



The Martian Invasion

Being a supplement for In Her Majesty's Name

By Craig Cartmell & Charles Murton of The Ministry of Gentlemanly Warfare

The Ministry of Gentlemanly Warfare presents

The Martian Invasion

Being both an account and a representation of the events of 1899.

By Craig Cartmell & Charles Murton

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Foreword

"I am Lord Edward Ronan Curr; if you can read this you are the resistance".

Leaflet distributed throughout the British Resistance

It is 1899 and the world is ablaze. With complete surprise the Martians landed their cylinders close to every major city on Earth. A few hours later their tripods emerged to begin a short and successful campaign against the armies of the civilised nations. Unprepared for this sort of attack, these armies were quickly defeated and dispersed. Only the navies had any sort of success, managing to evacuate many thousands of civilians to various island sanctuaries.

Queen Victoria refused to leave London, sending her son Edward into exile aboard the Royal Navy dreadnought HMS Revenge. This ship fought her way out of the Clyde in a now legendary engagement that saw three large tripods destroyed; this proved to the world that the Martians were not, after all, unbeatable.

"It has been an honour and a privilege to serve as your Queen and Empress. Never has a monarch had such industrious, courageous and loyal subjects as the people of Britain and her Empire. While I send my son away to continue the struggle, I shall remain here as a symbol of our resistance to these savage foes.

"My brave boys shall continue to fight until the last bullet and then bring the bayonet to any who enter this ancient Tower. Know that none of us regret our final stand and we urge you to fight until your last breath also for the sake of generations to come.

"May God be with you.

"I must go now, the barbarians are at the gate.

"Victoria Regina et Imperator"

Final telegraph from the Tower of London

The Queen-Empress died leading a glorious last stand by the Guards regiments. Abel Caine and Lord Curr later found her in the Tower surrounded by fallen Guardsmen with Lady Helen Quatermain at her side and John Brown's body lying over her. Her Majesty was laid to rest in the crypt beneath the ruins of Westminster Abbey. Little is known of what happened elsewhere, as telegraphic communication had been cut, but it is believed that similar events unfolded in all the major cities of the civilised nations.

After the initial assault the Martians established fortified compounds in major population centres and more cylinders arrived to reinforce the invasion forces. From these compounds the Martians sent forth patrols and slaver units to hunt down and snuff out the last remnants of human resistance.

Despite their technological advantage the Martians are vastly outnumbered by humankind. To offset this, they are turning many humans into drones or collaborators. Even so, they have found it difficult to dominate the world.

They have no naval or air power, coming from a planet where the atmosphere is too thin to support powered flight and which has no open bodies of water. The density of the Earth's atmosphere has limited the range of their heat rays; this has cost them dearly against artillery units and naval guns.

Humanity is proving more resilient than the Martians expected. As the months have passed resistance has increased and become better organised. Martian casualties are on the rise and they are having difficulty holding onto many conquered areas. The real war for Earth has now begun and no-one can be sure of the outcome.

Introduction

This publication forms a mini-supplement to the Victorian Science Fiction skirmish wargame rules *In Her Majesty's Name*. It is not intended to be part of the core rules but rather to provide a “what if” excursion.

Any Companies from IHMN (or its supplements *Heroes, Villains and Fiends* and *Sleeping Dragon, Rising Sun*) can be used as part of the resistance to the Martian Invasion. In this publication we provide an outline setting, some Martian technology, lists of both Martian and Resistance forces and some ideas for game scenarios.

As you'll see, we deliberately haven't described the Martians and have given only vague descriptions of their technology; in IHMN we encourage you to use your imagination to adapt and invent in order to extract the maximum enjoyment from your games.

Martian Technology

Martian technology is clearly superior to Earth technology – they can travel between worlds while humanity cannot. However, the technology the Martians have brought to Earth is comprehensible (with some effort) to humanity's brightest scientists and engineers. Thus the Martians have often found their own inventions turned against them.

The Martian language is difficult to understand and physiologically impossible for humans to speak; the items of technology listed below are therefore given human names.

Weapons

The Martians have brought only a narrow selection of weapons with them – but these weapons are all more effective than their nearest Earth equivalents. Martian weapons can be used by humans fighting for the Martians, though it is rare for the invaders to trust and train them in this way. Captured Martian weapons can only be used by those who possess the Engineer Talent. Even then the usual rules for taking weapons from other figures apply within each game, i.e. a figure may only take and use another figure's weapon if it started the game with a weapon of the same type.

Fighting Weapons	Attack Bonus	Hands required	Pluck modifier	Cost	Notes
Capture Claw	+1	n/a	-1	6	Ignores all except magneto-static armour.
Tripod leg – light	+1	n/a	0	2	
Tripod leg – medium	+2	n/a	-1	4	
Tripod leg – heavy	+3	n/a	-2	7	

Capture Claw. Consisting of three padded, flexible fingers and several spray-nozzles this device does not appear particularly dangerous at first sight. However, it is designed to take prisoners. When it hits, a failed Pluck check by its target indicates that the victim is covered in a sticky fluid which sets almost instantly, rendering them immobile and taking them out of the game. A Knocked Down result means that the figure is not grabbed or coated in “glue” and can therefore attempt a further Pluck check on the next turn. However, if a Capture Claw hits a figure which is already Knocked Down that figure is automatically taken out of the game. Capture Claws are always mounted on Tripods. They are ineffective against vehicles, walkers and against any creature larger than man-sized.

Tripod Legs. Although Slaver Tripods are equipped with Capture Claws, other Tripods have no specific Fighting weapons. They can, however, deliver a brutal “kick” with one of their legs.

Shooting Weapons	Attack Bonus	Range	Hands required	Pluck modifier	Cost	Notes
Heat Ray pistol	+1	6"	1	-1	6	Takes a full turn to recharge after firing. Can be fired while Fighting.
Heat Ray rifle	+1	12"	2	-2	7	Takes a full turn to recharge after firing.
Heat Ray cannon	+2	20"	n/a	-3	11	Must be mounted on a vehicle fitted with a Radium Furnace.
Sound Blaster	+1	9"	2	-1/-2	8	-2 Pluck penalty applies within 6". Can attack groups of figures beyond 6". A Pluck roll less than or equal to the figure's Pluck means that it is Knocked Down.
Rocket Gun	+3	20"	2	?	8	Pluck modifier depends on grenade type.
Rocket grenade (concussive)	-			-2	8	Attacks all figures in 3" at +2 (ignore shooter's SV). Ignores all except magneto-static armour. Any failed Pluck roll means figure is Knocked Down.
Rocket grenade (flechette)	-			-2	8	Attacks all figures in 3" at +5 (ignore shooter's SV).
Rocket grenade (mist)	-			-	3	Creates a 4" radius cloud of mist which grants Type 3 cover. Like poison gas, it persists for 1d10 turns unless there is a strong wind, in which case it disperses at the start of the next turn.

Heat Ray. The infamous Heat Ray is a focused beam used to strike a single target. It counts as a Flame Attack and thus ignores most types of armour; only magneto-static and Vulcan armour are effective against it. The power requirements for these weapons are prodigious. The power sources in the pistol and rifle variants take a full turn to build up enough heat to fire the weapon; however, unlike an Arc weapon, this requires no action on the part of the wielder who can therefore carry out other actions while the Heat Ray pistol or rifle is reheating. The Heat Ray cannon is always mounted on a vehicle with a Radium Furnace (see below) and can fire every turn.

Sound Blaster. This non-lethal weapon is used to capture and enslave humans. It is typically used in combination with a Capture claw. A directed wave of sound assaults the senses of the target, potentially stunning it. This attack ignores all except magneto-static armour. The Sound Blaster is ineffective against vehicles and walkers (though crew / steersmen may be affected) and also against any figure with the Numb Talent.

Rocket Gun and Rocket Grenades. The Martian rocket gun is similar to the Congreve Rocket Gun but with a slightly longer range. Ammunition is not exchangeable between the two weapons. Martian ammunition comes in three types: Concussive rounds generate the same effect as the Sound Blaster, Flechette rounds are a superior version of human explosive grenades and Mist grenades are effectively the same as human smoke grenades but with a larger radius of effect.

Armour

Martian metal alloys are lighter and stronger than human equivalents; this is reflected in the armour ratings of their Tripods. They do not share this armour with their human associates. Some Tripods are fitted with magneto-static armour, principally to ward off the effects of captured Heat Ray weapons, and occasionally the Martians will assist their allies by deploying magneto-static projection barriers. When deploying outside their Tripods, Martians almost always wear magneto-static body armour which is effectively equivalent to the human magneto-static waistcoat.

Weird Science

Item	Description	Cost
Radium Furnace	This power source is in some ways similar, but far superior, to a Steam Dynamo. It provides the power for all Tripods and it can also be retro-fitted to any Earth vehicle which normally uses a Steam Dynamo.	12
All-Seeing Eye	This device, fitted to all Tripods, gives the equivalent of the Nighteyes Talent.	5

Transport

Tripods move on three highly articulated metal legs. They are much more agile than Earth walkers and their movement is unhindered by most Difficult Terrain; assume they can move through any Difficult Terrain on the table at normal speed unless otherwise agreed between the players at the start. The three types of Tripod described below are in common use throughout the Martian forces but their physical appearances vary considerably. The Martians also have much larger Tripods, referred to by their human opponents as “super-heavies” or “dreadnoughts”, but these are used for levelling cities and assaulting heavily fortified positions so they fall outside the scope of the game.

Type	Description	Speed	Armour	Weapons / Tools	Cost
Assault Tripod	Heavy military walker	6”	15	Heat Ray cannon Martian Rocket Gun Tripod leg – heavy Magneto-static armour Radium Furnace All-Seeing Eye	95
Patrol Tripod	Medium military walker	9”	12	Heat Ray cannon Martian Rocket Gun Tripod leg – medium Radium Furnace All-Seeing Eye	52
Slaver Tripod	Light military walker	12”	10	Sound Blaster Capture Claw Tripod leg – light Radium Furnace All-Seeing Eye	40

Assault Tripod. Standing 20 feet tall, these monsters tower over their surroundings and their opponents. The crew of two Martians can fire both of the Tripod's weapons in the same turn. As well as extremely strong physical armour, Assault Tripods are equipped with magneto-static armour (giving them an Armour rating of 9 against attacks which are affected by this armour but not by normal armour, e.g. Heat Rays). Note that the cost in the table does not include any Martian rocket grenades; these must be purchased separately.

Patrol Tripod. These stand about 15 feet tall. Crewed by a single Martian, they can fire either of their weapons in a turn but not both. Note that the cost in the table does not include any Martian rocket grenades; these must be purchased separately.

Slaver Tripod. This is shorter (10 feet tall) and squatter than the two combat Tripods above. It has a single Martian steersman. There is a cage-like structure on its back/roof into which it can deposit up to 5 victims of its Capture Claw.

Note that none of the points costs above include the steersmen; these must be paid for separately (see below).



Martian Forces

“You cannot win. The Martians are our masters now; we must accept this and begin anew. Survival can only come through obedience. All who step forwards shall be greeted as brothers in the New World Order. Resistance is pointless!”

Poster by Lord Humphrey De’Ath

Martians are cloned creatures and thus the majority of them are physically identical; any differences in game statistics arise from the training they receive for their professions, to which they are assigned when they hatch. They generally display high intelligence but lack imagination and initiative. These latter qualities are reserved for their Commanders, who are larger and far more intelligent. The minds of Commanders are so alien and so powerful that they are effectively immune to external mental influence. It has been theorised that there are other Martians even more powerful than the Commanders but these have not yet been seen on Earth – at least not by anyone who has lived to tell the tale.

All Martians are used to higher levels of technology than those typically found on Earth. However, Earth technology is as alien to them as theirs is to us. After some early setbacks, some Martians received training on Earth-specific technology to improve their ability to combat this technology in battle. Such Martians have effectively the same skills as human Engineers; in particular they can defuse bombs, de-activate Arc generators and so on.

In order to survive on Earth the Martians use slaves to build habitat domes free of native pathogens and to tend their main source of sustenance, the Red Weed. Some slaves are also mentally conditioned for combat where they serve essentially as cannon fodder. There are also humans who collaborate willingly with the Martians, believing Martian victory to be inevitable. These collaborators know the fate they will suffer if they are taken by the Resistance and thus fight fanatically for their new masters. Humans who can neither work nor fight are used as food and energy sources by the Martians. The vile invaders drain these unfortunates of their vital fluids, casting the husks aside to rot in great pits.

The most reviled and successful collaborator is Lord Humphrey De’Ath, known as ‘Humpty-Dumpty’ to the Resistance. He is a silver-tongued former Foreign Office diplomat who still clings to the belief that humanity can come to a rapprochement with the Martians and share the Earth. He looks on the Resistance as fools and he directs the collaborators for his new masters. He hates Lord Curr with a passion, an emotion that is reciprocated. Lord De’Ath has been known to take to the field in person, usually when there is an opportunity to kill or capture a key Resistance leader.

The table below shows the troop types available to the Martian Forces. From this list various different types of company can be assembled, as described below.

Figure	Pluck	FV	SV	Speed	Cost	Talents/ Powers	Basic Equipment
Martian Commander	3+	+3	+4	+0	54	Leadership +2, Iron Will, Intuitive, Engineer	Magneto-static body armour, Heat Ray pistol, Tentacle blade ¹
Martian Patrol Leader	4+	+2	+3	+0	35	Leadership +1, Intuitive, Engineer	Magneto-static body armour, Heat Ray rifle, Tentacle blade ¹
Martian Soldier	4+	+1	+2	+0	19		Magneto-static body armour, Heat Ray rifle, Tentacle blade ¹

Martian Slaver	4+	+2	+2	+0	27		Magneto-static body armour, Heat Ray pistol, Sound Blaster, Tentacle blade ¹
Martian Drone Controller	5+	+1	+2	+0	24	Leadership +1, Engineer	Magneto-static body armour, Heat Ray pistol, Tentacle blade ¹
Martian Steersman	5+	+1	+2	+0	13		Magneto-static body armour, Heat Ray pistol
Human Drone Soldier	6+	+2	+1	+1	22	Numb	Brigandine, shotgun
Lord Humphrey De' Ath	4+	+2	+3	+0	30	Leadership +1, Erudite Wit	Magneto-static body armour, Heat Ray pistol, sabre
Collaborator Leader	4+	+2	+2	+0	24	Leadership +1, Fanatic	Magneto-static body armour, Heat Ray pistol, fighting knife
Collaborator	5+	+1	+1	+0	22	Fanatic	Lined coat, military rifle, fighting knife

1: A Tentacle blade counts as a fighting knife.

Options

- A Martian Soldier can take the Marksman Talent with his Heat Ray rifle (+5 points).
- A Martian Soldier can exchange his Heat Ray rifle for a Martian Rocket Gun (+1 point) and any number of Martian rocket grenades (points cost depends on grenade type).
- A Martian Soldier can exchange his Heat Ray rifle for a Sound Blaster (+1 point).
- A Martian Soldier may have the Medic Talent (+5 points) but may only use it on fellow Martians.
- A Martian Soldier may take the Skirmisher Talent (+3 points).
- Any Martian with the Engineer Talent may also take the Mechanic Talent (+5 points).
- Any Collaborator (including a Leader) may take the Marksman Talent (+5 points) and/or the Stealthy Talent (+5 points).
- A Human Drone Soldier can be given a bomb to carry (+7 points) which can be detonated remotely (max range 20") by any Martian Drone Controller.

Martian Companies

1. Martian Patrol

Martian Patrols are used on missions of critical importance such as the defence of key installations. They typically consist of:

- 0-1 Martian Commander
- 1 Martian Patrol Leader
- 3-10 Martian Soldiers
- 0-2 Patrol Tripods
- 0-1 Assault Tripod

2. Martian Slavers

These are sent out to capture humans for use as slaves, drones or worse. They are greatly feared by the remaining free humans and are often targeted by the Resistance. The composition of a Slaver company is usually:

- 1 Martian Patrol Leader
- 3-8 Martian Slavers
- 0-1 Slaver Tripods

3. Drone Company

By lobotomising their more physically able slaves the Martians have been able to supplement their forces with utterly loyal, though limited, troops. A Drone company will typically comprise:

- 1 Martian Patrol Leader
- 1-3 Martian Drone Controllers
- 3-12 Human Drone Soldiers

4. Collaborators

Collaborator companies are rarely allowed to operate in the field without at least one Martian present to keep them under observation.

- 0-1 Martian Patrol Leader
- 0-3 Martian Soldiers
- 1 Collaborator Leader
- 3-12 Collaborators



The Resistance

Although there are many pre-Invasion companies fighting to free Earth from the grip of the Martians, a few new companies have been formed since.

Resistance Cadre

“We are the Resistance. We fight for God, King, Country and Lord Curr. We are many, we are faithful and we cannot be defeated. For each one of us that falls this day, two shall step forward to continue the fight. Huzzah!”

The London Resistance Prayer

In London the Resistance has been organised by an unlikely figure, Abel Caine. His intimate knowledge of the city’s tunnels, innate cunning and ruthlessness have made him the natural leader of the capital’s Resistance groups.

Lord Curr counts him as his best lieutenant in the British Isles and the Martians have come to fear falling into the hands of Caine’s Cadre. Many Martian Soldiers have been captured and then crucified so that Earth’s pathogens can deliver a long and agonising death.

Supporting Caine are the Fighters. Some are ex-military, many are former criminals, but all are willing to die in defence of their patch. Alongside them are many Navvies who provide engineering support. The Navvies’ booby-traps have killed hundreds of Martian Soldiers, Drones and Collaborators; they have also created large “no-go areas” for enemy patrols.

Every Resistance Cadre can also call upon its Civilian Militia. These are just ordinary people, survivors of the invasion, whose desperate courage can turn the tide in battle.

Figure	Pluck	FV	SV	Speed	Cost	Talents/ Powers	Basic Equipment
Abel Caine	3+	+2	+2	+0	54	Leadership +2, Fearless, Inspirational	Magneto-static waistcoat, shotgun (short), fighting knife, Clockwork Bulldog ¹
Resistance Leader	4+	+2	+2	+0	35	Leadership +1, Tough, Fanatic	Brigandine, military rifle, fighting knife
Resistance Fighter	5+	+1	+2	+0	24	Fanatic	Brigandine, military rifle, fighting knife
Resistance Navvy	4+	+1	+2	+0	39	Engineer, Fanatic	Brigandine, pistol, axe, 3 x explosive grenade
Civilian Militia	6+	+0	+0	+1	11		Lined coat, shotgun, fighting knife

1: Clockwork Bulldog (unique item, 5 points): The Bulldog reduces one designated enemy’s Armour value by 2 as it distracts him by attacking his legs and feet. It has Armour 10 and Pluck 5+. It is of no use against mechanical walkers, tripods or vehicles.

Options

- Any Fighter or Navvy can take the Tough Talent (+5 points each).
- Any Fighter or Navvy can take a single Brick Lane Bottle grenade (+6 points).
- Any Navvy can take a Congreve Rocket Gun and three explosive rocket grenades (+28 points).
- Up to three Civilian Militia can take the Martyr Talent (+5 points) and a bomb (+7 points).
- One Navvy can take a Johnson Mk VII Mechanised Walker (+22 points).

Cunningham's Hunt

“Remember that our only advantage is speed of horse, so take them on the up and leave them on the down.”

Lady Adele Cunningham, Windsor Great Park

Lady Adele Cunningham was once a woman of great privilege with a house in Berkeley Square and a business empire that reached all four corners of the Earth. A long-time friend of the Currs, after the Invasion she gathered the finest young people left in the capital and formed her own Resistance Cadre.

Her Hunters specialise in hit and run tactics. They do not defend fortified ruins or protect ragtag bands of survivors, instead they take the war to the Martians and in particular to the Collaborators. The sound of her hunting horn is often enough to put them to flight, for to stand against a charge of her horsemen and women is to embrace death.

Whenever the Hunters take to the field they are covered from above by Adele’s Angels, a squadron of ornithopter pilots. On the ground, the riders are supported by Beaters who either lure or drive the enemy into areas where they can be ridden down.

Figure	Pluck	FV	SV	Speed	Cost	Talents/ Powers	Basic Equipment
Lady Adele Cunningham	2+	+1	+3	+1	49	Leadership +2, Cavalryman	Magneto-static bodice, pistol, sabre, cavalry horse
Master of the Hunt	3+	+2	+2	+0	54	Leadership +1, Cavalryman, Tough	Breastplate, carbine, pistol, sabre, cavalry horse
Huntsman	4+	+2	+1	+0	40	Cavalryman	Breastplate, carbine, pistol, sabre, cavalry horse
Angel	5+	+1	+2	+0	52	Pilot	Lined coat, pistol, 3 x explosive grenade, ornithopter
Beater	5+	+1	+1	+0	12		Lined coat, shotgun, club

Options

- Any Huntsman can also take a Lance (+5 points).
- Huntsmen can take the Marksman Talent (+5 points).
- Angels can take the Grenadier Talent (+3 points); they can also take additional explosive grenades (+6 points each).
- Any Beater can exchange their shotgun for a military rifle (+4 points).
- Any Beater can be mounted on a riding horse (+4 points).
- Any Beater can take a fighting dog (+13 points).

American Minutemen

“The founding fathers, who now stand at the right hand of Almighty God, are watching us. They will expect no less than our best in the cause of liberty from this monstrous enemy. Let our cry be ‘Liberty or Death’!”

Belle Revere, Appomattox Courthouse

The Americans have made their stand in the woods, mountains and farmsteads of the Appalachians and mid-west. Following the initial assault many soldiers and militiamen fell back on the tactics that had won their freedom from the British; thus the Minutemen were reborn.

Operating in small militias and living off the land the Minutemen have been almost impossible to hunt down and bring to their knees. They raid and retreat, infiltrate and destroy, set ambushes and bring their forces to bear wheresoever the enemy is weakest.

Their leader is a young woman called Belle Revere, the granddaughter of the revolutionary hero. Though not formally schooled in warfare she has a natural backwoods cunning that has served her well.

Most of a Minuteman force is made up of Minutemen but they are often supported by Sharpshooters, Artillerymen and Pathfinders; many of the latter are Native Americans using their skills to scout and harass the common foe.

Figure	Pluck	FV	SV	Speed	Cost	Talents/ Powers	Basic Kit
Belle Revere	3+	+1	+1	+0	40	Leadership +2, Inspirational	Lined coat, military rifle, fighting knife
Minuteman Captain	3+	+3	+3	+0	37	Leadership +2	Lined coat, military rifle, sabre
Minuteman Sergeant	4+	+2	+2	+0	25	Leadership +1	Lined coat, military rifle, axe
Minuteman Soldier	5+	+1	+2	+0	19		Lined coat, military rifle, axe
Sharpshooter	5+	+1	+3	+0	37	Hunter, Marksman	Lined coat, hunting rifle, fighting knife
Artilleryman	5+	+0	+2	+0	12		Lined coat, pistol, axe
Pathfinder	4+	+2	+2	+1	22	Stealthy	Lined coat, bow, axe

Options

- Any Minuteman can take the Marksman Talent (+5 points).
- Artillerymen can form a team of two and use a light field gun (+22 points).
- Any or all of the company can be mounted on riding horses (+4 points).
- A single Minuteman can take the Medic Talent (+5 points).
- Any Pathfinder may exchange their bow for a carbine (+1 point).
- Any Minuteman or Pathfinder can take the Skirmish Talent (+3 points).
- A single Pathfinder can be a Medicine Man and take up to 15 points of mystical powers.

Landscapes

The following potential landscapes are offered for your battles in addition to those listed in IHMN and its supplements.

Fortified Ruins

Especially in cities, large swathes of the landscape have been turned into smoking ruins by Martian Heat Rays and human dirigible bombardment. A ruined city block can be easily turned into a fortress by determined Resistance fighters.

Benefits: Fortified Ruins are Type 2 Difficult Terrain for the attackers but only Type 1 Difficult Terrain for the defenders.

Hazards: Fortified Ruins are impassable to vehicles and human mechanised walkers. Tripods can operate in Fortified Ruins but cannot ignore the terrain penalties as they would normally do. The Unstable Footing rule (HVF 7.2) applies to all fortified ruins; the Achtung Minen rule (IHMN 9.2.1) may also apply in some cases.

Suggested Terrain: Blocks of ruined buildings with rubble stretching out into the cratered streets between them. Some of the rubble will have been formed into barricades.

Refugee Camp

Besides fighting the invaders the Resistance has to look after millions of refugees. In safer areas it gathers these in makeshift camps where they can be fed, sheltered and given medical care. The Martians often try to infiltrate Collaborators into the camps before attacking them with Slavers.

Benefits: The Armed Civilians rule applies (HVF 7.3).

Hazards: Camps are often protected by booby-traps so the Achtung Minen rule may apply (IHMN 9.2.1). As the Martians want as many slaves as possible the attackers often have to take into account the Collateral Damage rule (IHMN 9.2.3).

Suggested Terrain: A clearing between ruined buildings containing lots of shanties and tents.

Scenarios

All the usual scenarios listed in IHMN and its supplements still apply; here are a few suggested additions.

Bismarck Down

The German dirigible Bismarck has been shot down and its crew killed. In its chart room are maps and logs vital to Resistance security.

Set-up

1. Set up terrain as described in IHMN 4.1.6.
2. The centre of the board comprises a large area of Fortified Ruins containing the dirigible's gondola.
3. Resistance and Martian forces start from opposite corners of the table.

Victory

- 2 VPs for each enemy figure taken out of the game.
- 5 VPs for each enemy leader taken out of the game.
- 20 VPs for the side that can recover the documents to any table edge. The documents can be packed in a satchel and carried by a single figure.

Save the Children

The Resistance has discovered an orphanage and needs to get the children to safety. There are 12 children (Pluck 7+, FV +0, SV +0, Move 4", Speed +0, no Talents or equipment) and one nun (Pluck 5+, FV +0, SV +0, Speed +0, Medic, no weapons).

Set-up

1. Set up terrain as described in IHMN 4.1.6.
2. The orphanage is in the centre of the board.
3. There are two Resistance figures in the orphanage with the children and the nun.
4. The remaining Resistance figures begin on one table edge and the Martian Forces on the other.

Victory

- 2 VPs for each enemy figure taken out of the game.
- 5 VPs for each enemy leader taken out of the game.
- 3 VPs for the Martians for each child they capture.
- 3 VPs for the Resistance for each child they take to freedom (any table edge except the one chosen by the Martians to deploy from).
- Each side suffers -3VP for each child it kills.

Scenario Complicators

In addition to the complicators in IHMN and its supplements there is one which is unique to the Martian invasion.

The Red Weed

As the Martian reach extends so does the Red Weed which they have brought from their home world. This pernicious organism can grow at an astounding rate and cover large areas of terrain.

Any area of Red Weed counts as Type 1 Difficult Terrain for the purposes of movement. If the Red Weed is growing on existing Type 1 or 2 Difficult Terrain it increases this to Type 2 or 3 respectively.

It also counts as Unstable Footing (HVF 7.2) for figures trying to cross it as its sticky tendrils try to entangle and trip its victims. This does not apply to any figure protected by any form of magneto-static armour, nor to powered vehicles or mechanised walkers as the Red Weed is not strong enough to hinder these.

Any figure Knocked Down in an area of Red Weed suffers a -1 Pluck penalty on attempts to get back up unless it is protected by magneto-static armour.