

## **The Coming of the Martians (H.G. Wells)**

*No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own; that as men busied themselves about their various concerns they were scrutinised and studied, perhaps almost as narrowly as a man with a microscope might scrutinise the transient creatures that swarm and multiply in a drop of water.*

### **Rules**

The race is taking place on Horsell Common. Martians may appear and disrupt the race, but it would be unsporting to call it off in the trivial case of an alien invasion. The army chaps can handle that later. After the race.

I recommend not having more than 3 Cylinders land in any given race and no more than 3 Tripods. For the Cylinders I use silver painted Ice Tea drink bottles, sawn at an angle. The crater rim can be represented with bushes, sponge, clay or plasticine. There is an excellent paper model Tripod that can be downloaded from here - [http://home.hetnet.nl/mr\\_11/173/erwin47/models/tripod/](http://home.hetnet.nl/mr_11/173/erwin47/models/tripod/)

A way to determine the random location of a cylinder is to roll for the table edge, roll for how many inches away from the centre of the table edge – and finally a roll for how far into the table the Cylinder appears.

### **Changes to the Spoiler rules.**

As usual the first turn's Joker does nothing.

After the second turn's Joker is turned up, the first cylinder falls. See the Falling Star card for details. Whenever the Joker is turned over thereafter, take a card from the The Coming of the Martians Deck (or activate a Spoiler) and move a random Tripod (if one is on the board) a distance of 4D6" towards the farthest table edge from its initial Cylinder. Ignore terrain. It pretty much acts as a moving obstacle, but one capable of using an Heat Ray. If it moves through a Conveyance, treat it as being Rammed. Spoilers may still turn up, depending on how crowded a game you want. As I play this with few participants, I use quite a few figures for the crowd watching, so they can rush over to the Cylinders and then run away later getting in the racers' way.

### **Recommended Deck of Cards-**

2 of The Falling Star  
3 of The Tripod  
6 of The Heat Ray  
3 of Bacteria

Fold in the middle and glue :-

## The Falling Star

*Then came the night of the first falling star. It was seen early in the morning, rushing over Winchester eastward, a line of flame high in the atmosphere. Hundreds must have seen it, and taken it for an ordinary falling star. Albin described it as leaving a greenish streak behind it that glowed for some seconds. Denning, our greatest authority on meteorites, stated that the height of its first appearance was about ninety or one hundred miles. It seemed to him that it fell to earth about one hundred miles east of him.*

## Rules

## Roll D6

**1-3:** A Cylinder lads in a random location on the table creating a randomly sized impact crater (2d6"+2" in diameter). The crater rim is a linear obstacle that can't be crossed by wheeled or tracked conveyances. Any buildings or other terrain partially in the crater are ruined and damaged. Buildings or bridges that are necessary to complete the lap of the race can be destroyed, however -bits always remain and seem to fall to form a ramp as soon as the crater is formed.

**4-6:** If there are no closed Cylinders on the table, treat as above. Otherwise:-

## The Cylinder Opens

*The end of the cylinder was being screwed but from within. Nearly two feet of shining screw projected. Somebody blundered against me, and I narrowly missed being pitched onto the top of the screw. I turned, and as I did so the screw must have come out, for the lid of the cylinder fell upon the gravel with a ringing concussion.*

## Rules

All civilians near the crater panic and scatter 2d6" directly away (but they avoid hitting Conveyances. Every turn thereafter they gradually move back 4" in fascination. If there are multiple Cylinders, randomly determine which unopened one opens.

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## The Heat-Ray

*Forthwith flashes of actual flame, a bright glare leaping from one to another, sprang from the scattered group of men. It was as if some invisible jet impinged upon them and flashed into white flame. It was as if each man were suddenly and momentarily turned to fire.*

## Rules

If there are more than one Cylinders or Tripods on the table, only one attacks – determine randomly which.

### Roll a D6

**1-2: Civilian Targets :** D6 of the nearest civilians (or Spoilers) are crisped, the rest that have a LOS (line of sight) to this event scatter 2D6" directly away. Every turn thereafter they move a further 2d6" away. If they reach a table edge, they disappear.

**3-4: Terrain Target :** A random nearby tree or building is set on fire. It burns for D6 turns before being removed. Conveyances that come within 4" of it are overwhelmed by the intense heat. Treat as an attack on the Pilot (an "A" result). Buildings or bridges that are necessary to complete the lap of the race are valid targets, however -bits always remain and seem to fall to form a ramp as soon as they are hit. But those using the ramp still take damage while the fire is present.

**5-6: Conveyance Target :** Nearest D3 conveyances are attacked. Treat as an attack on the Conveyance (a “B” result).

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### The Tripod

*And this Thing I saw! How can I describe it? A monstrous tripod, higher than many houses, striding over the young pine trees, and smashing them aside in its career; a walking engine of glittering metal, striding now across the heather; articulate ropes of steel dangling from it, and the clattering tumult of its passage mingling with the riot of the thunder. A flash, and it came out vividly, heeling over one way with two feet in the air, to vanish and reappear almost instantly as it seemed, with the next flash, a hundred yards nearer. Can you imagine a milking stool tilted and bowled violently along the ground? That was the impression those instant flashes gave. But instead of a milking stool imagine it a great body of machinery on a tripod stand.*

#### Rules

Place a Tripod at the Cylinder. If there are more than one Cylinders, determine which one randomly. Face it towards the farthest table edge.

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### Bacteria

*And scattered about it, some in their overturned war-machines, some in the now rigid handling-machines, and a dozen of them stark and silent and laid in a row, were the Martians -- dead! -- slain by the putrefactive and disease bacteria against which their systems were unprepared; slain as the red weed was being slain; slain, after all man's devices had failed, by the humblest things that God, in his wisdom, has put upon this earth.*

#### Rules

All the occupants of a random Cylinder or Tripod die and the machine stops functioning. It stops using its Heat Ray. If a Tripod, then it stops moving as well, but does not fall over. If a Cylinder, no new Tripod will appear from it.

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