Furthermore, their bravery is matched by their fighting ability. They claim to be the "First Born" of all Barsoomian humans, and this is what they call themselves. Others, however, know them as the Black Pirates because of their propensity for raiding and plundering. They comprise about 5% of the population. The Black Martians inhabit the underground world of Omean and the "Rift" in the northern part of the Western Hemisphere.

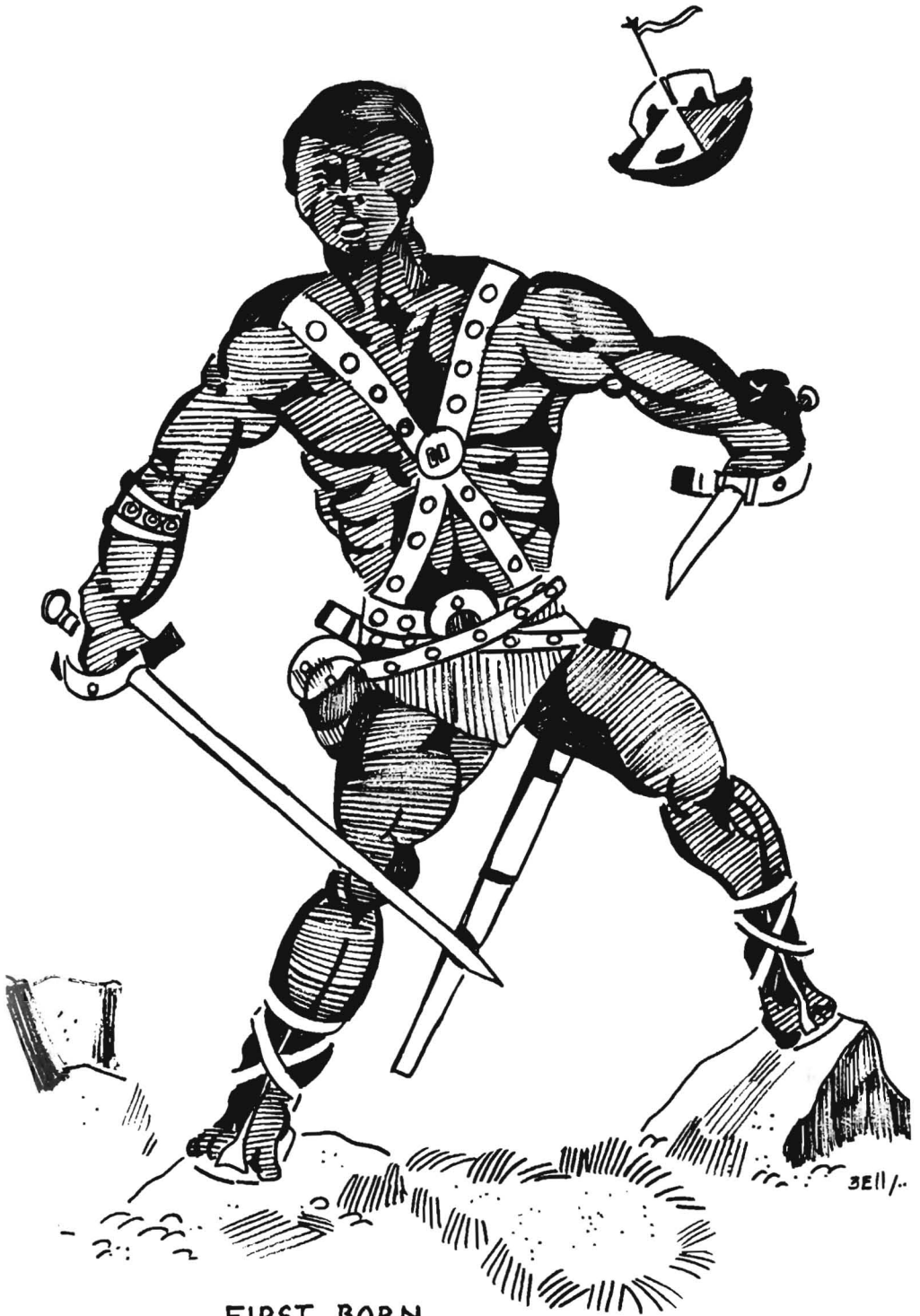
Yellow Martians: These sturdy, black-bearded men are known as Okarians. They live in domed cities scattered about the northern polar region. As a race they are exceptionally capable fighters. Their chief weapons are the javelin, the long sword, the "cup shield", and hook sword. Any fighter engaging an Okarian with sword, hook sword, and cup shield would not violate the Barsoomian Code if he were to counter with long sword and short sword. The Yellow men comprise about 10% of the total population.

Green Martians: These strange creatures are all nomadic, roaming about the dead sea bottoms of Barsoom. There are many tribes of Green men, the largest being the Tharks, the fiercest the Warhoons. Smaller tribes are not noted on the map. They typically take their tribal name from the abandoned city which they have chosen to house their Jed or Jeddak. Of all their warlike abilities, their marksmanship with the Radium Rifle is by far the most outstanding. They are not prone to use their 40' lances against humans, except in large battles against many times their own number of Red men for example. They do, however, employ them extensively against other Green peoples. The sword is undoubtedly their favorite weapon! There are perhaps two million Green tribesmen on Barsoom, with a total population of perhaps five million when females and children are considered.

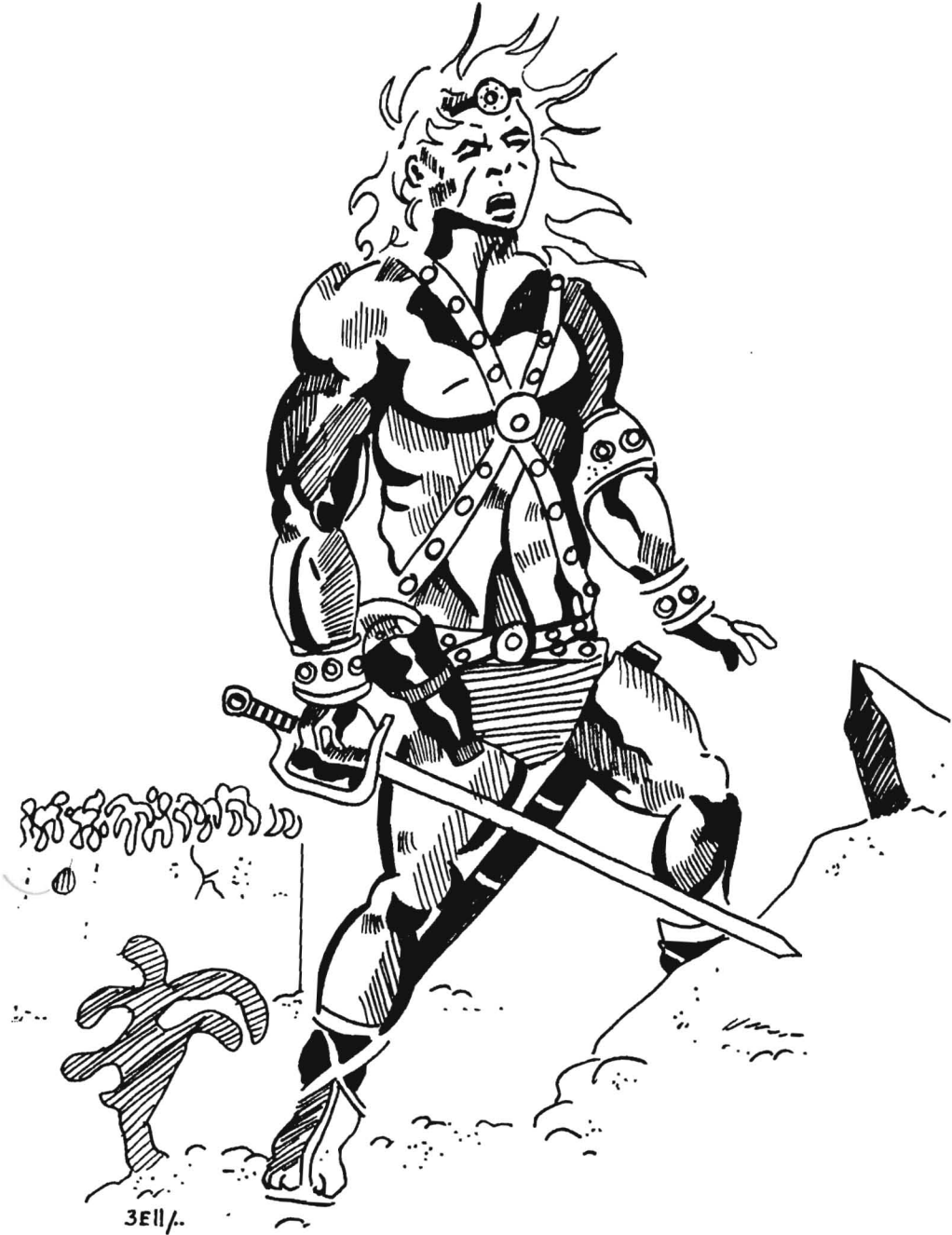
White Apes: These are terrible monsters with a cunning almost equal to human. Many seem to have a rough tribal organization, and those that do always use stone (or some other form of) clubs. Because of this glimmering of true intelligence apes will not always behave as a typical animal. They infest the abandoned cities of Barsoom, and they are also found in many other places. The strength of a white ape seems to be about double that of a Green man.

Darseen: This is a generic name for Martian reptiles. There are small darseen, little chameleon-like lizards, and great reptiles capable of severing the head from a man in one bite. It is these latter sort which are considered in the rules. The largest mentioned is the monstrous albino lizard beneath Kadabra. The tables consider darseen to be about half again as big as a monitor lizard, and if larger ones are encountered it should be adjusted accordingly.

Malagor: This giant bird is not mentioned in the combat tables or elsewhere in the rules, for it is very rare. It is of great size with a wing spread of about 20'. It can fly at a speed of about 60 miles per hour carrying a passenger, and it can carry two persons with little loss of speed. They can fly all days without tiring, although they need a night to rest thereafter. They are hawk-like, and their disposition is quite ferocious.



FIRST BORN



3E11/..

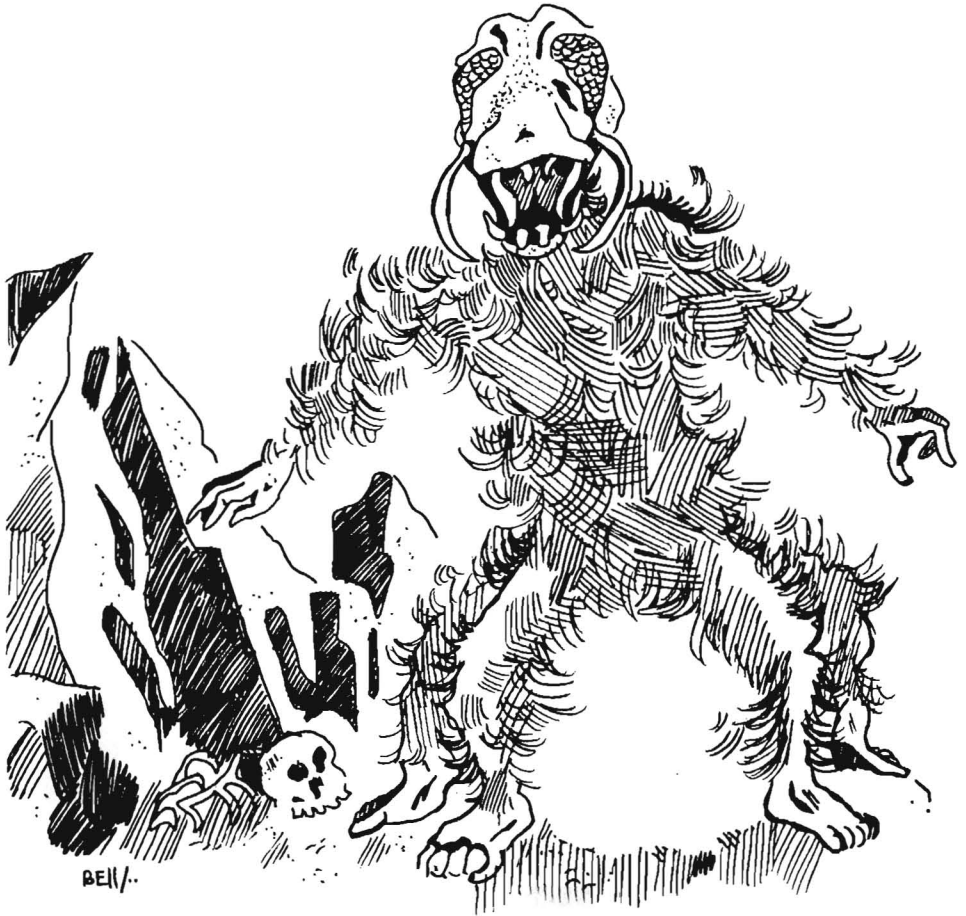
HOLY THERN

Orluku: We are taking a few liberties with this monster, for ERB never really described the Orluk, other than to say it was a black and yellow striped artic-dwelling carnivor. It is weasel-like in appearance, being about the size of a jaguar. The orluk has four legs, great fangs and a lust for blood like the little Jasoomian animal it resembles in form. Although it has a keen sense of smell, it has rather weak eyes or else it would be far more deadly than it is.

Other Animals: The other Barsoomian animals are described in sufficient detail so as not to merit further attention here.



WHITE APE



BELL..

APT



CALOT

3ELL..

MISSILE FIRE TABLE

Type of Missile Per 10 Fired	Target Is			
	Human-type Infantry	Green Infantry	Human-type Cavalry	Green Cavalry
Javelins	2	1	1	1/2
Arrows	3	1-1/2	1-1/2	1
Radium Pistols	4	2	2	2
Radium Rifles	5	5	3	3

Adjustments:

- Green Martians firing Radium Rifles add 1 kill per 10 Firing to result shown above.
- Soft cover such as vegetation subtracts 25% from casualties.
- Hard cover such as stone walls subtracts 50% from casualties.
- Fire at skirmishers subtracts 50% from casualties.

Fractions: Retain all fractions until such time as they total a whole at which time a casualty is accordingly extracted.

MELEE TABLE

Attacker Is	Defender Is				
	Human-type Infantry		Green	Human-type	Green
	Without Shield	With Shield	Infantry	Cavalry	Infantry
10 Human-type Infantry	3	2	1	1	1/2
5 Green Infantry	2	2	1	1	1/2
5 Human-type Cavalry*	2	2	1	1	1/2
3 Green Cavalry**	3	3	2	2	1

* or 1 12th Level Personality Figure

** or 1 13th Level Personality Figure

Adjustments:

- Add 1 casualty if:
 - charging into melee
 - enemy disorganized
- Add 2 casualties if:
 - mounted lance charge into melee
 - enemy retreating
- Double casualties if:
 - 1st round of flank attack
 - 1st or 2nd round of rear attack
 - enemy routing

Fractions: Retain all fractions until such time as they total a whole at which time a casualty is accordingly extracted.

MORALE TABLE

MORALE CHECKS TO BE MADE

- at 25% casualties
- at 50% casualties
- at 75% casualties
- unit commander killed
- personality figure killed
- routing unit within 3"
- unit attacked in the flank
- unit attacked in the rear
- unit surrounded in open
- attacked by flier in open
- outnumbered by superior troops by 3 or more to 1

Check by basic units (Dar at 1:50, Utan at 1:1) as indicated above. Roll two dice and if the total score exceeds the numbers shown for that type of troops then their morale has failed and they retreat one full move and must remain stationary for one turn. If they are attacked either by missile or melee while stopping after a retreat (or during the move back) the unit routs. Routed units move until they are off the table and do not return. They do not melee.

Score on Two Dice

Unit is Dis-organized -- Check Again Next Turn	Unit Has Steady Morale	Unit Type or Classification
11	10	Heliumitic Guards & Navy, First Born, Holy Therns, Orovarian Guards, Okarian Guards, Green Men
10	9	Heliumitic Regulars, Therns, Okarians, Orovars, Red Guards and 1st Rate Navies
9	8	Heliumitic Levies, Okarian Levies, Red Regulars, Green Females, 2nd Rate Red Guards
8	7	Red Levies, 2nd Rate Red Regulars
7	6	2nd Rate Red Levies, Red Females

Bonuses and Penalties to Morale Score Required:

Bonuses	Penalties
- Attacking +1	- 50% Casualties -1
- Flier Support +1	- Unit Disordered -1
- Commander with Unit +1	- Attacked in Flank -1
- Personality Figure with Unit +2	- Attacked in Rear -2
	- Commanded Dead -2
	- Unopposed Flier Attacking Troops in Open -3
	- Surrounded in Open -3
	- Outnumbered 3-1 -3
	- Personality Figure Dead -4

Total all bonuses and penalties to arrive at adjusted total for morale roll. Units which are surrounded or whose total is down to 2 for steady morale surrender and are taken prisoner.

Typical Examples of 1st and 2nd Rate Cities:

1st Rate	2nd Rate
Gathol	Amhor
Hastor	Dursar
Kool	Jahar
	Kobol
Manataj	Phundal
Manator	Tjanath
Manatos	Toonol
Ptarth	Zodanga

all Panars are 2nd Rate

BOARDING MELEE TABLE:

<u>Odds Ratio</u>	<u>Result</u>
1 - 1	Compute casualties as in normal melee, and boarding melee continues next turn (recompute odds).
3 - 2	As at 1 - 1, but after casualties are computed there is a 1 in 6 chance that the weaker side will become disorganized.
2 - 1	As 3 - 2, but there is a 3 in 6 chance for disorganization of the weaker side.
3 - 1	Compute casualties as in normal melee, weaker side is disorganized, stronger side is aboard weaker side's flier, and boarding melee continues next turn (re compute odds).
4 - 1	Compute casualties as in normal melee, weaker side then surrenders, stronger force captures flier.

BOMBING TABLE, AERIAL TARGETS

Base score to hit: 9

Target is moving relative to bombing vessel	+2
Target is more than 500' below bombing vessel	+1
Target is small (light Cruiser or smaller)	+1
Target is large (Battle Cruiser or larger or or Heavy Transport)	-1

Roll two dice, and if the total equals or exceeds the modified base score to hit the bomb has struck the target doing 500 points damage. All other bombs miss and do no damage.

BOMBING TABLE, GROUND TARGETS

Base score to hit: 8

Target is more than 1000 yards below bombing vessel	+1
Target is gun emplacement	+2
Target is small building or wall	+1
Target is small fort	+1
Bombing vessel is under fire from Heavy Gun(s)	+1
Target is large building or large fort	-1
Target is plainly identified*	-1

* ringed with fire or otherwise outstandingly marked

Roll two dice --

Score under adjusted base number	=	miss, no effect
Score equal to adjusted base number	=	near miss, 10% effect
Score above adjusted base number	=	hit, 1000 points damage

Exposed personnel, vehicles and animals are considered dead or destroyed if within the immediate area of the target when a near miss or hit is scored.

INDIVIDUAL COMBAT
ANIMALS VS. ANIMALS AND MEN
MEN VS. ANIMALS TABLE

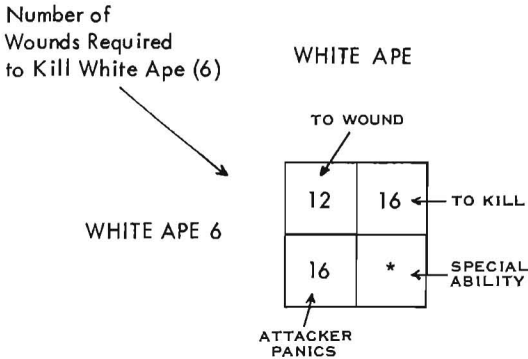
DEFENDER

ATTACKER	WOUNDS TO WHITE KILL	DEFENDER										MEN									
		APT	BANTH	CALOT	DAR-SEEN	ORLUK	MAN	SITH	THOAT	ZITIDAR	13	12	11	10	9	8	7	6	5	4	3
White Ape	6	12 16 16 *	12 15 14 *	13 17 9 *	13 16 14 *	10 15 16 *	12 15 15 *	13 16 16 *	13 18 6 *	10 17 10 *	10 18 8 *	14 - - *	13 18 - *	12 16 - *	10 14 - *	8 12 - *					
Apt	6	13 16 15 -	12 17 16 -	14 17 16 -	13 15 15 -	11 13 18 -	12 16 17 -	14 16 13 -	13 18 7 -	13 17 15 -	14 18 8 -	14 - - -	12 18 - -	11 16 - -	9 15 - -	7 13 - -					
Banth	7	7 14 - ?	8 15 18 ?	12 17 17 ?	9 14 - ?	10 15 - ?	8 15 - ?	7 15 18 ?	7 17 15 ?	6 16 - ?	7 17 16 ?	13 - - ?	12 18 - ?	10 16 - ?	8 14 - ?	6 12 - ?					
Calot	5	12 17 - -	11 16 15 -	12 17 16 -	12 16 17 -	10 15 - -	12 16 18 -	10 17 17 -	8 18 14 -	18 17 17 -	8 18 10 -	15 - - -	13 12 - -	12 17 - -	10 15 - -	7 12 - -					
Darseen	4	14 17 17 -	13 16 18 -	15 17 18 -	12 16 18 -	12 16 - -	13 16 18 -	15 18 18 -	14 18 - -	15 17 - -	14 18 - -	15 - - -	14 18 - -	12 16 - -	11 15 - -	9 13 - -					
Orluk	4	13 17 17 -	12 16 15 -	13 17 16 -	12 17 18 -	11 15 18 -	12 16 16 -	14 16 14 -	11 18 16 -	13 17 17 -	12 18 15 -	14 - - -	13 18 - -	12 16 - -	11 14 - -	10 13 - -					
Plant Man	6	10 15 - x	11 15 - x	13 16 - x	13 16 - x	8 14 - x	8 15 - x	13 16 - x	12 16 - x	10 14 - x	10 15 - x	13 - - x	10 17 - x	8 14 - x	6 12 - x	4 10 - x					
Sith	10	12 16 - 13	11 16 - 12	12 17 - 12	13 17 - 13	7 15 - 14	8 16 - 13	10 15 - 16	12 18 - 10	13 17 - 9	12 18 - 11	12 - - 18	11 18 - 16	10 16 - 14	9 15 - 12	7 14 - 10					
Thoat	5	13 16 17 **	14 16 16 **	14 17 12 **	15 16 18 **	9 16 18 **	12 16 16 **	14 16 9 **	14 18 8 **	12 16 16 **	13 18 14 **	15 - - **	14 18 - **	12 16 - **	11 14 - **	10 12 - **					
Zitidar	9	14 15 17 **	15 15 18 **	15 16 16 **	16 15 18 **	13 14 18 **	15 15 18 **	13 14 16 **	12 18 7 **	14 15 18 **	12 16 17 **	16 - - **	15 18 - **	13 14 - **	12 12 - **	11 11 - **					
Men: Level 13	15	8 13	7 12	9 14	8 11	5 10	7 11	8 14	8 17	8 13	6 15	SEE MEN VS MEN									
12	13	9 14	8 13	10 15	9 12	6 11	8 12	9 15	9 18	9 14	7 16										
11	12	9 15	8 14	10 16	9 13	6 12	8 13	9 16	9 -	9 15	7 17										
10	11	10 15	9 14	11 16	10 13	7 12	9 13	10 16	10 -	10 15	8 18										
9	10	10 16	9 15	11 17	10 14	7 13	9 14	10 17	10 -	10 16	8 -										
8	9	11 16	10 15	12 18	11 14	8 13	10 14	11 18	11 -	11 16	9 -										
7	8	11 17	10 16	12 -	11 15	8 14	10 15	11 -	11 -	11 17	9 -										
6	7	12 18	11 17	13 -	12 16	9 15	11 16	12 -	12 -	12 18	10 -										
5	6	12 -	11 18	13 -	12 17	9 16	11 17	12 -	12 -	12 -	10 -										
4	5	13 -	12 -	14 -	13 18	10 17	12 18	13 -	13 -	13 -	11 -										
3	4	13 -	12 -	14 -	13 -	10 18	12 -	13 -	13 -	13 -	11 -										
2	3	14 -	13 -	15 -	14 -	11 -	13 -	14 -	14 -	14 -	12 -										
1	2	15 -	14 -	16 -	15 -	12 -	14 -	15 -	15 -	15 -	13 -										

Notes on ANIMALS VS. ANIMALS AND/OR MEN: MEN VS. ANIMALS TABLE:

Example

White Ape vs. White Ape (1st Box)



Upper Left: Score Required to Wound

Upper Right: Score Required to Kill

Lower Left: Score Required to Panic Attacker

Lower Right: All but Dash (-) Indicates Special Ability to Kill

1. Check to see if the animal attacking panics.
2. Check to see if Special Abilities apply
 - * +1 on wound/kill dice if club armed
 - ? +1 on wound/kill dice if charging into attack
 - x if unable to leap over opponent lose -2 on all attacks
 - 13 (a number) indicates a second attack roll is always given to this animal, and if the score is matched or exceeded the opponent is killed
 - ** +2 on kill score if charging into attack
3. When animals are involved initiative always changes with the defender in one turn becoming the attacker during the next.
4. It is assumed that men are armed with long swords. If a lesser weapon is used subtract 1 from the dice rolls. If a greater weapon is used, or if the man is mounted, add 1 to the dice rolls made. A mounted charge gains 2 on the first turn of combat. A mounted charge with a lance gains 3 on the first round of combat. A mounted lance charge with a poisoned lance against a sith gains both the 3 point bonus noted above and causes any wound to kill.

FLIERS, AERIAL COMBAT TABLES

Weapon Range Table:

<u>Weapon Type</u>	<u>Range</u>		
	<u>Short</u>	<u>Medium</u>	<u>Long</u>
Radium Rifle	2"	4"	Long Range
Rapid Fire Gun	4"	8"	is completely
Medium Gun	6"	12"	unlimited in
Heavy Gun	9"	18"	this game

Weapons Damage:

<u>Type Weapon</u>	<u>Damage Factors</u>	<u>Fliers, Maximum Damage Possible:</u>	
		<u>Type Flier</u>	<u>Points of Damage</u>
Radium Rifle	1	Small Scout	25
Rapid Fire Gun	5	Large Scout	50
Medium Gun	30	Scout Cruiser	250
Heavy Gun	150	Light Cruiser	500
		Cruiser	800
		Battle Cruiser	1500
		Battleships	2250
		Super Battleship	2750

Possibility of Weapon Type Damaging Ship Type:

<u>Ship Type</u>	<u>Radium Rifle</u>	<u>Rapid Fire Gun</u>	<u>Medium Gun</u>	<u>Heavy Gun</u>
Small Scout	yes	yes	yes	yes
Large Scout	yes	yes	yes	yes
Scout Cruiser	no	yes	yes	yes
Light Cruiser	no	yes	yes	yes
Cruiser	no	no	yes	yes
Battle Cruiser	no	no	no	yes
Battleship	no	no	no	yes
Super Battleship	no	no	no	yes

Note: "no" does not mean that hits on exposed crew are not possible; they are always possible, but fire at a man (or men) is always considered to be at a small target.

<u>To Hit, All Weapons:</u>		<u>Short</u>	<u>Range 1s- Medium</u>	<u>Long</u>
Target is -	small	8	10	11
	medium	7	9	10
	large	6	8	9

If target is stationary subtract 1 from the required score; if the target is moving very rapidly or evasively, add 1 to the required score.

Hit Location:

<u>Target Facing</u>	<u>Crew *</u>	<u>Gun</u>	<u>Hull**</u>	<u>Critical Hit***</u>
Broadside	2-4	5,6	7-11	12
Bow	2	3	4-11	12
Stern	2,3	4	5-10	11,12
Hull Bottom	-	-	2-10	11,12
Hull Top	2-6	7	8-11	12

* gun crew are always considered exposed

** Hull hits record factors of damage, other hits (except when using the optional bombing method) do not

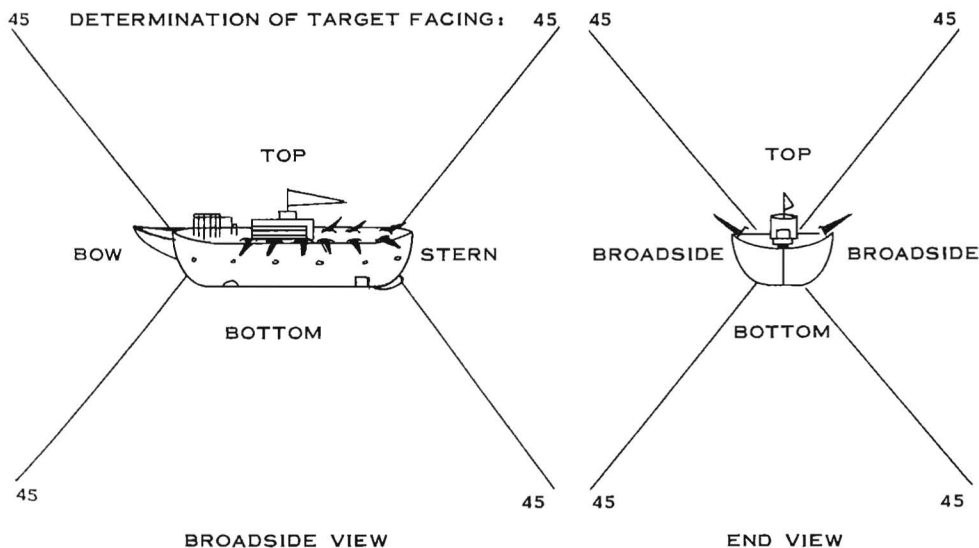
*** Roll again for results on CRITICAL HIT TABLE

Critical Hit Table:

<u>Die</u>	<u>Bow</u>	<u>Broadside</u>	<u>Stern</u>	<u>Hull Bottom</u>	<u>HullTop</u>
1,2	Officer Figure Killed	2 x Damage	Stern Ray Tank Destroyed	3 x Damage	2 x Damage
3,4	Bow Ray Tank Destroyed	Midships Ray Tank Destroyed	2 x Damage	2 x Damage	Steering Destroyed
5,6	1-1/2 x Damage	3 x Damage	Propellers Destroyed	Midships Ray Tank Destroyed	Engines Destroyed

Determination of Target Size:

Typical Large Targets	--	Super Battleships, Battleships, Battle Cruisers, Heavy Transports
Typical Medium Targets	--	Cruisers, Light Cruisers, Light Transports
Typical Small Targets	--	Scout Cruisers, Large Scouts, Small Scouts



INDIVIDUAL COMBAT
MEN VS. MEN, COMBAT AND INIATIVE

Level Difference	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12					
Initiative and to Wound	(Automatic)											4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	18	18	18	18
To Kill	8	8	8	8	9	9	9	10	11	12	13	14	15	16	16	17	17	18	18	-	-	-	-	-	-					

Notes on MEN VS. MEN, COMBAT AND INIATIVE TABLE:

1. Determine the attacker and roll dice to wound/kill.
2. If a kill is not scored the defender rolls to see if he can gain the initiative.
3. The opponent with the initiative attacks.
4. It is assumed that equal weapons are being used. If one opponent is an Okarian armed with long sword, hook sword, and cup shield, and the other is not so armed, he gains a one point advantage on defense, and unless the opponent has a second weapon in his left hand to counter the hook sword the Okarian also gains +1 on his dice rolls to wound/kill. If otherwise weapons are not equal the opponent with the greater weapon gains a one point advantage on both attack and initiative rolls.



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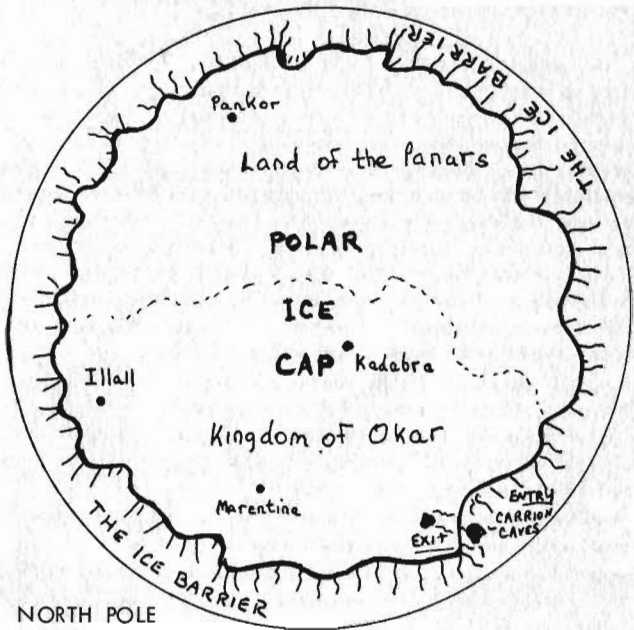
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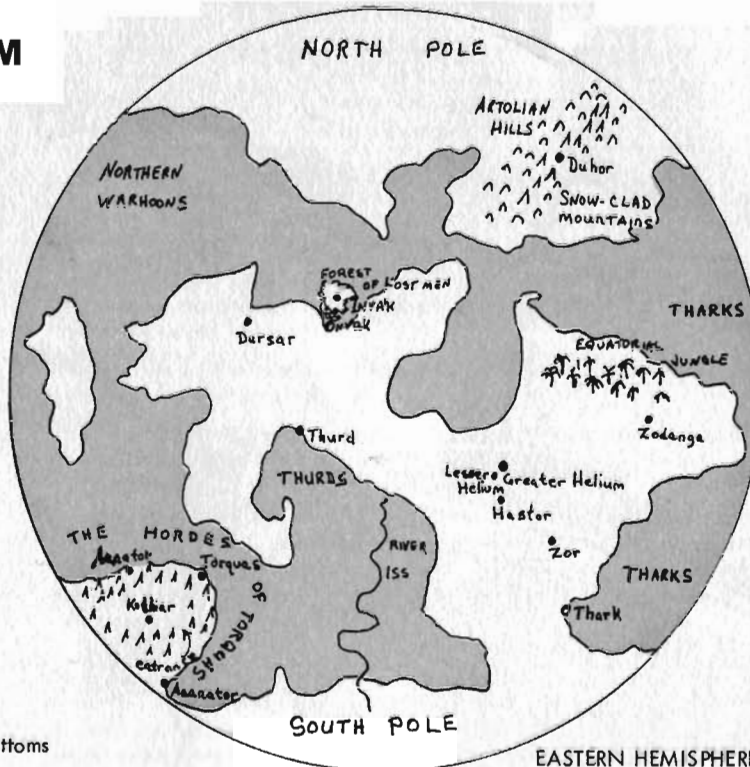
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BARSOOM

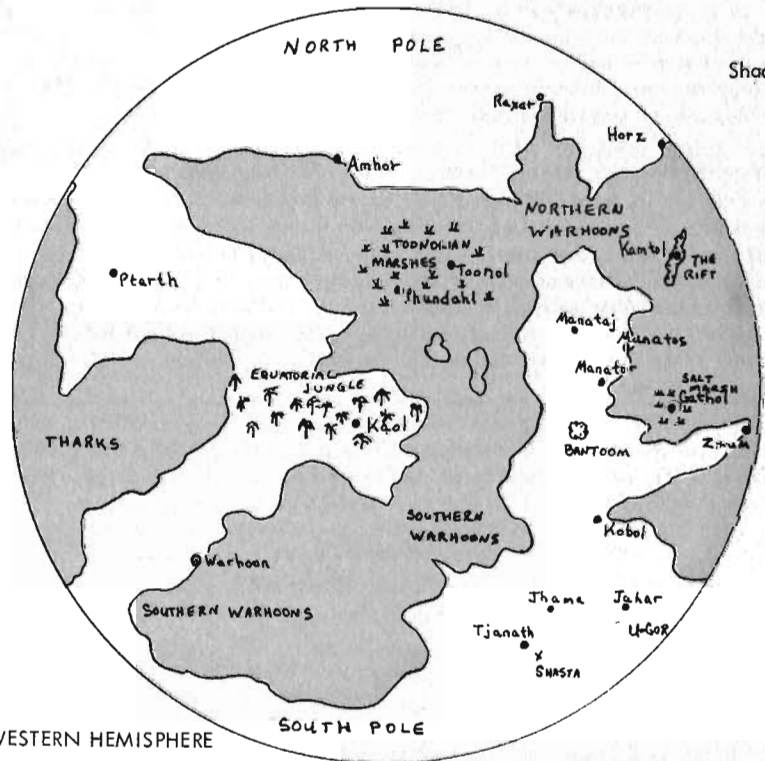


NORTH POLE
"The Forbidden Land"

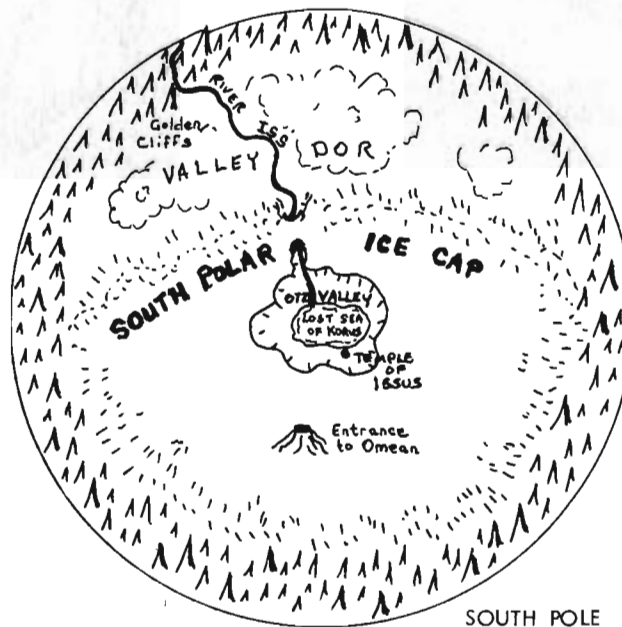


Shaded Areas Are Dead Sea Bottoms

EASTERN HEMISPHERE



WESTERN HEMISPHERE



SOUTH POLE