ACT 3: DESPERATE MEASURES

General Zar’s revenge could wait no longer. He would batter these puny Humans into submission and then trigger the
Doomsday Device as they watched in horror. Zar smiled to himself. He could not wait to see the look on their faces as their
world was destroyed.

General Zar’s Revenge

These scenarios work slightly differently to earlier ones as they are all linked together rather than standing on their own. They
are really different Acts in a single larger story – that of General Zar’s revenge against the Humans, as told in the Mars Attacks
comic book from IDW.

Unlike other scenarios, there are no VPs. Instead, each scenario will reach a stage - explained in
the setup - which will trigger the next scenario to begin. Play until one of these conditions is met.
Don’t tidy up the models at the end of each battle. Instead, look at the following scenario to see
what happens in the next Act of the story. Each scenario follows on directly from the previous one
and models and scenery pieces remain where they were. Heroes retain the number of Heroic
points they had at the end of the previous battle. Whoever wins the final scenario wins the game
and determines how the story ends.

Critter and Alien Secret counters are not used in any of these scenarios.

Players are dealt 4 cards each at the start of Act 1 and should keep their hand of cards from one
scenario to the next. Support cards on both sides remain in play between scenarios.

As these scenarios are all linked you should play the same side in all of them. Decide at the
start who will play the valiant Humans and who will take the part of the vengeful General Zar. Of
course, once you’ve played through all the scenarios you can swap sides and play again!

TO THE DEATH

Both players have any models that survived the first Act. These models remain where they were
when that Act finished.

The following Martian model deploys in any one of the red squares marked on the map:

- General Zar

The following Martian models deploy in each of the four red deployment zones marked on the map:

- 2 Martian Grunts

Sidney and Buck get 1 point of Heroics back when
the scenario begins. They know this is the final
battle! This may not take them over their starting
number of Heroics.

The following Human model deploys in one of the
blue squares marked on the map:

- Xiuhcoatl

The game ends when one of the following happens:

- General Zar dies: the Humans win. The
Doomsday Device is smashed and the
Earth is saved from destruction.

- All the Humans die: the Martians win.
General Zar triggers the Doomsday Device
and destroys the world.

FIRST TURN: MARTIANS

BLASTER

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

BRAWLER

A model with this ability can FIGHT a second time for free
if their first FIGHT in that Turn killed their target and there
is a second target in the same square to attack. If the first
target was saved by ARMOUR, Heroics or anything else
then it has not been killed and the ability does not trigger.

The free FIGHT does not count as an action for that Turn.

A BRAWLER may only get one free FIGHT per Turn.

SHOCK STICK

If a model is hit by this weapon in a FIGHT and not killed,
then they are Rattled.

<table>
<thead>
<tr>
<th>Model</th>
<th>Shoot</th>
<th>Fight</th>
<th>Survive</th>
<th>Range</th>
<th>Heroics</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xiuhcoatl</td>
<td>5+</td>
<td>5+</td>
<td>5+</td>
<td>1-3</td>
<td>3</td>
<td>BRAVE, BLASTER</td>
</tr>
<tr>
<td>General Zar</td>
<td>-</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>3</td>
<td>ARMOUR, BRAWLER, SHOCK STICK, FOLLOW ME!</td>
</tr>
</tbody>
</table>

MARS ATTACKS
THE MINIATURES GAME
ATTACK FROM SPACE

www.manticgames.com

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**ACT 1: CONTACT**

Having escaped the attack at the White House, Buck leads a small group of GIs on a mission for the President. But the invaders are everywhere, and Buck is soon fighting for his life against the Martian patrols...

**ACT 2: THE CAVALRY RIDES IN**

Sidney Rose is determined to do his bit to defend the Earth, and hearing the sounds of a fight nearby he leaps to the rescue on his faithful flea, Henry. He arrives in the nick of time, just as the Martians gain the upper hand. Perhaps this quiet carnival showman can turn the tide...

**ATTACK!**

The following Human models deploy anywhere in the blue squares marked on the map:
- Buck Spencer
- 6 US Troopers with Carbines
- 1 US Trooper with Missile Launcher
- 1 US Trooper with LMG
- 1 US Sergeant

The following Martian models deploy in each red deployment zone:
- 6 Martian Grunts
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander

If there are less than 6 Martian models left on the table at the end of any Round, a new Martian patrol arrives. Repeat the above models in one of the red deployment areas. They may not deploy in a square containing Human models.

Act 2 is triggered when one of the following happens:
- Buck spends a point of Heroics to avoid being killed.
- The last US Soldier model is killed.

**FIRST TURN: HUMANS**

<table>
<thead>
<tr>
<th>Model</th>
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<th>Survive</th>
<th>Range</th>
<th>Heroics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buck Spencer</td>
<td>4+</td>
<td>4+</td>
<td>3+</td>
<td>1-4</td>
<td>4</td>
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<th>Range</th>
<th>Heroics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sidney Rose on Henry the Giant Flea</td>
<td>-</td>
<td>3+</td>
<td>5+</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

**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.

**LEAP**

The model can jump huge distances. Whenever an action would allow the model to move one or two squares, you may choose to jump the model up to 3 squares instead. The model will jump over any models or scenery that is in its way. If the model completes this jump by landing in the same square as an enemy model then it must FIGHT it immediately as usual.

**HUGE WEAPON**

A HUGE WEAPON gets an extra +2 dice when it attacks, on top of any other modifiers that apply.

**GIANT FLEA**

Both players have any models that survived the first Act. These models remain where they were when that Act finished.

The following Human models deploy in any of the blue squares marked on the map:
- Sidney Rose on Henry the Giant Flea

If there are less than 6 Martian models left on the table at the end of any Round, a new Martian patrol arrives. Place the following models in one of the red deployment areas. They may not deploy in a square containing Human models:
- 6 Martian Grunts
- 1 Martian Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander

Act 3 is triggered when one of the following happens:
- Either Buck or Sidney is reduced to one point of Heroics.