**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. 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. 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. 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 traveling 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. 32
**Villain Player Only**
**Controls of Flier Destroyed by Unknown Saboteur!**
Draw an extra Movement Card and then lose the flier.

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. 34
**Hero or Villain Player**
**Commancheed 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. 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. 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. 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. 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. 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. 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
**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
**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
**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
**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 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
**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
**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
**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. 50
**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 along 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 along 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.
<table>
<thead>
<tr>
<th>Movement nr.</th>
<th>Haads Traveled by . . .</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Walking</td>
</tr>
<tr>
<td>Movement nr. 66</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 67</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 68</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 69</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 70</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 71</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 72</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 73</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 74</td>
<td></td>
</tr>
<tr>
<td>Movement nr. 75</td>
<td></td>
</tr>
</tbody>
</table>
Haads Traveled by . . .
Walking     Throat     Flier
1200        2400        4800

Movement nr. 86

Movement nr. 87

Movement nr. 88

Movement nr. 89

Movement nr. 90

Movement nr. 91

Movement nr. 92

Movement nr. 93

Movement nr. 94

Movement nr. 95
<table>
<thead>
<tr>
<th>Movement nr.</th>
<th>Movement Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>106</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>1500 3000 6000</td>
</tr>
<tr>
<td>111</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>00 00 00</td>
</tr>
<tr>
<td>107</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>1500 3000 6000</td>
</tr>
<tr>
<td>112</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>00 00 00</td>
</tr>
<tr>
<td>108</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>1500 3000 6000</td>
</tr>
<tr>
<td>113</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>00 00 00</td>
</tr>
<tr>
<td>109</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>1500 3000 6000</td>
</tr>
<tr>
<td>114</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>4000 8000 12000</td>
</tr>
<tr>
<td>110</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>1500 3000 6000</td>
</tr>
<tr>
<td>115</td>
<td>🕐 Walking 🕐 Throat 🕐 Flier</td>
</tr>
<tr>
<td></td>
<td>4000 8000 12000</td>
</tr>
</tbody>
</table>
Acquisition nr. 116
**Weapons and Thoats:** SUCCEED.
(Dispatch two guardsmen).
**Flier:** SUCCEED.
(Dispatch three guardsmen).

Acquisition nr. 117
**Weapons and Thoats:** SUCCEED.
(Slay noble and two bodyguards).
**Flier:** SUCCEED.
(Slay noble and three bodyguards).

Acquisition nr. 118
**Weapons and Thoats:** SUCCEED.
(Defeat three men of the guard).
**Flier:** SUCCEED.
(Defeat four men of the guard).

Acquisition nr. 119
**Weapons and Thoats:** SUCCEED.
(Escape unobserved from house).
**Flier:** SUCCEED.
(Lovesick slave aids Hero).

Acquisition nr. 120
**Weapons and Thoats:** SUCCEED.
(Slave from Helium aids Hero).
**Flier:** SUCCEED.
(Daring leap frustrates guards).

Acquisition nr. 121
**Weapons and Thoats:** SUCCEED.
(Chance across necessary items).
**Flier:** SUCCEED.
(Sneak into deserted hangar).

Acquisition nr. 122
**Weapons and Thoats:** SUCCEED.
(Skewer inattentive guard).
**Flier:** Duel two Warriors of Mars on Open Display.
(Alert sentry spots Hero).

Acquisition nr. 123
**Weapons and Thoats:** SUCCEED.
(Sandbag surprised servant).
**Flier:** Duel three Warriors of Mars on Open Display.
(Son of owner and two friends challenge Hero).

Acquisition nr. 124
**Weapons and Thoats:** SUCCEED.
(Slave decides Hero is valorous man and aids him).
**Flier:** Duel Noble and 2 Warriors of Mars on Open Display.
(Owner and bodyguard surprise Hero).

Acquisition nr. 125
**Weapons and Thoats:** SUCCEED.
(Dazzle personal guard of noble with swordsmanship — become good friends).
**Flier:** Duel three Warriors of Mars on Street Display.
(Suspicious soldiers attack Hero).
Acquisition nr. 126

**Weapons and Thoats:** Duel one Warrior of Mars on Open Display.
*(Lone guardsman intercepts Hero)*.

**Flier:** Duel two Warriors of Mars on Open Display.
*(Guardsmen working in tandem attack Hero)*.

Acquisition nr. 131

**Weapons and Thoats:** Duel four Warriors of Mars on Street Display.
*(Victimized householder calls “Thief!” Street battle ensues)*.

**Flier:** Duel Noble and three Warriors of Mars on Flier Display.
*(Hero rashly attacks noble and bodyguard)*.

Acquisition nr. 127

**Weapons and Thoats:** Duel two Warriors of Mars on Street Display.
*(Two bystanders wish to make sport of Hero)*.

**Flier:** Duel three Warriors of Mars on House Display.
*(Treachery slave alerts household to presence of Hero)*.

Acquisition nr. 132

**Weapons and Thoats:** Duel five Warriors of Mars on Open Display.
*(Barroom brawl provides cover for Hero, but severely tests his mettle)*.

**Flier:** Duel six Warriors of Mars on Flier Display.
*(Hero dragged into wild melee)*.

Acquisition nr. 128

**Weapons and Thoats:** Duel three Warriors of Mars on Street Display.
*(Panthers assault Hero)*.

**Flier:** Duel four Warriors of Mars on Open Display.
*(Hangar owner and bodyguard spot Hero)*.

Acquisition nr. 133

**Weapons and Thoats:** Duel six Warriors of Mars on House Display.
*(Extremely well-guarded provisions could prove Hero’s undoing)*.

**Flier:** Duel seven Warriors of Mars on Flier Display.
*(Hero makes desperate attempt to wrest rifle from crew)*.

Acquisition nr. 129

**Weapons and Thoats:** Duel three Warriors of Mars on House Display.
*(Hero cornered in alley; must fight his way through house)*.

**Flier:** Duel four Warriors of Mars on Flier Display.
*(Hero attempts to rout routine patrol from flier)*.

Acquisition nr. 134

**Weapons and Thoats:** Duel five Warriors of Mars on Street Display.
*(Escape blocked by friends of family)*.

**Flier:** Duel six Warriors of Mars on House Display.
*(Hero ducks into house only to find ready guard)*.

Acquisition nr. 130

**Weapons and Thoats:** Duel four Warriors of Mars on Open Display.
*(Night watchmen are more vigilant than usual)*.

**Flier:** Duel Captain of the Guard and two Warriors of Mars on Flier Display.
*(Quick swordsman arrests Hero’s attempted getaway)*.

Acquisition nr. 135

**Weapons and Thoats:** Duel six Warriors of Mars on Street Display.
*(Thoat proves difficult to control)*.

**Flier:** Duel seven Warriors of Mars on House Display.
*(Fliers under strict security cordon)*.
Master Swordsman: Thrust
Fleet Maneuver: Line Ahead

Master Swordsman: High Cut
Fleet Maneuver: Line Left

Master Swordsman: Low Cut
Fleet Maneuver: Line Right

Master Swordsman: Slash
Fleet Maneuver: Flank Left

Master Swordsman: Disengage
Fleet Maneuver: Flank Right

Master Swordsman: Lateral Parry
Fleet Maneuver: Encircle

Master Swordsman: Circular Parry
Fleet Maneuver: Reverse

Master Swordsman: Sidestep
Fleet Maneuver: Feint

Master Swordsman: Duck
Fleet Maneuver: Column Ahead

Master Swordsman: Stop Hit
Fleet Maneuver: Impossible
<table>
<thead>
<tr>
<th>Second Player Maneuver/Option nr. 146</th>
<th>Second Player Maneuver/Option nr. 151</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Master Swordsman:</strong> Thrust</td>
<td><strong>Master Swordsman:</strong> Lateral Parry</td>
</tr>
<tr>
<td><strong>Fleet Maneuver:</strong> Line Ahead</td>
<td><strong>Fleet Maneuver:</strong> Encircle</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Maneuver/Option nr. 147</td>
<td>Second Player Maneuver/Option nr. 152</td>
</tr>
<tr>
<td><strong>Master Swordsman:</strong> High Cut</td>
<td><strong>Master Swordsman:</strong> Circular Parry</td>
</tr>
<tr>
<td><strong>Fleet Maneuver:</strong> Line Left</td>
<td><strong>Fleet Maneuver:</strong> Reverse</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Maneuver/Option nr. 148</td>
<td>Second Player Maneuver/Option nr. 153</td>
</tr>
<tr>
<td><strong>Master Swordsman:</strong> Low Cut</td>
<td><strong>Master Swordsman:</strong> Sidestep</td>
</tr>
<tr>
<td><strong>Fleet Maneuver:</strong> Line Right</td>
<td><strong>Fleet Maneuver:</strong> Feint</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Maneuver/Option nr. 149</td>
<td>Second Player Maneuver/Option nr. 154</td>
</tr>
<tr>
<td><strong>Master Swordsman:</strong> Slash</td>
<td><strong>Master Swordsman:</strong> Duck</td>
</tr>
<tr>
<td><strong>Fleet Maneuver:</strong> Flank Left</td>
<td><strong>Fleet Maneuver:</strong> Column Ahead</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Maneuver/Option nr. 150</td>
<td>Second Player Maneuver/Option nr. 155</td>
</tr>
<tr>
<td><strong>Master Swordsman:</strong> Disengage</td>
<td><strong>Master Swordsman:</strong> Stop Hit</td>
</tr>
<tr>
<td><strong>Fleet Maneuver:</strong> Flank Right</td>
<td><strong>Fleet Maneuver:</strong> Impossible</td>
</tr>
</tbody>
</table>
Cards on the Table

Mutual Defense Pact

Stab in the Back

Bribery

Appeal to Greed

Offer Daughter's Hand in Marriage (May only be Played Once per Neutral)
<table>
<thead>
<tr>
<th>Second Player Diplomacy 162</th>
<th>Second Player Diplomacy 165</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cards on the Table</strong></td>
<td><strong>Mutual Defense Pact</strong></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Diplomacy 163</td>
<td>Second Player Diplomacy 166</td>
</tr>
<tr>
<td><strong>Stab in the Back</strong></td>
<td><strong>Bribery</strong></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Second Player Diplomacy 164</td>
<td>Second Player Diplomacy 167</td>
</tr>
<tr>
<td><strong>Appeal to Greed</strong></td>
<td><strong>Offer Daughter’s Hand in Marriage (May only be Played Once per Neutral)</strong></td>
</tr>
</tbody>
</table>

*John Carter: Warlord of Mars*