



MARS AND VENUS: Using Fantasy Rules! 3 in Edgar Rice Burroughs' Worlds

The following are not official Chipco rules, but are meant as general suggestions for integrating rules typical of science fantasy into the Fantasy Rules! format. Any material mentioned that is a trademark or copyright remains the trademark or copyright of its owner, and its inclusion is not intended as, nor should be interpreted as, a challenge to those copyrights or trademarks.

ERB's RED PLANET: ERB's concept of Martian warfare changed from a Jules Verne fantasy, honor bound warfare (sort of based around an idealized American Civil War South), to a more hard bitten, realistic warfare (with advances such as trench warfare and radio) toward the last books. This probably had a lot to do with the fact that he was a WW2 war correspondent. If you are fighting some of the bigger battles toward the end of the series, use more fortifications, artillery and rifles than the earlier books.

ADVANCED CITIES: Martians were mostly organized into city states of a single race. After coronation of a Warlord or Jeddak of Jeddaks, there can be alliances between city states and between races. Some city states are advanced technologically; they have fliers and radium weapons. Some have only radium weapons.

MARTIAN CODE OF HONOR: Most nations strictly adhere to the Martian code. A soldier (or unit) could not use a weapon that was superior to a weapon with which they were attacked. Every soldier wanted to come within sword range of the opponent. For the scale in which FR! exists, the only time this make a difference is when radium weapons are involved.

These rules do not apply when fighting units that are not alike. S&P / Militia / HW / Ranger / Spear when fighting S&P / Militia / HW / Ranger / Spear and Cavalry when fighting Cavalry have to adhere to the code.

Use the following rules for nations that adhere to the code.

- If a unit can contact the enemy and engage in melee, it must do so and not just fire its pistols (although units do not have to charge out of fortifications or wall/city BBs). Units that charge like units, will not fire their rifles or pistols, nor will nations that adhere to the code stand and fire against like units (no "when charged" bonus).
- Artillery, fliers and rifles will always fire against enemy artillery, fliers, monsters or rifles before infantry or cavalry units.
- Infantry, artillery and cavalry units that adhere to the code receive a +1 to all rally rolls.

CHARACTERS: Characters can be generals, sub commanders, heroes and superheroes. For example, the Warlord might be a general/superhero/warlord with exceptional weapon. Characters can buy army standards, bodyguards, exceptional armor, and exceptional weapons. All other abilities/items are army specific.

MONSTERS: There are three types of Large Monsters, they cost 90 points, and have the following special characteristics at no additional cost:

- Apts, *innate toughness, innate freeze*
- Banths, *one extra demoralization marker, war cry*
- Great White Apes, *innate hide, climb*

RADIUM WEAPONS: Use of Radium weapons is governed by the Martian code of honor. Advanced nations (and some others that stole the Technology) have Radium weapons. Projectiles have a protective coating that comes apart when the projectile hits the target, exposing a radium core. When exposed to light, the projectiles explode with devastating effect. If fighting at night or inside or underground, radium weapons have the same effect as normal weapons of their type. If fighting in the daytime, the following bonuses apply:

Sword and Pistol, pistol armed Cavalry and Rifle units' daytime bonus:

- Increase the when charged bonus by +1
- If the missile fire roll is successful (D or K), roll again using the number of Sword and Pistol/Rifle units that fired (for example, if four units fired, got a D result, and two were Sword and Pistol/Rifle, roll again on the 2 unit chart and apply the result). Of course rolling again for a K result would only matter for units that have extra demoralization markers, or can shake off the effects of a demoralization/kill.

Napoleonic Artillery units' daytime bonus:

- Increase the when charged bonus by +1
- If the artillery roll is a hit, roll twice for damage and apply both results. Of course two K results would only matter against

units that have extra demoralization markers, or can shake off the effects of a demoralization/kill.

RED MEN

Red men are the dominant race on most of Mars. Some cities adhere to the code, some do not. Some are advanced, some are not.

Advanced Cities

Allowed units:

- Sword and pistol (two can be +1,+1 elite)
- One flying Sword and Pistol (city guard with mechanical wings)
- Marines (upgraded Sword and Pistol)
- Militia (Civilians)
- HC (Red men on small thots). Unlimited Elites. Armies Except for Ptarth can have 15% or less HC.
- Rifles
- Traps and mines
- Napoleonic LA and HA
- Fliers: Flying Assault Craft, Flying Transports, Flying Battlewagons, Air Ships (maximum 1x2 BB)
- Fortifications, Cities, Walls

Note: all Sword and Pistol, Rifle, and Artillery are armed with Radium weapons and cost 10 points more for Sword and Pistol, and 20 points more for rifle and artillery than normal units of their type.

Characters and Magic:

- Ship's Cook, Mason, Mad Scientists
- Assassins, Healers, Alchemists, Bodyguards, Mechanics, Engineers (10 points)
- Abilities and items: "Evil" Cities, Mark of Evil
- Special character Major ability, for 20 points a General can buy Warlord (roughly good) or Jeddak of Jeddaks (roughly evil). This allows Allies from other Cities and other Races.

Special Rules:

- **Helium** fliers move faster 3" faster than regular units. They can also buy elite status for any HA or LA on the ground or mounted on flying units, and can buy 3 extra elite Sword and Pistol units. All allies must adhere to the code of honor.
- **Ptarth** has a high proportion of Cavalry. They can have Dragoons. All allies must adhere to the code of honor.
- **Zodanga** is capitol of the Assassins guild. They can have fanatics, and any Sword and Pistol unit with an attached Assassin gets *innate hide* for free. Zodanga can ally with any other Red City, as can any other "neutral." city.
- "Evil" cities (**Dusar, Panar, Amhor, Invak, Jahar**) can choose to break the code during the battle. They lose the +1 RF bonus, but get the when charged bonus and can fire on enemy units.

Non Advanced Red Men

- Hand Weapons (3 elite), option of Throwing weapons
- Spears, option of Throwing weapons
- Militia
- Longbows
- Rangers
- HC (3 elite)
- Flying HC (Red Men on giant wasps)
- Regular LA and HA
- Small Monsters (Calots)
- Swarms (rats)
- Traps
- Fortifications, Cities, Walls

Characters and magic

- Level one wizard or shaman
- *Innate hide* (invisible men)
- Assassins, Healers, Beastmaster, Alchemists

- Characters can buy *innate apoplexy* (Kaldanes), *innate disorient*

GREEN MEN

Strictly adhere to Martian code of honor. Some hordes have radium weapons, some do not. No fliers.

All green men units cause fear against Red Men (except HC), Black Pirates, Yellow Men, and get *Barbarian/Fearless* for free. Large monsters, blobs and Synthetic Men cause fear against Green Men infantry units (not Knights or Battlewagons).

Allowed units for Advanced Hordes:

- Sword and Pistol (three +2,+0 elites)
- Rifle and Napoleonic LA (any amount of elite units). Maximum of 15% of the army can be these units.
- Knights (90 points) Green Martians mounted on giant Thoats armed with 40 foot lances with *Terrifying Mounts* and *innate fast movement*. Green Martian knights must advance toward the enemy at full movement every turn.
- Battle wagons (110 points) giant wagons pulled by Zitadar (mastodon type creatures) are armed with radium pistols, have a +1 extra charge bonus, and cause fear. They are furiously defended by the Green Martian women, so have a +1 rally roll bonus (in addition to the code of honor bonus). If destroyed, they count as double points for their enemy.
- Baggage trains
- Small monsters (calots) may support
- Traps and elite traps.

Note: all Sword and Pistol, Rifle, and Artillery are armed with Radium weapons and cost 10 points more for Sword and Pistol, and 20 points more for rifle and artillery than normal units of their type.

Characters and Magic

- Level one Shaman
- Beastmaster, exceptional weapon,
- Units: *War Cry*, *Innate toughness*

Allowed units non Advanced Hordes:

- Elite (+2,0 elite) Hand Weapons
- Elite Knights (90 points) Green Martians mounted on giant thoats armed with 40 foot lances) with terrifying mounts and *innate fast movement*. Green Martian knights must advance toward the enemy at full movement every turn.
- Light Artillery
- Battle wagons (90 points) giant wagons pulled by Zitadar (mastodon type creatures) are armed with throwing weapons or Light Artillery, have a +1 extra charge bonus, and cause fear. They are furiously defended by the Green Martian women, so have a +1 rally roll bonus (in addition to the code of honor bonus). If destroyed, they count as double points for their enemy.
- Baggage trains
- Small monsters (calots) may support
- Large Monsters (White Apes)
- Swarms (rats)

Characters and Magic

- Level one Shaman, exceptional weapon,
- Characters: Beastmaster, Healer, *innate disorient*
- Units: *War Cry*, *Innate toughness*

SYNTHETIC MEN

Synthetic Men are made by a Mad Scientist. They are misshapen copies of men, usually coming from a Vat. They do not adhere to the code of honor. Synthetic Men are treated as Undead. However there are some living units (mostly synthetic brains put into the skulls of living men).

Allowed Units:

- Synthetic Men as Undead Mobs and Undead Hand Weapons
- Living Sword and Pistol (three units per 1000 points)

- Flying HC (Red Men with Synthetic brains on Giant Birds, three units per 1000 points). They can be armed with radium pistol for 30 points extra.
- Regular LA
- Blobs (with *innate toughness* for free)
- Swarms (rats)

Characters and Magic

- Level 1 Necromancer, Mad Scientist (and all his items), Vat (even without a Mad Scientist, set it in place at the beginning of the game)
- Beastmaster
- Any Synthetic Men units can have *stinkbomb*.

YELLOW MEN

Yellow men do not adhere to the code. Yellow Men are not advanced. Because of their defensive way of fighting, all Yellow Man units get a +1 RF modifier.

Allowed Units:

- Hand Weapon (3 elite), optional Throwing Weapons
- Spears, optional throwing weapons.
- Militia (Citizens)
- Large Monsters (Apts) support (as long as there is a Beastmaster)
- Large Monsters (White Apes)
- Small monsters (Orluks)
- Swarms (rats)
- Regular LA
- Traps (any number elite)
- Fortifications, Cities, Walls
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Characters and Magic

- Level 1 Shaman
- Beastmaster, Healers, Alchemist
- Characters or units, *innate freeze*, *innate hide*

Special Rules:

If the battle takes place in the Yellow men's territory, then the enemy can not have any flying units (except non-mechanical units (Synthetic men or Pew Mogul's White Apes on birds, Red men on Wasps).

THERNS

Therns do not adhere to the code. Therns are advanced. Therns cause fear in Red, Yellow, and Green Martian units the first time those units are contacted.

Allowed Units:

- Sword and Pistol
- Rifles (may buy Pavishers)
- Napoleonic LA and HA
- Small Monsters (Plant Men) support (as long as there is a Beastmaster)
- Large Monsters (Banths) support (as long as there is a Beastmaster)
- Large Monsters (White Apes)
- Fliers: Flying Assault Craft, Flying Transports, Flying Battlewagons,
- Fortifications, Cities, Walls

Note: all Sword and Pistol, Rifle, and Artillery are armed with Radium weapons and cost 10 points more for Sword and Pistol, and 20 points more for rifle and artillery than normal units of their type.

Characters and Magic

- Up to level two Clerics, and up to one level three Cleric (Banish does not work on any unit). All Clerics have Beastmaster for free
- Assassins, Healers, Alchemists, Bodyguards, Mechanics, Engineers
- Characters and/or units can buy *innate hide*, *innate apoplexy* or *innate disorient.*, Taunt.

BLACK PIRATES

Black Pirates adhere to the code. They are advanced. Black Pirate units cause fear in all Thern units the first time those units are contacted.

Allowed Units:

- Sword and Pistol (any number elite)
- Rifles
- Napoleonic LA and HA
- Fliers: Flying or Swimming Assault Craft (any number elite), Flying or Swimming Transports, Flying or Swimming Battlewagons,
- Fortifications, Cities, Walls

Note: all Sword and Pistol, Rifle, and Artillery are armed with Radium weapons and cost 10 points more for Sword and Pistol, and 20 points more for rifle and artillery than normal units of their type.

Characters and Magic

- Up to Level two Clerics. (Banish does not work on any unit).
- Characters or units, *innate apoplexy*
- Assassins, Healers, Alchemists, Bodyguards, Mechanics, Engineers

Special Rules:

If the Black Pirate's are losing, they may choose to "break the code" against any "inferior" army but another Black Pirate army. They then lose their rally bonus, but can fire their weapons at will, etc.

LOTHAR

Lothar does not adhere to the code and is not advanced.

Allowed Units:

- Hand Weapons (two units per 1000 points, these units cannot be illusionary armies)
- Large Monsters (Banths)
- Fortifications, Cities, Walls

Characters and Magic

- Up to Level 3 Illusionists. Rangers with bows and Spears can be Illusionary Units.
- Illusionists have Beastmaster for free
- General is a level three Illusionist (add the points)

ARMIES OF PEW MOGEL

Pew Mogel does not adhere to the Code of Honor. Semi Advanced.

Allowed Units:

- Flying Small Monsters (White Apes with Human Brains on large Birds) and are armed with Radium pistols for free.
- Large Monsters (White Apes)
- Synthetic Men (Undead HW and Undead Mobs)

- Blobs
- Regular LA
- One Leviathan

Note: all Artillery are armed with Radium weapons and cost 20 points more for artillery than normal units of their type.

Special Rules:

Pew Mogel is a 0,1 general, and must be attached to the Leviathan (if the Leviathan is used)

Special Rules:

The Leviathan is immune to all missile weapons, artillery, magic and melee (any demoralization or destroy result has no effect). It can only be defeated by a successful boarding action by a Marine in a flying assault craft with a character model attached. If the boarding action is successful, the character fights Pew Mogel. If the character kills or captures Pew Mogel, the character gains control of the colossus, and makes the colossus leaves the battlefield. If Pew Mogel is still on the colossus and escapes, fight another melee with the character, and if Pew Mogel wins (and is the only surviving character), he regains control of the colossus.

These flying small monsters fear rat swarms (if the rats are parachuted out of fliers), or if both are on the ground. This fear is so great; the flying small monsters are automatically demoralized, and then take a fear test as normal. Treat the rat swarms as mines from fliers, and apply the above as well as the effect from normal mines.

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