

## **Mars or Die (Card) Tricks and Special Units**

### **Murk (Green Martian) Tricks**

- Trick of the Sun: After being fired on (all firing is done for the enemy's turn) any unit can play the card. All stands in that unit that were hit by an enemy at least 8" away roll 1D6. On a 3 to 6, the shooting was actually at a mirage, and the hit is cancelled. This only works against humans, not against any martians of any type. Any stand that took multiple hits has a chance to cancel all those hits.
- Horrendous Belch: Used only by champions (murkleegs). In addition to whatever other action the champion does, he emits an incredibly loud, disgusting, and frightening belch (either before OR after the other action). An enemy unit (only one unit, unless at different distances, i.e. one behind another) directly to his front and within 18", rolls 1D6. On anything but a 5 or 6 the unit becomes disordered. Add one to the roll if target unit has an attached leader. Subtract one if human cavalry (with horses); if this cavalry is disordered, it also falls back 3", keeping original facing. This works against any enemy, even other greens...if used against another champion, and he fails to roll 5 or 6, he ADVANCES 3".
- Stink Cloud: Any non-champion unit may play in a melee. The musk of the female green martians not only spurs the male warriors into a frenzy, the odor is very foul to humans (yes, it even penetrates the oxygen-providing mask, which is NOT a gas mask) and red martians, giving the greens a distinct advantage. All green martian stands get +1D6 and human and red martians lose any additional die for having an attached leader.
- Sucking Moss: Play on any one enemy non-leader stand that just moved at least 3". That enemy player rolls 1D6. If not a 6, the stand is lost in the martian equivalent of quicksand, which green martians instinctively detect and avoid. If stand is part of a unit with an attached general, add 1 to the roll.

### **Roujeen (Red Martian) Tricks**

- Trick of the Sun: After being fired on (all firing is done for the enemy's turn) any unit can play the card. All stands in that unit that were hit by an enemy at least 8" away roll 1D6. On a 3 to 6, the shooting was actually at a mirage, and the hit is cancelled. This only works against humans, not against any martians of any type. Any stand that took multiple hits has a chance to cancel all those hits.
- Martian Mapping: Intimate knowledge of the local terrain allows the red martians a movement advantage. All red martians get 1" extra movement for any kind of move. Keep card face up. At end of each turn, roll 1D6. One a 1, discard card and lose the movement bonus (the battle is well-developed and the enemy has gained enough knowledge to negate your starting advantage).

- The Jard's First Advisor Predicts Great Victory: Your city-state's leader expects a tremendous success, and morale is high. Until any one multi-stand unit is completely destroyed, all units get +1D6 for all combat rolls, whether fire or melee, attack or defense. Obviously this card would be played immediately, and it is very powerful. Only one can be used in a game, and it might be provided or forbidden by the scenario being played.
- Ululation: This only works against human units; any red martian unit may play the card. An enemy unit (only one unit, unless at different distances, i.e. one behind another) directly to the front and within 12" rolls 1D6. On anything but a 4, 5, or 6 the unit becomes disordered. Add one to the roll if has an attached leader. Subtract one if human cavalry (with horses).

### **Earthan Tricks**

- Force March: Any unit can play the card. The unit may make two actions that turn. The first action is a full distance non-charge move (or prolong or limber and move for artillery); second action is player's choice.
- Advanced Optics: Cancels a martian "Trick of the Sun."
- Staff Messenger: Any unit within 8" of a leader can act for one turn as if it has an attached leader (extra 1" of movement, extra dice), even if that leader is attached to another unit.
- Engineers: Any unit may play the card. Unit "digs in" and gets +1D6 for each stand if does not move and is attacked by fire or melee. If the unit moves at all the benefit is lost, even if it returns to the same place later. May be used even if the unit is already getting a bonus for being in a terrain feature.
- Congreve Rockets: Any human unit may play, even against other humans. An enemy unit (only one unit, unless at different distances, i.e. one behind another) directly to the front and within 18" rolls 1D6. On anything but a 4 through 6 the unit becomes disordered. Add one to the roll if has an attached leader. Subtract one if cavalry (any animal). If any cavalry fails the test with a natural 1, roll again. On another 1, the cavalry unit loses a stand.

### **Red martian scouts and snipers (usable by roujeens and earthers)**

- Sniper – must have sniper figure individually mounted. It moves independently as infantry in column; cannot be fired on. If contacted by enemy stand it goes away, but this not melee for the contacting unit and does not slow its movement. May take one shot anytime AFTER an opposing leader within 18” has been used to influence a unit – either a long move or in combat (entire combat must finish). One shot with 2D6 against a defense with 4D6, if successful, leader is dead. If used against a murkleege (only if it is acting as a general), it rolls 6D6 in defense.
- Scout – must have individually mounted scout fig. It moves independently as infantry in column; cannot be fired on. If contacted by enemy stand it goes away, not melee. Trick of sun or sucking moss cannot be used within 18”...unless enemy has two or more cards to play – must discard one THAT COULD HAVE BEEN USED and can use the others...scout can only influence one at a time. Any friendly unit within 6” at start of move gets 1” extra movement.

### **New game rules to go with cards**

- Murkleege may act as generals (even of cards not being used), but cannot use horrendous belch if attached.
- Murks may not use stink clouds if murkleege attached (too dangerous – possible berserker).
- Disordered unit: must spend an action (a turn) to regain order...OR...may roll to do so, succeed on 4 through 6 and add one with leader BUT if fails, stays disordered and does nothing else that turn...if succeeds, may take another action, all okay. Represent disordered by slightly offset “messy alignment” bases.

### **Miscellaneous notes**

- You can see that the horrendous belch, ululation, and Congreve rockets are similar tricks for the different forces involved.
- The green martians (murks) really need to get close to do much damage to an enemy. They have the shortest ranged weapons and the infantry do not move fast. Thrut cavalry, champions (murkleege), and overwhelming numbers are some of their best bets. Their cards are not extremely powerful, except perhaps for the stink cloud.