

JOHN CARTER FOR SWORDPLAY

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Swordplay is the free downloadable man to man skirmish game for sword fighting fantasy and historical games. Here are some quick and easy rules to adapt *Swordplay* to the John Carter of Mars world.

These are not the definitive rules but instead a free entry level version to Mars gaming.

STARS AND GRUNTS

In addition to the normal Star Abilities, *John Carter* has the following abilities and stats:

- John Carter uses the Noble QRS.
- Rep 6
- Normal movement of 12”.
- Fast move auto pass up to 24”. This reflects his innate jumping ability. When John Carter exceeds 16” in movement he is making a leap that will allow him to rise above all enemies and consequently allow for others with LOS over intervening figures to have an In Sight Test.
- He is a trained Swordsman so receives one auto-success when in Melee.
- He also wears a heavy off-arm bracelet allowing him to count as if AC 4 when in melee to reflect its parrying ability.
- He is armed with one Radium Pistol with three reloads.

Other Stars can be Red Martians (Soldier QRS), Green Martians (Warrior QRS) or White Apes (Warrior QRS).

In addition players can choose to use Co-Stars to assist their Stars but these Co-Stars must be no greater than one Rep lower than the Star. Co-Stars have all Star Abilities.

RED MARTIANS

Count as normal human beings.

GREEN MARTIANS

Count as Trolls. Are allowed to roll 1d6 more when in melee if have more than two arms.

WHITE APES

Count as Greater Orcs.

EARTH MEN

Earth Men will always count as using a Two Handed Melee Weapon even when using a On Handed Melee Weapon or *even if Unarmed*.

WEAPONS

The following Ranged Weapons can be used.

RANGED WEAPONS TABLE

TYPE	IMP	RANGE	2H	RELOAD
Axe, throwing	3	6	—	-
Crossbow	3	24/12	Y	Y
Dagger	1	4	—	-
Hand Crossbow	2	12	—	-
Radium Pistol	3	12	Y	Special
Radium Rifle	4	24	Y	Special
Short Bow	2	24/12	Y	Y

Shorter listed range for crossbow and short bow is for when firing while mounted.

RADIUM GUNS

When firing a Radium weapon roll one off colored d6. If doubles occurs the weapon is out of charge. It takes one turn to reload. The weapon only has three reloads ever before it runs out. It is possible to switch reloads between weapons.

ARMOR AND SHIELDS

Red Martians have may be wearing a Metal Woven Vest (1-2) which makes them AC 4. Green Martians and White Apes are always considered AC 4 instead of AC 2 and can (1-2) be upgraded to AC 6 metal armor.

Red Martians can wear an ornamental heavy bracelet on their off-arm allowing them to count as if AC 4 when in melee reflecting their parrying ability.

JOHN
CARTER
OF MARS

FYI – John Carter is the property of Edgar Rice Burroughs, Inc. <http://www.johncarterofmars.ca/>. This document is in no way to be considered a threat to the rightful owners of said property. It's a homage to a childhood hero.

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SUBSTITUTIONS

The following tables replace those normally used in *Swordplay*.

CHARGE INTO MELEE

2	CHARGE INTO MELEE <i>(Taken versus Rep)</i>
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CHARGER IS:	MODIFIER
Green Martian, White Ape or Earthman	+1d6
Cavalry	+1d6
Charging onto the Rear	+2d6
Charging together and outnumber targets 3 to 1 or more	+1d6
TARGET IS:	MODIFIER
Fanatic, Troll or Greater Ogre	+1d6
Cavalry	+1d6
Missile needing to reload	-1d6
In cover	+1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
2 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated.	Target fires. Charger Halts in place and takes appropriate Reaction Tests.
1 more than opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.
Same number as opponent	Target fires. Charger moves into melee. No Reaction Tests taken.	Target fires. Charger moves into melee. No Reaction Tests taken.



REP

MELEE COMBAT

(Looking for successes)

A score of 1, 2, or 3 is a success

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon or Missile troops	0d6
One Hand Melee Weapon ^(e)	+1d6
Two Hand Melee Weapon	+2d6
CIRCUMSTANCE	MOD
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee.	+1d6
Mounted - Mounted attacking non-mounted enemy	+1d6
Prone - Attacking a prone enemy	+2d6
Shielded - If being attacked to the front while using a shield. ⁽¹⁾	+1d6
Trained Swordsman	+1 auto success

(e) Earthmen always count as if using a two hand melee weapon even when using a one hand melee weapon. (1) Using two swords counts as using a shield. If wearing heavy decorative arm bracelet on the off arm counts as shield.

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MELEE DAMAGE

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count as scored one success lower ⁽¹⁾
AC 2 Target ⁽²⁾	Count as scored one success higher

*(1) If reach zero then count the melee result as Evenly Matched
(2) Red Martian wove vest counts as AC4.*

SCORE	RESULT
Score more successes than opponent	Roll 1d6 versus the number of successes scored more than opponent. "1": Opponent Obviously Dead. Equal to successes more but not "1": Opponent Out of the Fight. Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.