

# JOHN CARTER

## ADDENDA

As of November 1979

### Counters

**Nr. 053 (correction)** The second Yellow Martian Captain of the Guard counter should read "y1" (instead of "y3").

**Nr. 084 (correction)** There are two identical Kaldane Captain of the Guard counters marked "083." The number on one of those counters should be changed to "084."

**Nr. 116 (correction)** There is no counter marked 116 in the current countermix. There are, however, two counters marked 137 (Hovan Du and Mu Tel). The Hovan Du counter should be marked 116 (see also 11.9, Charts and Tables, below).

**Nr. 312 (addition)** The Sag Or counter should have a value of "1C7" on its reverse face, and should be at Level 1. All other information from the front face is repeated on the reverse face.

**Nrs. 841 through 850 (correction)** All calot counters should be marked at Level 1 (instead of Level 2).

**Neutral marker (correction)** There are two identical counters provided for Player 1 marked "x 1000." One of those two counters should be changed to "x 10000."

### Map

**Tactical Display. (clarification)** Each doorway is considered to be four boxes wide; the two boxes on either side of the door hashmark are part of the doorway (see diagram 2 below).

**City Display. (addition)** There should be a Legal Movement double-headed arrow connecting the Palace and the Nobles' Quarter ("3" to enter the Palace, "1" to enter the Nobles' Quarter). **(correction)** There should be arrows extending from the 2nd Alternate Pits and Arena to Areas 7B, 7C and the Palace proper.

### Charts and Tables

**[11.6] (clarification)** Area 9: If a 5 is rolled for a flying encounter, the player rolls again on the walking line, ignoring rolls of 1, 2, 4 or 6.

**[11.8] (omission)** The city Thurd is missing — its characteristics are as follows: (Area) 8, (Color) Green, (Encounter) Open, (City Modifier) NA, (Flier, Throat or Weapon Availability) No, (City Configuration) ADMP, and (Pit) regular.

**[11.9] (addition)** Add 116 (Hovan Du) to Morbus listings.

**[12.16] (clarification)** If a 10 is rolled, the hero should be selected in the order described in Case 17.15.

**[13.45] (clarification)** If an 8 or 9 is rolled when there is more than one villain, the Villain Player randomly determines which villain character dies.

### [19.33] (Omission) TARIO/LUUD MIND CONTROL TABLE

#### Hero vs. Tario/Luud

DIE	Result
1-4	Hero imprisoned; roll for accompanying female personage(s)
5-10	Tario/Luud flees as hero wins Mind Battle

#### Female Personage vs. Tario/Luud

DIE	Result
1-6	Personage in love with Tario/Eaten by Luud
7-10	Personage knocks Tario/Luud unconscious; hero rescued

### Diagrams (corrections)

DIAGRAM 2 (Blocking Terrain)

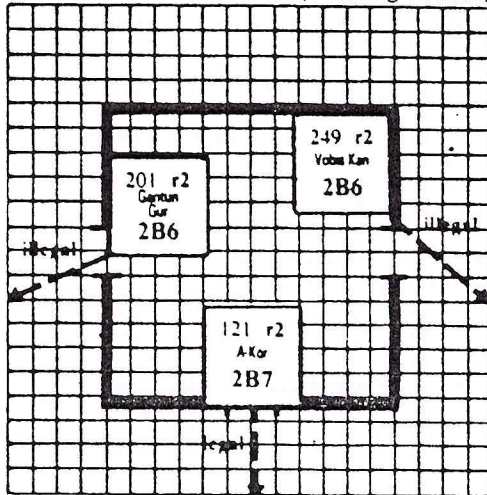
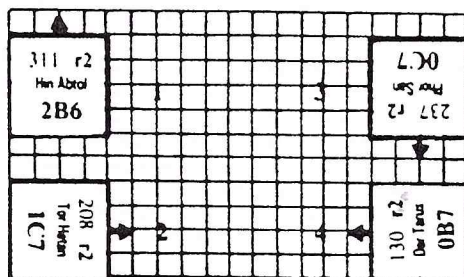


DIAGRAM 3 (Possible Facings)



### Rules

For convenience, the rules problems with *John Carter* have been divided between corrections and clarifications. Those readers concerned only with the spirit of the rules should ignore the clarification section.

#### Corrections

**[5.44] (omission)** Any character may be moved through or onto an unconscious hero counter, though the hero may not be harmed. A villain character (or a henchman) may carry an unconscious hero.

**[5.54] (addition)** A villain character may use (i.e., discover) a secret passageway while on the Tactical Display by being adjacent to a secret doorway for two consecutive Tactical Turns. All characters controlled by the Hero Player automatically discover that secret passageway after the villain character enters through the secret doorway. A hero may still discover a secret doorway through play of Random Event Cards 40, 41 or 42.

**[7.24] (change)** A hero character (and his entourage) may enter the House Display either through a doorway or a window. Each wall box on the House Display has a window, including the walls on the Turn Record Track side of the house; thus, a hero character may enter the display by being placed on any four box square adjacent to a

wall, as long as his counter does not cover an interior wall. If there is a character controlled by the villain in that four box square (since the Hero Player must write down where his characters are entering before the Villain Player deploys his counters), the hero must fight that character as if he were fighting through a doorway (see 7.34). If that villain-controlled character is slain, he may not cause discovery to occur, regardless of the number of Tactical Turns it takes the hero to slay the villain-controlled character (exception to 6.11). No character may ever exit the house display by a window (Exception: Random Event Card nr. 24). Heroes only entered by a window when guards made it impossible to do so by any other way.

**[7.64] (addition)** If a hero character kills a Beast of Mars or Villain Player-controlled character, the Hero Player may immediately advance the hero counter into the four-box square previously occupied by the hero's victim.

**[11.11] (change)** A hero and his entourage may have no more than two outdoor encounters when travelling to a particular destination city. It is assumed that the hero dispatches all other beasties and savage men with his trusty radium pistol. (There is no limit to the number of city encounters a hero may have.)

**[13.4] (omission)** When a villain performs an Unspeakable Act, he is placed in the same room as the princess, without his henchmen. The procedure used for the House Display (Case 7.24 and above) is employed (e.g., the hero could enter by a window), and half the warriors of Mars guarding the princess must be deployed inside rooms (rounding up).

**[16.16] (exception)** A villain may be hidden in any area in Gooli, because all areas in that city are deserted areas.

**[17.1] (addition)** If the hero loses a duel, his princess is placed in the palace dungeon. Guards are assigned to the princess according to Cases 16.14 and 16.15.

**[17.1 and 17.28] (correction)** The phrase "Pits/Arena" should be substituted for the phrase "Tower/Arena".

**[19.15] (correction)** The first sentence should read "If Woola is reduced below Level 1 (one)..."

### Clarifications

**[5.0]** Beasts of Mars counters are moved exactly as character counters are.

**[5.34]** A character is defined as being engaged in melee, if 1) the character performed melee during the previous Tactical Turn, or 2) the character lost a Level in melee during the previous Tactical Turn.

**[5.72]** An Enemy character may not move a personage if that personage is stacked with a Friendly character (i.e., the Friendly character counter shares at least one box with the personage counter).

**[6.23]** If an attacking character is to be considered around a corner and through a door, the door and the corner cannot be one and the same.

**[7.21]** If a player has more characters or Beasts of Mars than can fit in a shaded area, the Player places one of the excess counters on the shaded areas immediately after he moves one of his counters into a non-shaded four-box square, until all counters are in play.

**[7.25]** If there is more than one villain character, the Villain Player must deploy his extra villain characters adjacent to the "Villain's Throne".

**[7.33]** A character whose facing is changed but is not moved does not suffer a penalty in melee as described in this Case.

[7.93 and 7.94] The warriors of Mars are of the same color as the villain; thus, the warriors of Mars are red in 7.93 and Thern in 7.94.

[11.8] A hero who is moving by flier has an encounter on the "walking" line if he is in an open city.

[12.0] It never ceases to amaze me how many people do not understand the concepts of friendship, love and romance. Some guys are trying to give wargamers a bad name. A hero is befriended by any minor character he meets (who he does not have to duel). Any female personage who meets a hero falls in love with him, unless that female personage is already in love with another hero or is kin to that hero. Any male personage met by a hero will tag along with that hero (see 12.15).

[12.23] A character must be eligible for treachery (see 12.22) before he or she can perform treachery in a city occupied by the villain.

[13.3] The distinction between good and neutral minor characters is provided for the players' interest, and has no effect on the game.

[13.41] An "Unspeakable Act" Random Event Card may be played at any time during the City Sub-Game. A villain character of the Villain Player's choice is automatically placed in the same room as the princess.

[13.45] If Dejah Thoris kills herself (rather than be dishonored), then John Carter will not fall in love with anyone else again. After the most beautiful woman on two worlds, love with any other woman is an anti-climax.

[14.11] A hero may attempt to acquire both a flier and a thot or weapon in the same Phase. However, he must fight two duels to gain the items.

[14.13] A hero must always fight an acquisition duel alone.

**THE CITY SUB-GAME.** A hero must always enter through the Great Plaza, even if that area is not part of the city (the hero must then move into an area that is part of the city).

[15.0] A hero is not discovered (in the context of the City Sub-Game) when he rescues the princess unless he leaves a guardsman alive (or any villain-controlled minor character who happens to be there).

[15.0] If a hero loses a duel to his villain, he is *imprisoned* if the villain remains in the city, and *interned* if the villain flees the city.

[16.14] Guards for the princess and the villain are taken from counters not in play. The villain's entourage may never exceed the limits described in Case 10.5, but the Villain Player may freely substitute the characters in the entourage when given new characters.

[16.14] The characters who guard the personage do *not* count as members of the villain's entourage.

[17.1] If the hero is imprisoned, any accompanying female personages other than the princess are placed off-map. The princess is placed in the dungeon.

[17.28] A hero may attempt escape before he loses one (or two) Strategic Turns.

[17.33 and 17.34] If the hero challenges the villain to a duel, and there is more than one villain character, the Villain Player may choose how many of the villain characters he wishes to participate in the duel. If the hero wins a duel to the death against a villain character, surviving villain characters are considered defeated also.

[17.48] The hero character need not duel if he escapes from chains; he may flee the palace. If the Hero Player chooses this option, the city game would resume. If the hero character initiates a duel after escaping from chains and loses, he is reimprisoned. A hero who escapes from chains is unarmed.

[19.41] Kar Komak may materialize his warriors of Mars at any point during a duel (including the beginning). The warriors remain in play until slain or the conclusion of the duel during which they were summoned.

[19.53] If the Vor Daj Player exercises his Tor-dur-bar option, he is a two Level hero. He may duel as if he is a Grand Master. If Tor-dur-bar/Vor Daj should ever be reduced below Level 1, he becomes unconscious. Only good female personages will fall in love with Tor-dur-bar/Vor Daj (exception to 12.0); women who are not pure of heart will not be able to perceive his noble heart.

#### New Scenario

I mentioned in the *John Carter* rules that Tars Tarkas, the Green Martian chieftain, was my favorite character in the entire series. A reader was kind enough to provide me with the rough outline of rules to allow Tars Tarkas to be a participating hero.

#### [20.6] TARS TARKAS, HERO OF MARS

[20.61] Tars Tarkas is treated as a hero, and may duel Master Swordsmen (7.8) as does the Warlord, but Tars Tarkas has only three Levels. All rules pertaining to heroes may be employed for Tars Tarkas.

[20.62] Tars Tarkas begins the game accompanied by Lorquas Ptomet. Both are riding on thotats.

[20.63] Tars Tarkas begins the game in Thark. He receives a City Modifier of -6 whenever he is in that city.

[20.64] Tars Tarkas' "love" interest is his daughter Sola, who has been kidnapped by the cruel Tal Hajus. Tars Tarkas' conduct towards Sola will be just as exemplary as the Warlord's conduct towards Llana of Gathol. Tars Tarkas must return to Thark with Sola to win the game.

#### [20.65] Tars Tarkas

villain	henchmen	captive
Tal Hajus	6 Green Men	Sola

Tal Hajus may have a maximum of 7 henchmen at any one time.

[20.66] Tal Hajus is allowed only two destinations; the final destination *must* be either Warhoon or Torquas (villain's choice).

[20.67] Tal Hajus and Sola may not be deployed in the Palace (on the City Display), unless they are in either Warhoon or Torquas.

[20.68] Tars Tarkas may not use a flier unless accompanied by a hero, thern, invisible, red, white or black Martian.

[20.69] Sola will never betray Tars Tarkas. If Tal Hajus attempts an "Unspeakable Act" upon the person of Sola, a result of 10 causes Sola to die in agony. The Green Martians thought it great sport to torture people to death (it was the principle source of humor for the savages), and did not mate for love. Any resemblance between the modern American pastime of bondage and Green Martian habits is purely the product of the reader's mind.

I hope these changes, clarifications and additions will enhance the reader's enjoyment of *John Carter*. If a reader wishes to suggest new variants, he is perfectly welcome to send them to my attention for possible publication.

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