

Event nr. 01 *Hero Player Only*
Monster Frightened by Smell

Effect miraculous escape from the beast of Mars about to eat the Hero (and companions, if any).

Event nr. 06 *Hero Player Only*
Beast Distracted

Attacking beast of Mars becomes confused and Hero (and companions, if any) effects miraculous escape.

Event nr. 02 *Hero Player Only*
**Discover Convenient Tree
in the Nick of Time**

Effect miraculous escape from the beast of Mars about to eat the Hero (and companions, if any).

Event nr. 07 *Hero Player Only*
Beast Felled by Hero's Final Blow

Effect miraculous escape from beast of Mars about to eat Hero (and companions, if any).

Event nr. 03 *Hero Player Only*
Beast's Mate Endangered

Effect miraculous escape from the beast of Mars about to eat the Hero (and companions, if any).

Event nr. 08 *Hero Player Only*
**Beast's Head Crushed
in Tumble With Hero**

Effect miraculous escape from the beast of Mars about to eat the Hero (and companions, if any).

Event nr. 04 *Hero Player Only*
**Remember Poisoned Dagger
Just in Time**

Effect miraculous escape from the beast of Mars about to eat the Hero (and companions, if any).

Event nr. 09 *Play Immediately*
**Fierce Barsoomian Storm
Springs up**

All fliers destroyed after making desperate landing. No normal movement permitted this Turn.

Event nr. 05 *Hero Player Only*
**Valiant Barsoomian Comes
To Character's Rescue**

A mysterious stranger slays beast of Mars in question (and thereby enables the character to effect a miraculous escape), and then disappears into the wilderness without so much as introducing himself.

Event nr. 10 *Play Immediately*
Worst Storm in Memory Occurs

All fliers destroyed after making desperate landing. No normal movement permitted this Turn.

Event nr. 11 ***Villain Player Only***
Jealousy Undermines Loyal Friend
See Treachery rules, Case 12.2. Male Character only.

Event nr. 16 ***Hero Player Only***
**Remorse Drives Turncoat
Back to Forgiving Hero**
See Remorse rules, Case 12.3.

Event nr. 12 ***Villain Player Only***
**Lust Warps Mind
of Honest Companion**
See Treachery rules, Case 12.2. Male Character only.

Event nr. 17 ***Hero Player Only***
**Anguished Soul-Searching
Brings Traitor Back**
See Remorse rules, Case 12.3.

Event nr. 13 ***Villain Player Only***
**Treacherous Fiend Reveals
True Self**
See Treachery rules, Case 12.2. Characters of both sexes.

Event nr. 18 ***Villain Player Only***
**Villain Attempts to Besmirch
Fair Princess' Honor**
This card may only be played upon a Personage who has already been revealed as a Princess. See the Unspeakable Act rules, Case 13.4.

Event nr. 14 ***Villain Player Only***
Villain Corrupts Stalwart Friend
See Treachery rules, Case 12.2. Female Character only.

Event nr. 19 ***Villain Player Only***
**Inebriated Knave
Makes Quite Forward Advances**
See the Unspeakable Act rules, Case 13.4.

Event nr. 15 ***Villain Player Only***
**Revenge Motive Causes Defection
in Hero's Camp**
See Treachery rules, Case 12.2. Female Character only.

Event nr. 20 ***Villain Player Only***
**Arrogant Lustful Villain Forces
His Attentions upon Princess**
See the Unspeakable Act rules, Case 13.4.

Event nr. 21 **Hero Player Only**
**Discover Hidden Compartment
in Idol**

The Hero assumes the persona of a local god and gains the benefits thereof. See Random Events, Section 18.0.

Event nr. 26 **Villain Player Only**
**Shadowy Figure Attacks
Unsuspecting Victim in Dark Alley**

The Minor Character of the Villain Player's choice is attacked by an assassin. See the rules for Assassination in the Random Events Section, 18.0.

Event nr. 22 **Villain Player Only**
**Attacked by
Phor Tak's Disintegrating Ray**

If the hero and his retinue are travelling by flier, they immediately lose the flier, and, in addition, lose one Turn due to concussion suffered in the fall from the air.

Event nr. 27 **Hero Player Only**
**Discover Secret Cache of
Invisibility Pills**

Gain Agility of 10 (if John Carter, a 10/6—see Duelling rules) for one Duel only. In addition, regardless of Alertness, the first attack delivered by the character using the pills is by surprise. Afterwards, the normal Sequence of Play is used.

Event nr. 23 **Play Immediately**
Atmosphere Plant Fails

The Hero character controlled by the Player who pulled this card is moved (with any accompanying characters) immediately to the Atmosphere Plant. After they have been placed there, they may move normally on the next Turn. No Encounters are rolled while this special Movement is performed.

Event nr. 28 **Villain Player Only**
**Secret Curtain Opens
and Princess Disappears**

See rules for Abduction in the Random Events Section, 18.0.

Event nr. 24 **Hero Player Only**
Discover Invisible Flying Boat

The Player who uses this card may have any characters escape who are either outdoors or adjacent to a window or door. This takes precedence over all rules of melee, except the foes get a parting strike at the fleeing characters.

Event nr. 29 **Villain Player Only**
**Henchman Distracts Hero
as Villain Kidnaps Princess**

See rules for Abduction in the Random Events Section, 18.0.

Event nr. 25 **Villain Player Only**
**Assassin Waylays
Unsuspecting Friend of Hero**

The Minor Character of the Player's choice is attacked by an assassin. See the rules for Assassination in the Random Events Section, 18.0.

Event nr. 30 **Villain Player Only**
**Bold Rogue Seizes Princess From
Under Hero's Nose**

See rules for Abduction in the Random Events Section, 18.0.

Event nr. 31 *Villain Player Only*
**Evil Villain Grabs Princess
and Runs Off**

See rules for Abduction in Random Events Section, 18.0.

Event nr. 36 *Villain Player Only*
**Guard Listens at Door During
Hero's Strategy Conference**

The Player owning a Villain may flee the City regardless of whether the Hero character has discovered him yet or not. May not be played when Hero is in the same House Box as the Villain, or if Villain is in his Final Destination.

Event nr. 32 *Villain Player Only*
**Controls of Flier Destroyed
by Unknown Saboteur!**

Draw an extra Movement Card and then lose the flier.

Event nr. 37 *Play Immediately*
Life Runs Rampant at Morbus

The Hero character who is closest to Morbus (if two are equidistant, roll a die) is moved (with his companions, if any) to Helium immediately. He and his retinue are placed at Helium, with no possible Encounter on the way, and may move normally next Turn.

Event nr. 33 *Villain Player Only*
**Directional Compass of Flier
Meddled with**

The Villain who plays this card may choose the Hero's next destination, so long as the destination is within one line of the Hero's current city. The affected Hero must be moved to the destination, at which point his flier is considered destroyed.

Event nr. 38 *Hero Player Only*
Pry Blocks of Stone out of Prison

The Hero may escape from imprisonment and move secretly thereafter. He may choose whether or not he takes any characters who have befriended him in Prison during his escape.

Event nr. 34 *Hero or Villain Player*
Commandeered into Army

The Hero upon whom (or by whom) this is played loses one Turn's movement (and the attendant Encounter), but may roll on the Prison Befriending Table.

Event nr. 39 *Hero Player Only*
Slug Turnkey and Escape

The Hero may escape from imprisonment and move secretly thereafter. He may choose whether or not he takes any characters who have befriended him in prison during his escape.

Event nr. 35 *Villain Player Only*
**Servant in Hero's Entourage
Secretly in Pay of Villain**

The Player owning a Villain may flee in a City regardless of whether the Hero character has discovered him yet or not. May not be played when the Hero is in the same House Box as the Villain, or if the Villain is in his Final Destination.

Event nr. 40 *Hero Player Only*
Find Ancient Map of City

The Hero possessing this Card may enter the City Display via the Secret Entranceway, or may use the Card to enter Secret Passageways on the Palace Display.

Event nr. 41 *Hero Player Only*
**Discover Old Door at Ruined Part
of Walls**

The Hero possessing this card may enter the City Display via the Secret Entranceway, or may use the Card to enter Secret Passageways on the Palace Display.

Event nr. 46 *Hero Player Only*
Sith-Killing Spear

Normally, the sith of the Kaolian woods cannot be killed. However, the possessor of such a spear may duel a sith normally.

Event nr. 42 *Hero Player Only*
**Remember Secret Entrance
of Legend**

The Hero possessing this Card may enter the City Display via the Secret Entranceway, or may use the Card to enter Secret Passageways on the Palace Display.

Event nr. 47 *Hero Player Only*
Discover Usable Sith Sacs

Normally, the sith of the Kaolian woods cannot be killed. However, play of this card allows the Hero and companions (if any) to Duel a sith normally.

Event nr. 43 *Hero Player Only*
**Hero Plays
upon Ancient Superstition**

When this card is played, the Hero may avoid fighting Warriors of Mars who have been sent to capture him (via Discovery). The Villain may choose to engage the Hero in a duel immediately, however.

Event nr. 48 *Hero Player Only*
**Deadly Sith Venom Allows Party
to Engage Sith in Duel**

Normally, the sith of the Kaolian woods cannot be killed. However, play of this card allows the Hero and companions (if any) to Duel a sith normally.

Event nr. 44 *Hero Player Only*
**Friendly Patrol Appears
to Aid Hero**

This may be used to negate any Outdoor Encounter, before the Players go to the Tactical Displays. Simply treat any encounter as a "No encounter."

Event nr. 49 *Hero Player Only*
Man Hero Saved Repays Favor

A Warrior of Mars who the Hero saved many years previously releases him from the group that captured him. This card is used to avoid Turn Delay, Internment or Imprisonment.

Event nr. 45 *Hero Player Only*
**Home Fleet Patrol Chances by
at Opportune Moment**

This may be used to negate any outdoor encounter, before the Players go to the Tactical Displays. Simply treat any encounter as a "No encounter."

Event nr. 50 *Hero Player Only*
Boyhood Friend Lets Hero Go Free

A Warrior of Mars the Hero knew in his formative years releases him from the group that captured him. This card may be used to avoid Turn Delay, Internment or Imprisonment.

Event nr. 51 *Hero Player Only*
**Impressed Heliumite Aids Hero
in Escape**

A native of Helium recognizes the Hero and releases him. This card may be used to avoid Turn Delay, Internment, or Imprisonment.

Event nr. 56 *Hero Player Only*
**Comrades Come to the Rescue
in Arena**

When played before the start of an Arena Duel, all companions of the Hero may join him in the Arena combat. In addition, the Hero receives one Minor Character from his home City (see the Character Directory) and three Warriors of Mars native to that City.

Event nr. 52 *Hero Player Only*
**Mad Scientist Saves Hero
Then Uses Him For Experiment**

Hero may avoid any encounter with this Card (except via discovery), but loses one Turn escaping from the clutches of the diabolical mad scientist.

Event nr. 57 *Villain Player Only*
**Character Slips and Falls
on Pool of Blood**

When this card is played on a character, he may not melee in that Turn, and any characters meleeing the stricken character add two to their die-roll to hit. On the subsequent Turn, the character may melee, but must subtract two from his roll to hit.

Event nr. 53 *Hero Player Only*
Employ Skin Dye to Dupe Guards

The Hero and his companions gain the benefit of disguise (see the Duelling rules), as long as they do not melee an Enemy character.

Event nr. 58 *Villain Player Only*
Foul Blow Trips Character

When this card is played on a character, he may not melee in that Turn, and any characters meleeing the stricken character add two to their die-roll to hit. On the subsequent Turn, the character may melee, but must subtract two from his roll to hit.

Event nr. 54 *Hero Player Only*
**Stolen Clothes Allow Hero
to Pass for Native**

The Hero and his companions gain the benefit of disguise (see the Duelling rules), as long as they do not melee an Enemy Character.

Event nr. 59 *Hero Player Only*
**Electric Flow to Magnet
Interrupted by Advance Party**

A brave group of scouts penetrate the Kadabran defenses and allow our Hero to use a flier to convey his friends to the North Pole.

Event nr. 55 *Villain Player Only*
Crisis at Home Calls Hero Away

If a Hero Player possesses two Heroes at the same time, the Villain Player may send the second Hero (the one that the Player did not originally control) away. Remove the counter from play. May not be played in Duel.

Event nr. 60 *Hero Player Only*
**New Invention Temporarily Shorts
out Giant Magnet**

Hero's clever device temporarily nullifies giant magnet and allows passage to the North Pole.

Event nr. 61 **Hero Player Only**

**Hero Defeats Magnet's Guard;
Discombobulates Controls**

After defeating the guard of the magnet, the Hero races back to his flier and flies to the North Pole.

Event nr. 62 **Hero Player Only**

**Princess Waves to Hero
From Window**

The Villain Player must divulge the Area, House and Room in which the female Personage the Hero is in Love with is hidden.

Event nr. 63 **Hero Player Only**

**Unerring Instinct Guides Hero
to Beloved**

The Villain Player must divulge the Area, House and Room in which the female Personage the Hero is in Love with is hidden.

Event nr. 64 **Hero Player Only**

**Man Pledges Unflagging Loyalty
To Hero**

The Minor Character upon whom the Hero plays this card may *never* betray the Hero.

Event nr. 65 **Hero Player Only**

**Woman Declares Her Undying
Love/Friendship for Hero**

The Female Personage upon whom the Hero plays this card may *never* betray the Hero.

**Random
Event**

John Carter, Warlord of Mars™

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Event**

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Event**

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First Player Diplomacy 156

Cards on the Table

First Player Diplomacy 159

Mutual Defense Pact

First Player Diplomacy 157

Stab in the Back

First Player Diplomacy 160

Bribery

First Player Diplomacy 158

Appeal to Greed

First Player Diplomacy 161

**Offer Daughter's Hand
in Marriage
(May only be Played
Once per Neutral)**



John Carter, Warlord of Mars™

FIRST PLAYER

Diplomacy

John Carter, Warlord of Mars™

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John Carter, Warlord of Mars™

FIRST PLAYER

Diplomacy

JOHN CARTER
Warlord
of Mars

Second Player Diplomacy 162

Cards on the Table

Second Player Diplomacy 165

Mutual Defense Pact

Second Player Diplomacy 163

Stab in the Back

Second Player Diplomacy 166

Bribery

Second Player Diplomacy 164

Appeal to Greed

Second Player Diplomacy 167

**Offer Daughter's Hand
in Marriage
(May only be Played
Once per Neutral)**

JOHN CARTER
Warlord
of Mars

John Carter, Warlord of Mars™

SECOND PLAYER

Diplomacy

John Carter, Warlord of Mars™

SECOND PLAYER

Diplomacy

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