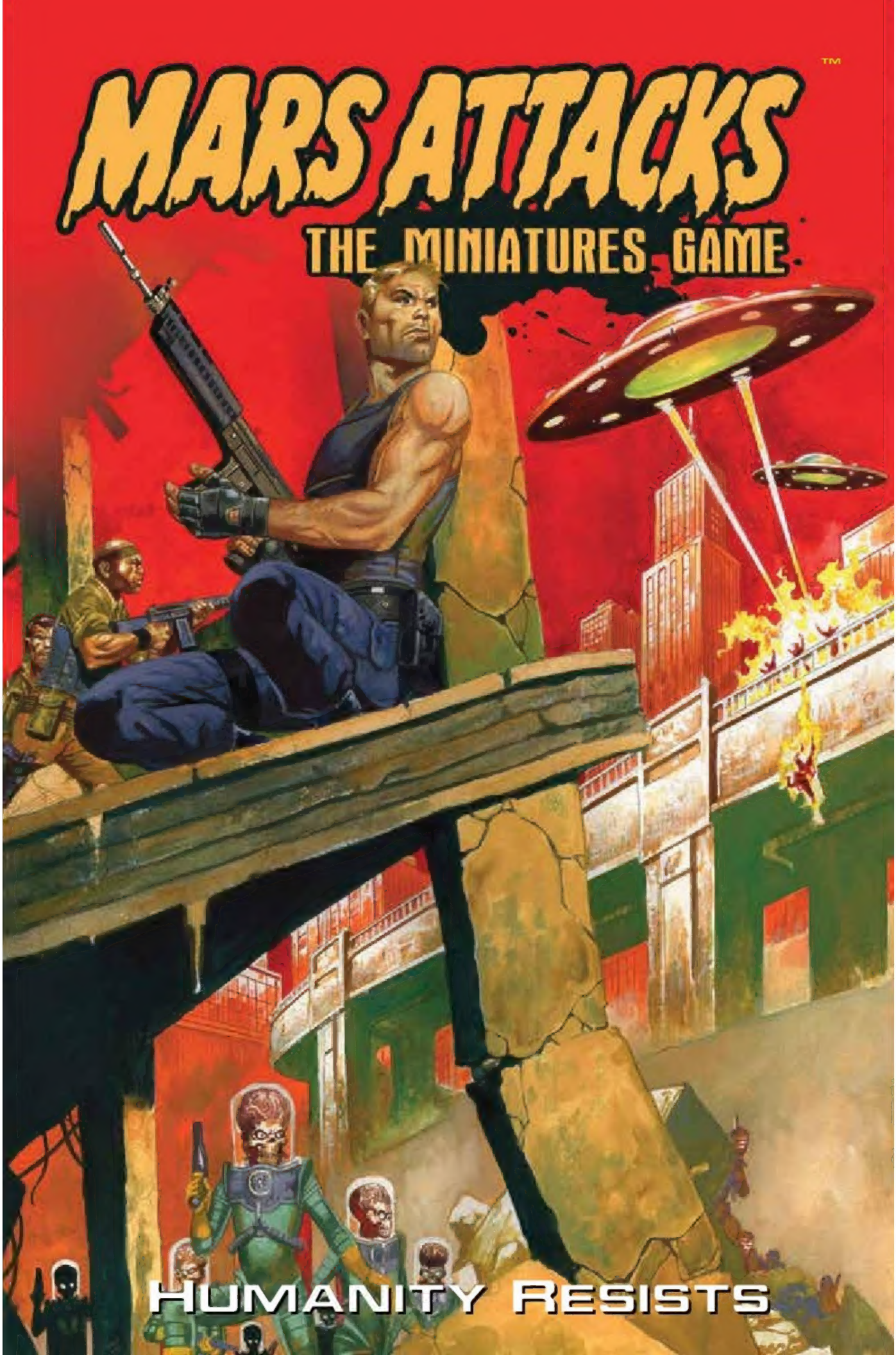
MARS ATTACKS™

THE MINIATURES GAME



HUMANITY RESISTS

The first wave of the invasion is over, and General Tor is determined to wipe all resistance from the streets of Greenville to make an example for the rest of humanity to see! The Martians are heavily reinforced with specialists and air support as they push forwards to grind humanity under their boots.

But the invaders aren't having it all their own way. The mysterious Novas Vira have arrived to rally the survivors and help them in taking the fight back to the Martians, bringing exotic weaponry, equipment, and knowledge of the Martians to even the balance.

With both sides bringing new weapons and tactics to the conflict, things can only get uglier!

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MARS ATTACKS
THE MINIATURES GAME

This expansion brings a new wave of reinforcements to both sides in your continued tabletop battle for control of the Earth.

The Martians bring disciplined marines, sneaky stealth specialists and the powerful Attack Saucers, as General Tor steps up his campaign to obliterate Greenville from the map.

The humans get Novas Vira commandos, a truck and support weaponry as well as two new heroes – elite Novas Vira agents Natalya and Falco – to stand alongside the heroes and soldiers of the original game.

New scenarios see the conflict escalate as each side races to gain the upper hand. You will command endless armies of Martians as they hunt down every last hiding place of the resistance, or teams of elite specialists running behind enemy lines to sabotage the Martian war effort and even steal the invaders' own weapons to use against them.

Whichever side you pick, there's one thing for certain – this is where it all gets real!



CONTENTS

Introduction 4
New Abilities 5
Human Soldiers 10
Martian Soldier 12
Human Heroes 14
Martian Heroes 16
Scenarios 17

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INTRODUCTION

GAME COMPONENTS

Humanity Resists is an expansion for *Mars Attacks: The Miniatures Game* that allows you to recreate the next chapter of the Martian Invasion on your tabletop. In this set you will find:

- 5 Martian Marines
- 5 Stealth Martians
- 1 Martian Attack Saucer

- Novas Vira Agent Jack Falco
- Novas Vira Agent Natalya El
- 4 Novas Vira Militia Models
- 1 Novas Vira Heavy Weapons Team
- 1 Novas Vira Sonic Disruptor
- 1 Flatbed Truck



In addition to the miniatures above, you will need a copy of *Mars Attacks: The Miniatures Game* in order to play the scenarios in this book. You can continue the story of your favourite heroes as they encounter all of the new and exciting troop types, heroes and vehicles. As well as the miniatures, all of the scenarios in this book will use the mat, cards, counters and scenery from the boxed game.

As you progress through the story you will find that the scale of the invasion reaches a level that we simply couldn't fit into this box! Luckily, Mantic has created a supporting range of sets that allow you to grow your collection even further. Do you want a fleet of saucers or a veritable legion of Novas Vira? No fear – all of the figures in this set are available separately, as is the Martian Banner Bearer (see page 16).



Additionally, look out for the forthcoming *Mars Attacks: World War* which takes *Mars Attacks: The Miniatures Game* to a global scale and allows you to grow your collection into an entire army!

For more information, visit www.manticgames.com or your local retailer.

MANTIC POINTS

Some of the scenarios in this book introduce characters who cannot be found in stores. These characters were created as part of the Mars Attacks Kickstarter and are now available as part of the Mantic Points scheme. Most Mantic products contain Mantic Points, and as you collect these you can trade them in for incredible rewards, including free Mars Attacks miniatures!



NEW ABILITIES

New troops and creatures means a whole host of new abilities to add to the core rules of the game. These reflect the unique characteristics of the new characters and monsters introduced in this supplement, and are treated in exactly the same way as the abilities listed in the core rulebook.

BLASTER

Any model that survives being shot at by a BLASTER is marked as activated.

ENERGY BOW

A high-tech bow with three different types of ammunition available to the user. Each time a model with this ability *SHOOTS*, choose one of the following attack types:

Armour Piercing: This attack is made with the ARMOUR PIERCING ability.

Explosive: All models in the target square must roll to avoid the attack. Roll once for the attack, and separately for each target.

Man-stopper: If the target survives they are both Rattled and marked as activated.

FLY

The model can fly. This means that they *MOVE* up to twice as many squares as a normal model for the type of action chosen. They may also ignore scenery when moving.

INGENIOUS

When you play a Human Ingenuity card from your hand, you may be able to keep it rather than adding it to the discard pile. After the card has been resolved, roll a single dice. On the roll of a 6+ it is returned to your hand instead of being discarded.

This ability works as long as you have at least one model with it alive on the battlefield when you play the card. Having more than one model with this ability makes no difference

MACHINE GUN

Mounted weapon. A MACHINE GUN mounted on the back of a truck may be used by a passenger, not the driver. The MACHINE GUN uses the Shoot value of the model firing it, and gives them a range of 1-10 and COVERING FIRE. Range and LOS are measured from the cab of the truck.



SNIPER

If the model AIMS when they *SHOOT*, they get +2 extra dice instead of the normal +1.

SONIC

A SONIC weapon is particularly dangerous close up. If the target is at half the listed range or less then the SONIC Weapon rolls +2 extra dice to *SHOOT*.

STEALTH

At the start of the game, after all models have been set up but before the first Turn, models with this ability can sneak a bit further forwards. Make a normal *MOVE* of up to 2 squares for each model with this ability. Then start the battle as normal.

During the battle a model with this ability is so good at hiding that they cannot be the target of a *SHOOT* attack from more than 3 squares away. Card effects may attack STEALTHY models as normal. This rule does not apply if the attacker has a clear shot, even if Brazen is in play.

TRANSPORT (X)

This VEHICLE can carry up to X other models that do not have the VEHICLE rule.

Models get into or out of a TRANSPORT by moving into or out of the square it is in using the normal movement rules. This is an exception to the normal rule that a VEHICLE fills up a square and blocks movement.

Models that are being transported are called passengers. If a TRANSPORT moves then the passengers move along with it without using any actions of their own.

Passengers may not be targeted by enemy shooting (it's too difficult in the middle of a battlefield to get a clean shot off between vehicle panels/through windows etc) but they may still be affected by random or area effects which affect the vehicle they are in.

A VEHICLE with the TRANSPORT ability may choose to start a battle with other models as passengers.

If a TRANSPORT is destroyed then each passenger suffers a 3 dice 4+ *SHOOT* attack. Surviving passengers are placed on foot in the same square.

WEAPONS TEAM

A WEAPONS TEAM is made up of one or more figures mounted on a single base together with a heavy weapon. They count as a single model for all game rules. You may check LOS from any of the figures on the base. In addition, they get +1 dice for any *SHOOT* attack.



VEHICLE

VEHICLES cannot be Rattled.

A VEHICLE counts as 6 models for purposes of filling up a square. A model may only move into the same square as a VEHICLE in order to become a passenger on a TRANSPORT.

VEHICLES have the normal choice of actions, but move up to twice as many squares as smaller models for the appropriate action. Trucks cannot move over any walls or debris. Saucers and robots ignore scenery by flying or striding over it.

VEHICLES cannot pick up Critters or Alien Secrets. They may also not be boarded by enemy models.

VEHICLES IN FIGHTS

VEHICLES are so large that you cannot get into the same square to *FIGHT* one. Instead, you can *FIGHT* a VEHICLE from any adjacent square. By the same rule, a VEHICLE can *FIGHT* other models in adjacent squares (if they are able).

VEHICLES and models can move away from each other much more easily than two models on foot. This means that neither will be forced to *FIGHT* if they start their Turn adjacent to the other. A model in such a position could *SHOOT* at range 1, *MOVE* away, *FIGHT* or choose any other action normally available to them.

Apart from this the Turn is worked out as normal.

VEHICLE DAMAGE

Vehicles are big things. To reflect their resilience they have a number of Heroics. These can be used as normal, including to avoid damage or to make extra moves, etc. If a Hero is driving/piloting a VEHICLE then you may use the heroics from either model.

When a VEHICLE is destroyed the wreck becomes a piece of scenery and no longer counts as filling up the square.



FLYING SAUCERS

The energy wave downdraft from a flying saucer's engine coils makes standing under one dangerous and unpleasant. This means that they count as occupying a square just like every other VEHICLE. From the Martians' point of view, they would not wish to expose the underside of a saucer to close assault from directly beneath, nor inconvenience their own troops with the discomfort of their downdraft, and so they will actively avoid stopping over a square occupied by other models. However, note that a saucer may still *MOVE* through a square occupied by other models, as it simply flies over them, leaving them with a brief, unpleasant chill!

When you are working out if you can see a saucer, remember that you must be able to see the entire base of the model as well to get a clear shot. This simulates the great manoeuvrability of these Martian craft which suffer more than anyone else from being frozen in time as a plastic miniature.



If you want to FIGHT a saucer then you must be adjacent to it, just like any other VEHICLE.

TRUCKS



Pickup trucks are pretty big things on a battlefield this confined. This means that they occupy two squares instead of just one. These squares cannot be diagonal. The front square of a Truck is called the cab, the rear is called the flatbed.



Trucks can *MOVE* forwards or in reverse. When a Truck *MOVES* forwards, move the cab into a new square, choosing one of the ones shown in the diagram below. Position the Truck model so that the flatbed covers the square the cab has just moved out of.



If a Truck *MOVES* in reverse, then it is a bit slower. It does not double the number of squares it can *MOVE*. When *MOVING* in reverse, move the flatbed into a new square from the options available and follow it with the cab. See the diagram above.

When Transporting models in a truck, only the rear, flatbed square counts as the TRANSPORT. You cannot *MOVE* onto the square containing the Truck's cab.



HUMAN SOLDIERS

NOVAS VIRA

The Novas Vira is a secret army spread across the globe. Where the US Army is fighting blind, with very little knowledge of the invaders or where they came from, the Novas Vira has been preparing for Martian invasion for decades. With strongholds and safehouses scattered across the planet, they have access to unparalleled resources. Their membership is shadowy and secretive, and whereas various world governments have some awareness of the group, it is viewed as a fringe organisation at best, and largely ignored.

Selected from all walks of life, the Novas Vira could be the last best hope of humanity in resisting the invaders. Agents are specially trained beyond the limits of any terrestrial intelligence agencies, and possess cutting edge reverse-engineered technology and weapons that rival—and in some cases exceed—the capabilities of their Martian counterparts. But the Novas Vira never intended to fight the Martians in open conflict, and now they are horribly outnumbered and hampered by the loss of their greatest asset – their anonymity. The invasion has forced them to break cover, and once the initial shock wears off, they know that there is a very real danger that the Martians will adapt and overcome. It is vital that they act to end the menace quickly, before this can happen.



Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1. Novas Vira Militia	6+	5+	6+	1-6	-	INGENIOUS
2. Novas Vira Heavy Weapons Team	5+	6+	4+	1-8	-	WEAPONS TEAM, RAPID FIRE, BLASTER
3. Sonic Disruptor	4+	6+	5+	1-6	-	WEAPONS TEAM, SONIC, ANTI-TANK
4. US Army Truck	-	-	4+	-	1	VEHICLE, TRANSPORT (5), ARMOUR, MACHINE GUN



MARTIAN SOLDIERS

MARTIAN SAUCERS



1.



2.

Martians actually use a wide variety of ships which conform to the basic 'flying saucer' shape and type. During the initial stages of an invasion they primarily utilised small squadrons of eight-man strafing saucers - tough, rugged and extremely powerful craft that wing over large cities and decimate swaths of the population with extreme prejudice – but not meant for aerial combat. For more strategic targets like Greenville, the Martians deploy large waves of 'Attack Saucers' – fast and heavily armed craft that are nimble and manoeuvrable, but are nonetheless quite flimsy and susceptible to force from any enemy fast enough. Basic, one man fighters, these saucers are armed with either Freeze or Heat Rays depending on their tactical brief. Alone, they are a dangerous threat. In groups, they are deadly.

MARTIAN MARINES



3. 3. 3. 4. 5.

Operating in small battalions independent of the main ground forces, these elite soldiers usually prove sufficient alone to complete a successful Martian invasion. In the case of earth, rather firmer resistance called for the deployment of the main Martian ground army. The Marines have adapted, either undertaking smaller actions around the edges of the war, or combining with the other ground forces to provide mobile support as and when required. Nominally not hugely different from the average Martian grunt in terms of equipment and capability, they are nevertheless a potent threat because of their tactical acumen and operational parameters.

STEALTH MARTIANS



6. 6. 6. 7. 8.

Occupying a peculiar position in Martian military society, the specialists known to Novas Vira as 'Stealth Troopers' are both reviled for their 'dishonourable' way of war while at the same time valued as a highly capable specialised formation. Wearing cutting-edge stealth armour, they are equipped with short blades and pistols for taking their enemies unawares up close and sniper rifles for dispatching targets before they are aware of their presence. General Tor is no fool, and recognises the potential value of these troops in the escalating guerilla war which is developing in Greenville. If he is to resolve this matter quickly before he loses too much face, he must use every asset at his disposal, no matter how distasteful.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1. **Attack Saucer (Heat Ray)**	5+	-	4+	1-8	1		VEHICLE, HEAVY ARMOUR, ARMOUR PIERCING, ANTI-TANK
2. **Attack Saucer (Freeze Ray)**	5+	-	4+	1-6	1		VEHICLE, HEAVY ARMOUR, FREEZE
3. **Martian Marine**	4+	4+	5+	1-5	-		ARMOUR
4. **Martian Marine with Rocket Launcher**	4+	5+	5+	1-14	-		ARMOUR, ARMOUR PIERCING, ANTI-TANK
5. **Martian Marine Unit Commander**	4+	5+	5+	1-4	1		ARMOUR, FOLLOW ME!
6. **Stealth Martian**	4+	4+	6+	1-3	-		STEALTH
7. **Stealth Martian Sniper**	3+	4+	6+	1-7	-		STEALTH, SNIPER
8. **Stealth Martian Unit Commander**	4+	3+	5+	1-3	2		STEALTH, FOLLOW ME!

HUMAN HEROES

AGENT NATALYA EL

A specialised operative of the the Astro Mata, the militant wing of the Novas Vira, Natalya is a veteran of many campaigns, and unlike most of her compatriots believes that military might will be the key to defeating the Martians. That she has not risen higher within the organisation may be attributed equally to her love of field work and her somewhat flexible attitude towards following orders and general teamwork. Paired with long-suffering partner Agent Falco, Natalya has a reputation for getting the job done her way, and for not being especially concerned about the consequences Heavily augmented with cybernetic muscle boosters and boasting training and experience that few other Novas Vira operatives can, Natalya is one of the deadliest assets at the disposal of humanity.



	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Agent Natalya El	3+	5+	5+	1–4	4		BLASTER, RAPID FIRE

AGENT JACK FALCO

Agent Falco is all the things that his partner is not – patient, a stickler for orders and a firm believer in the chain of command, though they do agree on one thing - that the Novas Vira cannot defeat the invaders with intelligence and strategy, but with bigger guns!. People often wonder how he has managed to work so successfully with Natalya El for so long, but as far as the Novas Vira command are concerned, as long as it continues to work, they aren't going to fix it. Falco is a crack shot with his energy bow, delivering flexible fire support to his more reckless colleague from afar, tailored to whatever the parameters are of the current mission. He is a paragon of Novas Vira training, brave, loyal and exceptionally gifted as a battlefield tactician.

Many often wonder how the Novas Vira allow the Astro Mata to operate under their command given their aggressive nature and the fundamental differences in their tactics. But as much as they revile the Astro Mata's militant thinking, Novas Vira leadership also realizes that if they fail, Natalya, Falco, and those like them could be their last line of defence.



	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Agent Jack Falco	2+	4+	4+	1–6	3		ENERGY BOW



DON MANNING

Don Manning has been an entrepreneur ever since he realised he could sell cootie catchers in the schoolyard. He's made a name for himself in aeronautics, online services, innovative technologies and, in recent years, even energy drinks. His many forays into technological developments have earned him the nickname "The Face of the Future", and he plays up to this wherever he can. When the Martians invaded he was midway through a demonstration of his latest project, the Supa-Go Energy Plus Jetpack – a skilful blend of cutting-edge technology and high-end corporate sponsorship. A long-time member of a secret society with strong ties to the Novas Vira, Manning had supported the group financially for years, and decided that if they were taking the fight back to the Martians it was only right that he should join them on the front lines.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Don Manning	5+	6+	5+	1-3	4		FLY, INGENIOUS

ESTEBAN RAMIREZ

Estéban Ramirez used to run with the cartels south of Albuquerque, but after a job nearly lost him his life he decided to reassess his priorities. He wasn't qualified for much, but he realised his past had left him surprisingly well-suited to army life. Then, out of nowhere, things went crazy. He was lucky enough to be away from the base when the Martians attacked, and has spent the time since using every dirty trick he knows to hit them hard. That's been a lot easier since he met a grease monkey called Joe – Ramirez watches the mechanic's back while he's tinkering with alien machines, and in return, he gets to play around with the crazy weapons his partner gets working...



	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Esteban Ramirez	3+	4+	5+	1–4	2		COVERING FIRE

MARTIAN HEROES

MARTIAN BANNER BEARER

Martian Battle Banners are a matter of fierce pride for the commanders who own them, and the honour of being a banner bearer is one that is highly sought after amongst Martian troops, in spite of the danger involved. A Martian commander's banner is an extension of his own image and persona. Martian military politics is complex and – by human standards – somewhat anachronistic. Concepts such as honour and courage are taken very seriously, and the state of the commander's banner is often seen as a direct reflection of the state and ability of the commander himself. Needless to say, only the bravest and best Martian soldiers qualify for the honour of bearing a banner, and it is a brave foe indeed that will try and take a Martian commander's personal banner away from them!

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Martian Banner Bearer	5+	6+	4+	1–3	6	ARMOUR, FOLLOW ME!	



SCENARIOS

The following pages contain scenarios that further expand the storyline of our heroes from the Mars Attacks Boxed Game, each one a snapshot of one moment during the invasion. The scenarios are played in the same manner as the original game – each one will explain how to win. To get started you will need to follow the steps below, detailed further in the main rulebook.

1: Board Layout

2: Counters

3: Deal Cards

4: Deploy Models

5: Play!

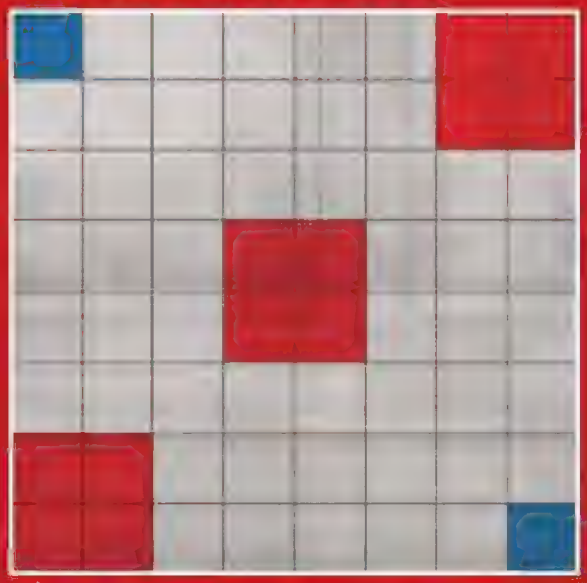


1. GETTING THE BAND BACK TOGETHER

Phil ducked back further into cover as another volley of shots rang out close by, the shouts of the soldiers all but drowned out by the bark of their guns and the whine of the Martian death rays. He wasn't happy being stuck with these army guys. They'd taken his ray gun off him for one thing, and then they spoke to him as if he was slow. It was just like high school and the office all over again. But when the Martians had rolled into the Novas Vira base, everything went crazy, and he'd run without really paying attention.

"Have at thee!"

The shouted challenge made him sit up in recognition. It was his friend, Sir Edwyn of Hoo! Popping his head up for just a second, he caught a glimpse of the knight running full tilt at the Martians and brandishing his strange sword. Behind him, following more cautiously were two of the Novas Vira operatives that he had seen at the base. Phil smiled to himself. Finally his day was looking up again. All he had to do was reach them...





MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map (each red square must contain one Martian model):

- 7 Martian Grunts with Disintegration Rifles
- 3 Martian Marines with Disintegration Rifles
- 1 Martian Marine Missile Launcher
- 1 Martian Marine Unit Commander

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing a US Trooper or Novas Vira Militia (+1 VP each)
- Killing Phil or Edwyn (+4 VPs each)

HUMAN FORCES

The following Human models deploy in one blue deployment zone:

- Phil
- 2 US Troopers with Carbines

The following Human models deploy in the other blue deployment zone:

- Edwyn
- 2 Novas Vira Militia

HUMAN VPS

Human Victory Points are awarded for:

- If Phil and Edwyn are in the same square at the end of any round (+2VPs)
- Killing a Martian (+1VP each)

FIRST TURN: MARTIANS

2. FISH IN A BARREL

Deke kicked the control box for the dish-shaped device, eyeing it with suspicion. The young girl was beside him on the flatbed of the truck, prom dress streaked with mud and blood, the bottom frayed. She rolled her eyes at his impatience. Deke had to admit that he'd grown to like this one. Only young, but full of fire and damned handy in a tight spot too.

The commandos had assured them that this weapon would be more than capable of downing one of the Martian saucers, and had outlined a simple plan to draw one out for them to take a pot-shot at. The girl had seemed sold on the idea, but Deke had his doubts. Still, they had to do something... A shout from down the street jolted him back to the present and he looked up, seeing the commandos making their hurried way towards their position. The unmistakable high pitched hum of a saucer was closing behind them.

"Better hope this works little lady. Ain't gonna get no second shot..."

This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

SPECIAL TERRAIN

The grey areas of the map are open road squares that the truck can drive through. You will notice that some of the board's road squares have been blocked (by wrecked cars and so on). The rest of the board should be covered with walls and other debris that block the truck's movement.



HUMAN FORCES

Humans deploy all their models first.

The Human player places a US Army Truck on the X. It has the following models as passengers:

- Deke
- Ashley
- 1 Novas Vira Sonic Disruptor

The Human player places the following models anywhere in the blue deployment zone:

- 3 Novas Vira Militia
- 1 Novas Vira Heavy Weapons Team

HUMAN VPS

Human Victory Points are awarded for:

- Destroying the Martian Saucer (+6VPs)
- Alien Secrets (+1 VP per counter, not counting the first)

MARTIAN FORCES

The Martians deploy the following models in either of the red deployment squares:

- 6 Martian Grunts with Disintegration Rifles
- 3 Martian Marines with Disintegration Rifles
- 1 Martian Marine with Missile Launcher
- 1 Martian Marine Unit Commander
- 1 Martian Saucer with Freeze Ray

MARTIAN VPS

Martian Victory Points are awarded for:

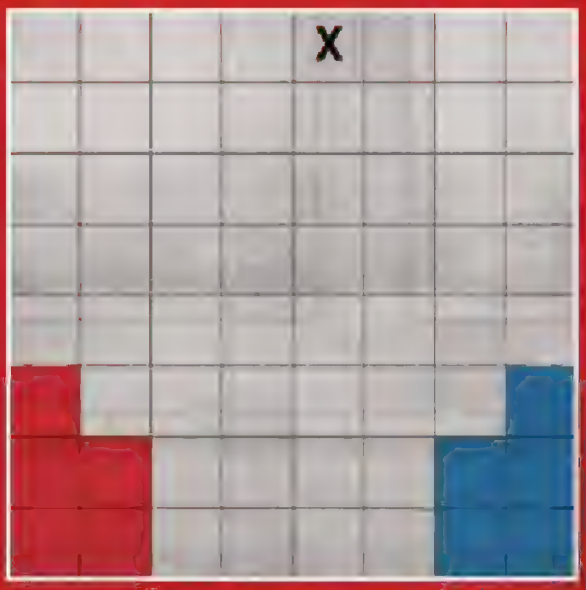
- Killing Deke or Ashley (+4 VPs each)
- Destroying the US Army Truck (+2 VPs)
- Critters (+1 VP per counter, not counting the first)

FIRST TURN: HUMANS

3. I'VE GOTTA GET ME ONE OF THOSE!

Esteban let out a long and colourful curse in his mother tongue as he dived for cover. Martian rays striking the wall behind where he'd just been stood and showering him with brick dust and shrapnel. He looked down at the alien blaster that Joe had given him, estimating from what he understood of the strange displays that it was about half charged.

Joe was crazy – though he'd seen him fix up Martian radios and guns like the one he held, he didn't really believe that the guy could rig a Martian saucer to fly, especially one as banged up as the one at the end of the street. As he glanced up again, he could just make out the mechanic's cap bobbing between piles of rubble as he worked his way towards the wreck. Esteban took a deep breath and stood again, squeezing the trigger and playing the beams over the nearby ruins to keep the aliens' heads down. If anyone could do it, it was Joe, and if he could do it, well that was the kind of toy he really needed to try out...



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

SPECIAL TERRAIN

The crashed saucer is in the square marked with an X. Even though it has crashed it can be fixed, so it still counts as 6 models and fills the square.

MARTIAN FORCES

Martians deploy all their models first.

The Martian player places the following models anywhere in the red deployment zone:

- 4 Martian Grunts with Disintegration Rifles
- 3 Stealth Martians
- 1 Stealth Martian Sniper
- 1 Stealth Martian Unit Commander
- 1 Martian Saucer with Heat Ray

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Joe (+4 VPs)
- Killing Esteban (+2 VPs)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Joe
- Esteban
- 3 US Troopers with Carbines
- 3 Novas Vira Militia
- 1 Novas Vira Heavy Weapons Team

HUMAN VPS

Human Victory Points are awarded for:

- Joe gets to the saucer and spends a point of Heroics to fix it whilst standing adjacent to it (+5 VPs). He cannot do this if any Martians are in the same square as him at the time. When he has done this, replace the crashed saucer with a functioning saucer (with a freeze ray) with Joe as the pilot. Remove the model of Joe on foot. This ends his Turn. From now on Joe is flying a saucer.
- Flying the saucer into the blue deployment zone (+3VPs)

FIRST TURN: HUMANS

4. MIND GAMES

Though there was a strong breeze blowing through the streets, the banner remained quite still, the result no doubt of some alien technology. Don lowered the binoculars and nodded to Falco beside him. He'd been here observing the Martian high command post when the mechanic had pulled that stunt with the saucer and seen just how worked up the alien commander had got about the whole thing. He'd mentioned it to Falco in passing, and now here they were.

Falco understood battlefield psychology – if the commander was so upset by the theft of a downed saucer, taking his personal banner from under his nose would undoubtedly get his rage really boiling. An emotional commander was an unfocused one, and right now they needed all the help they could get. He signalled to Natalya and received a curt blip of acknowledgment. Everything was set – it was now or never...



SPECIAL TERRAIN

Special Terrain - The red deployment zone is a Martian camp.

Note: If the Martian Banner Bearer is killed he will drop the banner. Use a spare alien secrets counter to represent this. It may be captured by the Humans if they move onto it.

MARTIAN FORCES

Martians deploy all their models first.

The Martian player places the following models anywhere in the red deployment zone. No more than one model can start in each square.

- 4 Martian Grunts with Disintegration Rifles
- 3 Martian Marines with Disintegration Rifles
- Martian Banner Bearer

MARTIAN VPS

Martian Victory Points are awarded for:

- Wiping out the Humans (+8 VPs)

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Natalya
- Falco
- Don

HUMAN VPS

Human Victory Points are awarded for:

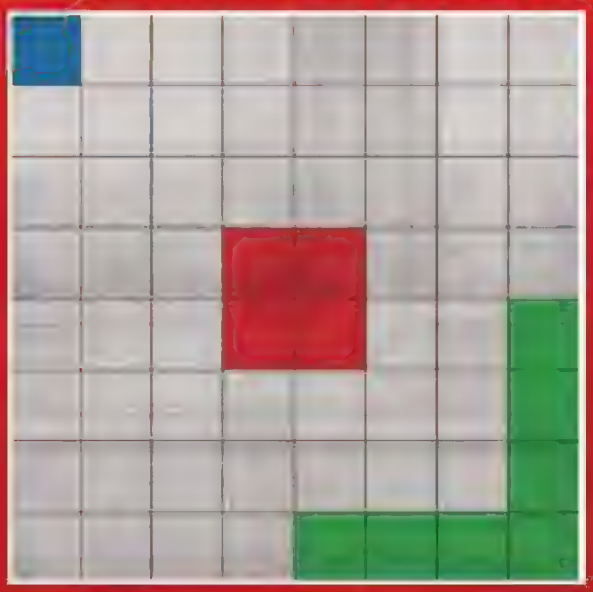
- Capturing the Martian banner (+8 VPs)

FIRST TURN: HUMANS

5. RUN FOR THE HILLS!

Brandi stumbled for what felt like the millionth time, and Eva bit back a curse as she reached out to steady her. It had been bad enough babysitting one delinquent, though at least Troy had proven actually useful with his crossbow once stuff had gone down. Since being separated from her boyfriend in the chaos of the ambush at the base, Brandi had been a snivelling and useless mess, nearly getting them killed at least a dozen times as they made their way across town.

Now they were getting closer to the edge of the Martian lines, wandering through what was left of downtown. Darkness had fallen, making it harder to see and amplifying every sound they made. She could feel that the Martians were out there, though she couldn't see them. It was as if they were hiding in the shadows of the shadows. Crossing this area would be risky, but if they could just get outside the perimeter, they might stand a chance of living to see another day...



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.



HUMAN FORCES

Humans deploy all their models first.

The Human player places the following models in the blue deployment zone:

- Troy
- Eva
- Brandi

HUMAN VPS

Human Victory Points are awarded for:

- Moving a model off the board via the green zone (+4VPs each)

MARTIAN FORCES

The Martian player places the following models anywhere in the red deployment zone:

- 6 Stealth Martians
- 2 Stealth Martian Snipers
- 2 Stealth Martian Unit Commanders

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing a Human Hero (+3 VPs each)
- Critters (+1 VP per counter, not counting the first)

FIRST TURN: MARTIANS

6. BEHIND ENEMY LINES

Natalya stalked in silence through the rubble, every movement made with cat-like precision. In her ear, she could hear the insistent buzz of Falco calling her to slow down, and she reached up and flicked the transceiver off with an irritated sigh. Falco's stunt with the banner had stirred the Martians up right enough, and now it was getting increasingly difficult to slip past them unnoticed to their hideouts as General Tor deployed more and more troops to the area. Now they had a whole commando squad they needed to get back to the data centre for debriefing, and a whole force of stealth Martians to work their way through to do so.

Something was up though – even with her natural lack of caution, she was surprised at just how easy they seemed to be making it for her to get by them. It was almost as if their focus was elsewhere as they snuck about in the darkness. If this debrief hadn't been so vital, she'd have been tempted to follow them and find out what it was they were so intent on finding...



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

NIGHT

The maximum range for all *SHOOTING* is 3 squares.



MARTIAN FORCES

Martians deploy all their models first.

The Martian player places the following models anywhere in the red deployment zone:

- 3 Stealth Martians
- 1 Stealth Martian Sniper
- 1 Stealth Martian Unit Commander
- 8 Martian Grunts with Disintegration Rifles
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Commander

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+1 VP per counter, not counting the first)
- Moving a model off the board via the blue deployment zone (counts as 3 Critters)

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Natalya
- Falco
- 8 Novas Vira Militia
- 2 Novas Vira Heavy Weapons Teams
- 2 Novas Vira Sonic Disruptors

HUMAN VPS

Human Victory Points are awarded for:

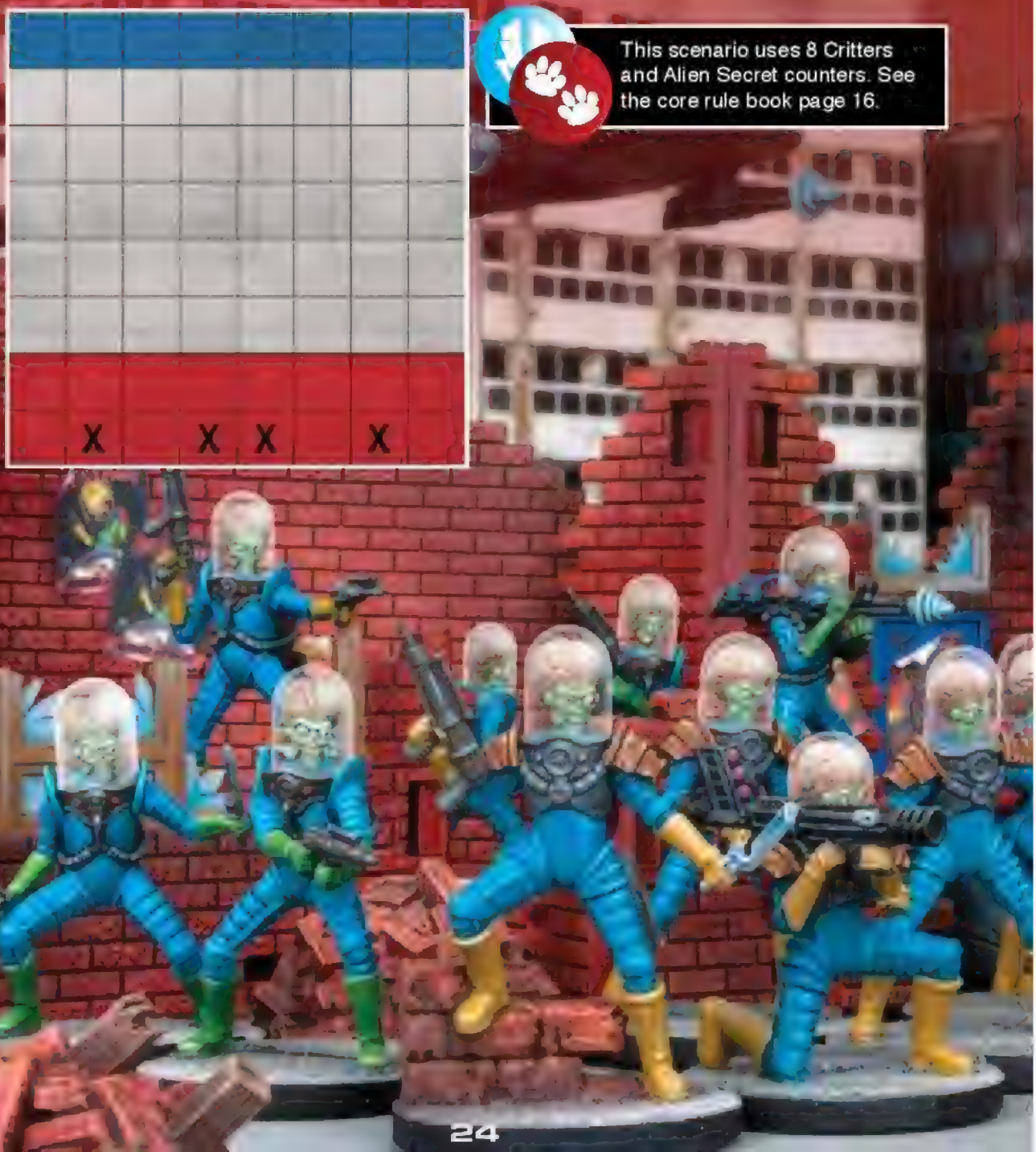
- Alien Secrets (+1 VP per counter, not counting the first)
- Moving a model off the board via the red deployment zone (counts as 3 Alien Secrets)

FIRST TURN: HUMANS

7. SHOCK AND AWE

This was it! The stealth operatives he'd dispatched had reported back to General Tor with the location of the largest concentration of human military activity. This must surely be the vicinity of their base of operations, and he had committed an unprecedented force to break through. Four flying saucers flew overhead, and his standard soldiers were backed up by elite marines and heavy weaponry. They would smash their way through the final line of defences and destroy this accursed resistance once and for all!

Until now, he had been restrained, pursuing the invasion as he would any standard military operation. But the filthy human scum had made it personal for him. First they had stolen his own weapons and turned them against him, and then they had the sheer effrontery to steal his own personal battle banner from outside his command quarters. He had to act swiftly to maintain his own position – now the humans would see what happened to those who opposed the mighty Tor!



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

MARTIAN FORCES

Martians deploy all their models first.

The Martian player places the following models:

- 4 Martian Saucers – one on each of the squares marked with an X. Two saucers have heat rays and two have freeze rays.

The Martian player places the following models anywhere in the red deployment zone:

- 3 Martian Marines with Disintegration Rifles
- 1 Martian Marine with Rocket Launcher
- 1 Martian Marine Unit Commander
- 4 Martian Grunts with Disintegration Rifles
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Commander

MARTIAN VPS

Martian Victory Points are awarded for:

- Moving any non-saucer Soldier model off the board via the upper edge of the board (+3 VPs each)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

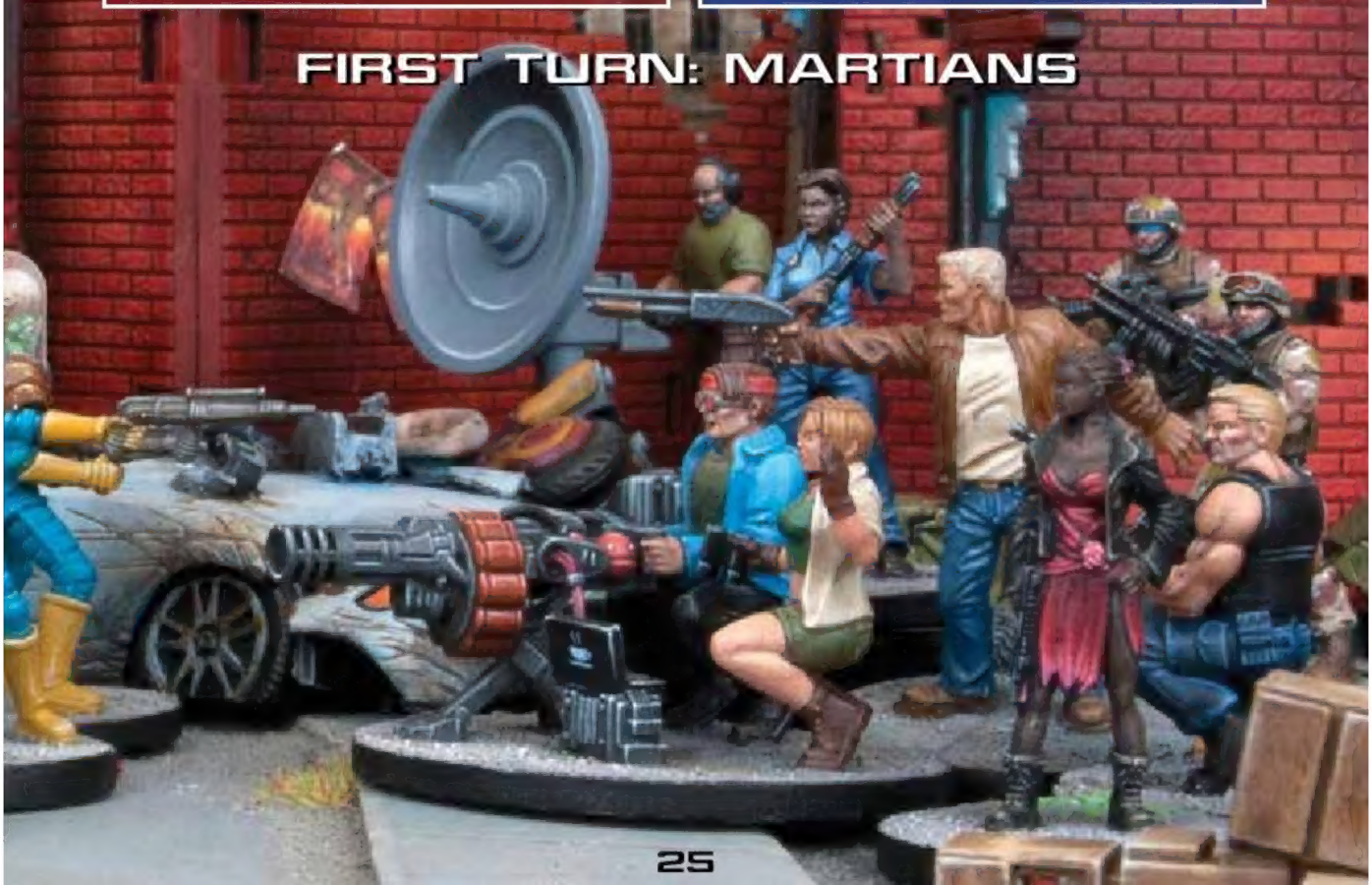
- 3 Heroes of their choice
- 8 Novas Vira Militia
- 2 Novas Vira Heavy Weapons Teams
- 2 Novas Vira Sonic Disruptors
- 4 US Troopers with Carbines
- 1 US Trooper with Missile Launcher

HUMAN VPS

Human Victory Points are awarded for:

- Destroying a saucer (+3 VPs each)
- Alien Secrets (+1 VP per counter, not counting the first)

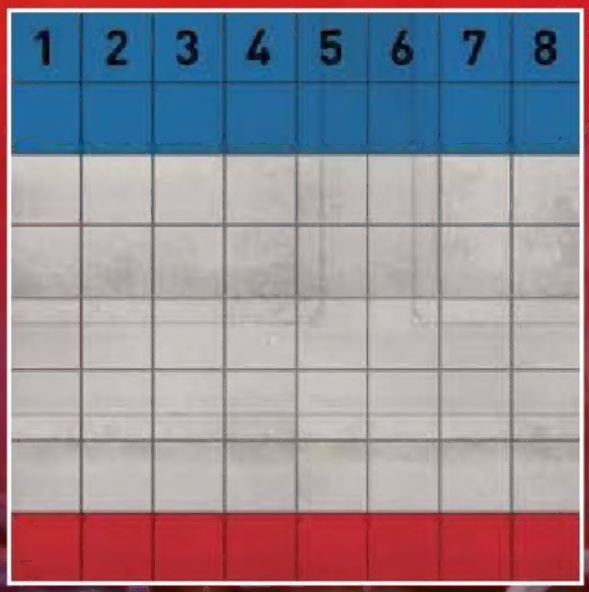
FIRST TURN: MARTIANS



8. HEROIC LAST STAND

Having finally gathered everyone back at the Novas Vira headquarters, things were looking bleak again as the Martian forces closed in. Falco had been pretty sure that they didn't know the exact location of the base, but their forces had smashed through the Novas Vira lines on the outskirts and now they were moving in with deadly intent.

The army troopers were doing their best to assist what was left of the commandos, but the two saucers left flying overhead were making life difficult and Tor seemed to have no shortage of reinforcements. Deke sighed to himself – it had always seemed too good to be true that they might actually beat the invaders here. Falco had radioed in to say that he was headed back in a truck with Natalya, Esteban and that damned fool Manning, but by the time they got here Deke had a feeling it would be all over. He sighted down his rifle as a Martian head appeared over the rubble, squeezing off a round that blew the back of its head out through the shattered glass of its domed helmet. Two more appeared behind it, and he ducked back down to reload. No sir, this wasn't going to be easy...



SPECIAL TERRAIN

One of the numbered squares contains the entrance to the secret Novas Vira base. The Human player should secretly write down which one before the armies are set up. When a Martian model enters a numbered square that contains no enemy models then the Human player must say whether this contains the entrance or not.



MARTIAN FORCES

Martians deploy all their models first.

The Martian player places the following models in the red deployment zone:

- 3 Martian Marines with Disintegration Rifles
- 1 Martian Marine with Rocket Launcher
- 1 Martian Marine Unit Commander
- 3 Stealth Martians
- 1 Stealth Martian Sniper
- 1 Stealth Martian Unit Commander
- 8 Martian Grunts with Disintegration Rifles
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander
- General Tor
- Martian Banner Bearer
- 1 Martian Saucer with Heat Ray
- 1 Martian Saucer with Freeze Ray

Martian Reinforcements: this is General Tor's big attack – there are plenty more Martians where these came from. At the start of each Round, the Martian player takes up to 6 spare Soldier models from those that have been killed so far in the battle. These can be moved onto the board during that Round as reinforcements. They can only enter the board via the red deployment zone. These reinforcements are in addition to any models brought back on with Reinforcements Arrive cards. Note that saucers are Soldier models.

MARTIAN VPS

- Finding the entrance to the secret base (+8 VPs)

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Any 6 Heroes of his choice (except Natalya, Falco, Esteban or Don)
- 4 Novas Vira Militia
- 1 Novas Vira Heavy Weapons Team
- 1 Novas Vira Sonic Disruptor
- 7 US Troopers
- 1 US Trooper with Missile Launcher
- 1 US Trooper with SAW
- 1 US Sergeant

Human Reinforcements: some of the Heroes have been out scouting and they return just as the battle gets really desperate. The first time the Martians reach a numbered square (assuming it isn't the entrance) the scouting party returns. The next Human Turn must start with the return of a US Army Truck carrying the following models, and may enter the board on any edge square that is not in the Martian deployment zone:

- Natalya
- Falco
- Esteban
- Don

HUMAN VPS

Human Victory Points are awarded for:

- Killing Martian Soldier models (+1VP for every 4 killed). Only count complete sets of 4 killed
- Kill General Tor (+4 VPs)

FIRST TURN: MARTIANS



