

# MARS ATTACKS Quick Reference Sheet

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
US Sergeant	4+	4+	5+	1-6	2	BRAVE, FOLLOW ME!*
US Trooper w/ Missile Launcher	4+	6+	6+	3-20	-	BRAVE, ARMOUR PIERCING, ANTI-TANK
US Trooper w/ LMG	5+	5+	6+	1-12	-	BRAVE, COVERING FIRE
US Trooper w/ Carbine	5+	4+	6+	1-6	-	BRAVE
Civilian	-	6+	6+	-	-	SCARED CIVILIAN
Martian Grunt Unit Commander	4+	4+	5+	1-4	2	ARMOUR, FOLLOW ME!*
Martian Grunt w/ Freeze Ray	4+	6+	6+	1-6	-	ARMOUR, FREEZE!
Martian Grunt w/ Disintegration Rifle	4+	5+	6+	1-4	-	ARMOUR
General Tor	-	3+	5+	-	5	HEAVY ARMOUR, LORD OF BATTLE*, SMITE!
General Zar	-	4+	3+	-	3	ARMOUR, BRAWLER, SHOCK STICK, FOLLOW ME*
Deke	3+	4+	3+	1-6	3	
Joe	-	3+	5+	-	4	FIXIN' STUFF*
Ashley	4+	6+	5+	1-4	4	NATURAL LEADER*, RAPID FIRE
Buddy	5+	3+	4+	1-3	3	STAR-CROSSED LOVERS*, SMITE!
Brandi	4+	6+	5+	1-3	3	STAR-CROSSED LOVERS*
Phil	4+	6+	5+	1-4	4	KLUTZ
Edwyn	-	3+	4+	-	5	ARMOUR, BRAVE, DRAGON SLAYER, SMITE!
Eva	3+	4+	5+	1-3	4	AUTHORITY*
Troy	4+	6+	5+	1-6	3	TOO MANY LATE NIGHTS*
Buck Spencer	4+	4+	3+	1-4	4	NATURAL LEADER*, INGENIOUS, FOLLOW ME*
Sidney Rose on Henry the Giant Flea	-	3+	5+	-	2	ARMOUR, LEAP, HUGE WEAPON
Xiuhcoatl	5+	5+	5+	1-3	3	BRAVE, BLASTER

Actions (2 per turn)
MOVE up to 2 squares
MOVE up to 1 square and then SHOOT.
SHOOT and then MOVE up to 1 square.
AIM and SHOOT.
STAND UP and MOVE up to 1 square
STAND UP and SHOOT.
STAND UP and FIGHT
Do Nothing
Play card
Resolve Support Cards

Modifiers
<b>Fight</b>
Moved +1
Friends +1
<b>Shooting</b>
Clear Shot +1
AIM +1

Scatter		
1	2	3
4	X	5
6	7	8

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Abilities	Description
<b>Anti-Tank</b>	If an ANTI-TANK weapon targets a VEHICLE they get +2 additional dice.
<b>Armour</b>	Whenever this model rolls to Survive against a SHOOT attack, add 1 to the total number of successes before comparing it to the enemy attack. If the ARMOUR is the difference that saves the model then it is Rattled. ARMOUR has no effect in a FIGHT.
<b>Armor Piercing</b>	An attack with this weapon ignores any ARMOUR or HEAVY ARMOUR the target may have
<b>Authority*</b>	This model may take the first Turn in a Round for their side, regardless of which side would normally start. This model must be the first to act in this first Turn. The model pays a point of Heroics before activating. Other than that, the Turn is completed as normal. If both players have models that want to use this ability then the model belonging to the side that would normally go first in a Round gets the first Turn. Both models would still pay a point of Heroics in this situation.
<b>Blaster</b>	Any model that survives being shot at by a BLASTER is marked as activated.
<b>Brawler</b>	Can FIGHT a second time for free if it kills a model & has more to attack. Can only use once per turn.
<b>Brave</b>	This ability does not work while the BRAVE model is Rattled. If a square containing more than one model is the target of any attack, a BRAVE model must be targeted if possible. This applies to both SHOOTING and FIGHTING. If more than one BRAVE model is a possible target then the owner of the BRAVE models may choose which one leaps in to save the day. However, if the SHOOTING model cannot see any BRAVE models then it cannot target them. Attacks that hit all models within a square at the same time (such as artillery or Heat Rays) are not affected.
<b>Covering Fire</b>	This model can choose to either SHOOT normally, or if it does not MOVE that turn it can instead use the special COVERING FIRE attack. COVERING FIRE allows the model to choose up to 3 target squares instead of 1. Each square must contain at least one target that the model could SHOOT at normally. In addition, each square must be adjacent to at least one of the other squares. All the Soldier models that the SHOOTER can see in all three chosen squares are immediately Rattled.
<b>Dragon Slayer</b>	This model gets an extra dice when FIGHTING any model that is mounted on a larger base than a normal human or is so large that it is not mounted on a base at all.
<b>Fixin' Stuff*</b>	If this model reveals an Alien Secrets counter then they can choose to fix the alien artifact instead of removing the counter for VPs. This will cost a point of Heroics as normal. Discard the counter and roll a single dice to see what you can rebuild: <b>1-3: Martian communicator.</b> No effect <b>4-6: Disintegrator.</b> The model gains a 5+ SHOOT attack with a range of 1-4. <b>7-8: Freeze pistol.</b> The model gains a 5+ SHOOT attack with a range of 1-3. Anyone that is not killed by this attack is marked as activated.
<b>Follow Me! *</b>	Complete the model's activation as normal. Then, if you want to trigger this ability, spend a point of Heroics and nominate up to 4 other unactivated Soldiers (not Heroes) on the same side as the Hero and no more than 2 squares away. One at a time, these models are now activated. Complete each model's activation before moving on to the next. As usual, all models are marked as activated once they have completed their actions. As these additional activations are all triggered by the original model's Heroic ability, only the original Hero model counts for purposes of working out what that player can do this Turn
<b>Freeze!</b>	When a model with this type of weapon SHOOTS at a square they must roll a separate attack against every model in that square that they can see. Any model that survives being shot at is marked as activated.
<b>Heavy Armour</b>	Like ARMOUR, but add 2 successes. HEAVY ARMOUR has no effect in a FIGHT.
<b>Huge Weapon</b>	+2 dice when it attacks, plus any other modifier
<b>Ingenious</b>	If a model with this ability is alive on the battlefield when you play a Human Ingenuity card, then after it has been resolved it goes back into your hand on a single die roll of 6+.
<b>Klutz</b>	This model can re-roll any dice that rolls a 1 as well as any that roll an 8. A roll of a 1 is still a fail rather than a success.
<b>Leap</b>	May jump up to 3 squares as a move, ignoring any models of scenery in the way.
<b>Lord of Battle*</b>	This works just like FOLLOW ME!, but instead of centering the effect on the Hero using it, you can choose any square on the board as the focal point rather than the Hero.
<b>Natural Leader*</b>	Just like Follow Me!*, but affects 1 unactivated hero instead.
<b>Rapid Fire</b>	This model cannot AIM. Make a SHOOT attack as normal. If the first target is Rattled or killed then they may make an attack against a second enemy model in the same square as part of the same SHOOT action. Roll the dice again as if this was the first shot of the model's Turn, but don't count it as a separate action. Normal modifiers apply.
<b>Scared Civilian</b>	If this model starts a Human Turn within 2 squares of a Martian model then the Human player may choose to move it instead of one of his other models. No cards can be played on a SCARED CIVILIAN model. A SCARED CIVILIAN always moves using the SCATTER (3) rule (see page 15). If it is ever in a square with just Martian models or just Human models then, remove the model, and it counts as both an Alien Secrets and Critters counter (see page 16) for the side that claimed it. If it is ever in a square containing both Human and Martian models, it will continue to follow its normal rules. This model cannot be targeted and shot at individually, but can still be damaged by an attack that damages a whole square.
<b>Shock Stick</b>	A model that is hit by this weapon in a FIGHT but not killed is rattled.
<b>Smite!</b>	If this model uses their Fight stat rather than their Survive stat in a FIGHT then their opponent will be Rattled even if they win. If both models in a FIGHT have SMITE! then it has no effect.
<b>Star-Crossed Lovers*</b>	This model may never choose to MOVE more than 1 square away from their partner while they are alive. Models with this ability will be listed together in the rulebook. If the partner of this model is killed then they will go crazy. For every enemy model they kill they get a point of Heroics to spend that Turn. The limit of once per Turn on the second use of Heroics is lifted so that they can go on a killing spree. In scenarios that allow you to choose Heroes you must either take both STAR-CROSSED LOVERS or neither of them. They will not turn up alone. Each one still counts as a separate choice.
<b>Too Many Late Nights*</b>	This model may spend a point of Heroics to get a free MOVE of one square if it fails to kill its target with a SHOOT attack. This "duck back" MOVE must be taken immediately or not at all.