

## GREEN BLOOD & RED BLOOD FOR MARS ARMY LISTS

The Army Lists are intended to assist players in designing balanced and realistic scenarios. The lists should not be considered the only option. Players may want to design custom armies for use in a specific genre campaign. Additional research may find special units for some armies which are not listed here.

The European nations are similar but not exact to their Historical Counterparts. Some adjustments have been used for simplicity of organization. Certain troop types are merged into a single class. Other changes are included to account for VSF technology. European weapons are based on the later decades of the 1800s. The Earth term cavalry is used though the riders may be mounted on horses or a variety of other animals. The Martian Forces can be based on only one of the Three cultures provides or a combination of the different cultures can be used.

The armies are divided into either 'European Trained' (**E**) or Native (**N**) troop types. European trained refers to those Drilled troops which use specific organizations, formations and tactics to conduct battlefield maneuvers. Native troops use irregular organizations and some formations but their focus is to make contact with the enemy rather than to use firepower as a tactic. European trained troops are mounted SIX castings per stand in two equal ranks. Most Native troops are mounted EIGHT castings per stand. However using nine castings for Levy "0" rated troops helps identify them from better quality native troops. Both categories use THREE foot castings for Skirmish troops.

For Cavalry, both groups use TWO castings for Light Cavalry and THREE castings per stand for Irregular or Heavy Cavalry. Skirmishing stands have one casting on it.

Vehicles and Aviation are one model per stand but represent two ships.

### Weapon Classes. Distance Fire

The Improved Rifle (**IR**) has a high rate of fire in addition to being very accurate.

The Rifle (**R**) is very accurate and has a very long range.

The Musket (**M**) category represents various types of poor quality firearms. The various weapons under this category include those prone to mis-fire, inaccurate and slow rate of fire. Some Native troops armed with Rifles are so rated due to poor training and a lack of ammunition

**MC** and **RC** refer to Cavalry armed with carbines w/o bayonets.

Bows (**B**) and Javelins (**J**) are the distance weapons used by most Native armies and are carried in addition to a Melee weapon. They have a short effective range.

### Weapon Classes Melee Combat

Improved Rifles, Rifles and Muskets in European Trained units are equipped with bayonets.

Those troop types which used a sword rather than a bayonet are marked with a (#).

Short Thrusting Spears and Halberds (**ST**) were considered as deadly as a bayonet...

(**SW**): All melee weapons include the various knives, long spears, axes and swords.

The Lance (**LS**) was often used in addition to a sword and the weapon is grouped into the same melee category. The Lance was a Morale issue, so its main effect is to cause a Morale check.

A Shield (**SH**) had no effect of Musketry but provided an advantage in a Melee.

(,): Comma indicates that it is a multi-armed unit or equipped with shield

(/): Slash indicates that units are equipped with one or the other weapon type.

(**Or**): This indicates that some units can be of one type and others of another. The Size corresponds to the type on that side of the **or**.

**Morale Ratings** are :

- 0 = Raw untrained militia - Levy
- 1 = Veteran Militia and Volunteers - Green
- 2 = Trained Volunteers, Long Service Followers and Regulars
- 3 = Veteran and Elite Troops
- 4 = Elite formations of Regular units or Fanatics

Morale of #-# (ex. 1-2) indicates that up to 1/2 of the units can be a higher MG.

**SIZE** : The number of Stands in a unit (Company, etc).

**UNIT** : The number of Units which comprise a Command (Battalion).

(%) : The max percentage of that troop type allowed to make a balanced force.

Artillery Notes: Provides a ratio of Artillery stands to other troop stands.

All Artillery crews are MG 2..

Great Britain	Type	Size	Unit	%Army	Morale	Weapons
Guard	E	3	5-8	10	4	R/IR
Veteran Inf	E	2	5	20	3	R/IR
Regular Inf	E	2	5-8	50	2	R/IR
Highland	E	3	5-8	25	3	R/IR
Light Inf	E or Sk	2 or 4	5	15	2	R/IR
Rifles	E or Sk	2 or 4	5	10	3	IR
Naval Inf	E	2	4	10	1	R
Vol Inf	E	2	4	10	1	R
Vol Cav	LC	4	2	10	1	RC,Sw
Lancers	LC	4	2	15	2	LS,RC
Light Cav/Mtd Inf	LC,Sk	4	2	15	2	RC,Sw
Hvy Cav	BC	3	2	10	2	RC,Sw

Infantry regiments were authorized eight companies but some were on detached duty during a campaign. Volunteers includes local units. Artillery is 75% RC and 25% GG.

Martian Pro GB	Type	Size	Unit	%Army	Morale	Weapons
Sepoys	E	2	6	50	1-2	R
Elites	E	2	6	20	3	R
Light Inf/Rifles	E or Sk	2 or 4	6	10	3	R/IR
Lancers	LC	6	2	10	3	LS,RC
Reg Cav	LC	6	2	10	2	Sw,RC
Irrg Allied Cav	LC or BC	4	2-4	10	1	Sw

Infantry regiments often had companies on detached duty. Irregular Cavalry are native troops who fought for the British. Arty ratio is 1:12 and guns were 75% were RC and 25% GG..

Some sources suggest that Martian tribal units may be based on the situation found in India's Northwest frontier region with local tribes constantly fighting among each other, despite the incursion of the Earth powers.

<b>Blue Martians</b>	Type	Size	Unit	%Army	Morale	Weapons
Mandan & Isazai	Skor N	4	3	20	2	M#, Sw
Mandan Mtd	LC	6	2	1	2	Sw/LS
Wazirs Elites	N or Sk	2 or 6	4	12	2	R#
Wazirs Levy	N	3	3	12	1	Sw,Sh
Wazir Scouts	Sk	4	4	12	1	M#
Iliaszai	N	5	4	50	0	Sw,Sh
<b>Green Martians</b>						
Turis Mtd	LC	6	3	1	3	LS/Sw,Sh
Turis Ft	Sk	3	3	6	3	M#
Orak	N	3	4	16	2	M#
Kambar	N	3	3	3	1	J,Sw,Sh
Malikdin Elite	Sk	4	2	2	3	R#
Kuki-Zakha	N or SK	2	3	9	3	R#
<b>Yellow Martians</b>						
Baluchi	N	4	4	9	0-1	Sw,Sh
Kohistanis	Sk	4	2	4	1	M#
Chilasis Firelocks	N	3	3	7	2	M#
Chilasis	N	3	3	4	1	Sw,Sh
Aka Firelocks	Sk	4	2	1	3	M#
Ghazis	Sk	3	2	1	4	Sw,Sh
Khan Guard	LC or SK	3	2	1	3	LS or R#
All Levies	N	3	3	40	0-1	Sw,Sh

Instead of Army % the number indicates the total number of units for that troop type. Arty is all SB and the ratio is 1:20. Different tribes cannot be used with other tribes..

The Zulus are one Option for the Tribal Martians located in the heavily wooded and Jungle areas. Since Matians are regarded as having several skin tones, this could be one of them.

GREEN	Type	Size	Unit	%Army	Morale	Weapons
White Sh	N	3	3	20	4	ST, Sh, J
Mix Sh.	N	3	4	30	3	ST, Sh, J
Black Sh	N	3	4	50	2	ST, Sh, J/M#
Scouts	Sk	4	2	10	1	J,ST, Sh
Mtd Scouts	LC	3	1	5	1	J,ST, Sh

Scouts with rifles are limited to one unit and fire as M rated.

The Dervish seem to be used as the basis of the Martian Tribal forces in some sources.

YELLOW	Type	Size	Unit	%Army	Morale	Weapons
Warriors	N	4	4	50	1-4*	ST/Sw,Sh
Levy	N	4	4	50	0-1	Sw,Sh
Scouts	Sk	4	2	20	1	M#/J,Sh
Cavalry	BC	6	3	20	1-3*	J,Sh
Cavalry Scout	LC	5	2	10	1	M#/J,Sh
Jihadah	E	3	3	20	2-3	R#

Guns are 25% RC, 25% GG, 50% SB. Ratio is 1:12

The Chinese List with their myriad of force options seemed to be the most representative of the urban native Martians. The lists also imply the existence of a decaying Imperial situation. The forces here could cover Martians tribes of several skin tones.

<b>Martian- IMPERIAL</b>	Type	Size	Unit	%Army	Morale	Weapons
Regular	E	3	4	50	2	M/R
Swordsmen	N	3	5	20	1	Sw,Sh
Bannermen	N	3	5	50	1-2	ST/B/ Sw,Sh
Guard	E	3	2	5	3	Sw/ST
Cadets	E	2	4	20	3	M
Gingals	Sk	4	4	10	1	Crew M#
Mtd Inf	LC	7	4	10	2	M#
Cavalry	BC	4	5	19	2	Sw
<b>Anti-earth Factions</b>						
Fanatics	N	3	4	25	4	M#/ST/Sw
Warriors	N	4	4	80	1-2	ST/Sw
Scouts	Sk	4	2	10	2	M#
Musketeers	N	3	4	15	2	M#
<b>Local Warlords</b>						
Levy	N	4	4	60	0-1	Sw
Musketmen	N,Sk	4	4	20	1-2	M#
Raiders	LC	4	3	25	2	Sw
Bodyguard	N/LC	4	2	10	3	M#

Arty ratio is 1:16. Guns are 30% RC, 10% GG, 60% SB. Guard Arty is 1 GG section and 1 RC section. Only SB guns are allowed for Warlords with a ratio of 1:24. Anit-Earth Fanatic Factions Warrior units can be mixed Sw and M# with no more than 25% of a stand being musketeers. Warlords and Imperial Generals can have up to 25% Boxer Faction troops during 1890-1902.

<b>JAPAN</b>	Type	Size	Unit	%Army	Morale	Weapons
Infantry	E	4	4	90	2-3	R
Guard	E	3	4	10	4	IR
Cavalry	LC	7	3	5	2-3	RC#
Guard Cav	LC	7	1	5	4	RC#

Arty ratio 1:16 with 10% GG and 90% RC. Only had 3 Cavalry Squadrons.

<b>FRANCE</b>	Type	Size	Unit	%Army	Morale	Weapons
Infantry	E	2	4	60	2	IR
Light Inf	E or Sk	2 or 4	4	20	2	IR
Guards	E	2	6	10	4	IR
Reserve & Vol	E	2	6	20	1	R
Elites & Zouaves	E	2	6	20	3	IR
Turcos	E or Sk	2 or 4	6	20	1	R
Hvy Cav	BC	4	4	10	2	RC,Sw
Light Cav	LC	6	4	10	2	RC,Sw
Spahis Cav	LC	6	2	20	1	LS/ Sw
Lancers	LC	6	4	5	2	LS

Arty ratio is 1:12 and guns were 65% RC and 35% GG. Pro-French Martian troops include Spahis and Turcos. Reserves and Volunteers were settlers.

<b>FrForeign Legion</b>	Type	Size	Unit	%Army	Morale	Weapons
Infantry	E	2	5	70	2	R
Veterans	E	2	5	40	3	R
Mtd Infantry	LC	6	2	10	3	R

Arty ratio is the same as for French

<b>AUSTRIA</b>	Type	Size	Unit	%Army	Morale	Weapons
Grenadier	E	3	4	10	3	IR
Grenzers	E or Sk	4 or 6	4	10	2	IR
Jagers	E or Sk	3 or 6	2	10	2	IR
Landwehr	E	4	4	20	0	R
Regular Inf	E	4	4	70	1	R
Naval Landing	E	2	2	10	1	R
Heavy Cavalry	BC	4	4	10	2	RC,Sw
Light Cavalry	LC	6	4	10	2	RC,Sw
Uhlans	LC	6	4	10	2	LS,RC

Arty ratio is 1:12 and guns were 90% RC , 10% GG. Grenzers & Landwehr are military settlers.

<b>ITALY</b>	Type	Size	Unit	%Army	Morale	Weapons
Infantry	E	3	4	60	1-2	R
Bergasali	E or Sk	2 or 4	4	20	3	IR
Askari	E	3	4	40	1-2	R
Askari Cav	LC	6	1	5	2	MC,Sw
Bashi	LC or Sk	5 or 3	3	20	1	M#/R#
Reg Cav	BC	4	4	5	2	RC, Sw

Italian Colonial forces after 1870. Arty ratio is 1:12 and guns were 75% RC , 25% MG.

<b>RUSSIA</b>	Type	Size	Unit	%Army	Morale	Weapons
Elites	E	4	4	20	3	R
Jagers/Rifles	E or Sk	4 or 8	4	10	2	IR
Infantry	E	4	4	50	1-2	MR
Reserves	E	4	5	20	0-1	R
Heavy Cav	BC	4	2	10	2	MC,Sw
Hussars	LC	4	2	10	2	MC,Sw
Cossacks	LC	4	4	10	0	LS,MC
Uhlans	LC	4	4	10	2	LS,MC

Arty ratio is 1:12 and guns were 90% RC , 10% GG. Hussars and Hvy cavalry were brigaded in the same unit. Reserves and Cossacks were military settlers transferred to mars..

<b>PRUSSIA</b>	Type	Size	Unit	%Army	Morale	Weapons
Guard	E	4	4	10	4	IR
Regular	E	4	4	60	2	IR
Jagers	E or Sk	3 or 6	4	20	3	IR
Landwehr	E	4	4	15	1	R
Marines & Sailors	E	3	4	0	2	IR
Askaris	E	2	3	30	1	R
Heavy cav	BC	4	4	10	2	RC, Sw
Light Cav	LC	6	4	10	2	RC, Sw

Arty ratio is 1:12 and guns were 80% RC, 20% GG after 1870. Landwehr includes Settlers.

<b>USA</b>	Type	Size	Unit	%Army	Morale	Weapons
Regulars	E	2	3/8	60	1	IR
Veterans	E	2	3/8	20	2	IR
Cavalry	LC	4	2	30	2	Sw,RC
Irregulars	Sk	3	2	20	0-1	R
Marines	E or Sk	2 or 4	2	10	2	R

Irregulars include volunteer and Settlers. Unit sizes were small (3) for Martian native Wars and large (8) for wars against European Powers. Arty ratio is 1:12 and guns were 80% RC, 20% GG.

<b>SPAIN</b>	Type	Size	Unit	%Army	Morale	Weapons
Regulares	E	2	4	70	1-2	R
Tercio	E	2	6	30	3	R
Regular Cav	LC	5	4	10	2	RC,Sw
Sailors	Sk	3	2	10	1	R
Moor Rgt	E	2	4	30	1	R
Moor Rifles	Sk	3	4	10	2	R
Banderos	E	3	2	30	0-1	R
Moor Cav	LC	5	3	10	1	Sw
Mahalla	Sk	3	2	10	0	R

Tercios are the Spanish Foreign Legion. Arty ratio is 1:16 and 75% RC and 25% MG

## AVIATION

Aviation units are often two stands (four craft) in size. Called a Wing.

An Aviation Flotilla consists of six Wings with two Wings of each type.

**Ground Attack Craft (GAC)** = Balloon and propelled craft with one air defense MG plus a two load of bombs to drop. They also have two ground attack MGs on board.

**Air Superiority Fighters (ASF)** = Propelled craft with three MGs on board used to attack other aircraft.

**Low Level Bombers (LLB)** = Balloon craft with one air defense MG plus a load of bombs to drop. The number of bomb drops can vary but Four has been a good number in playtest games.

**Air Transport Raiders (ATR)** = Balloon craft with one air defense MG plus enough cargo space to hold a 12 casting foot unit.

## VEHICLES

**RECON** vehicles are commonly represented by armored Cars of the World War One, Russian Civil War, Spanish Civil War and Early World War Two varieties. They are often armed with only one machinegun in a fixed position or in a turret.

**ASSUALT Tanks** or land battleships are commonly represented by early tanks of the World War One, Russian Civil War, Spanish Civil War and Early Russian multi-turret World War Two varieties. They are often armed with only one cannon in a fixed position or in a turret plus one or more machineguns.

### Organization

Recon units are just terms used to denote lighter vehicles. Both vehicle types often perform the same tasks.

**Recon Squadrons** of four stands (8 vehicles) but due to maintenance problems frequently only three or even two stands (on long campaigns) composed a Squadron.

**Assault Squadrons** of Three stands (6 vehicles) but due to maintenance problems frequently only two stands composed a Squadron.

**Mechanized Squadrons** of two stands each of Recon and Assault vehicles were employed by some nations.

Sample Order of battle Anglo-Saxon Alliance Uppla Highlands Expedition (Action Cards)

American Brigade (JH/JC)

New Saxony Brigade (KH/KC)

First Badger Rgt = 6 Co + 1 LA sec (4H/4C)

LuftJager Bn = 4 Co in Skimmers (9H/9C)

Third Bear Rgt = 6 Co + 1LA sec (3H/3C)

Fallesjager Bn= 3 Co in ATRs (10H/10C)

Sixth Eagle Rgt = 4 Elite Co w/ 1 LA sec (2H/2C)

Junkers Flotilla = 2 ASF + 2 GAC

British Brigade (CnC = AH/AC) = 3 sections of RC Mdm Arty in Reserve

New London Martian Sepoy = 6 Co (6H/6C)

Highlander Rgt = 4 Elite Co = 8H/8C)

Royal Lancer Squad = 3 Co = (5H/5C)

Royal Mecanized Squad = Assault & Recon Cos (7H/7C)

Are these on Mars ???

OTTOMAN	Type	Size	Unit	%Army	Morale	Weapons
Redif Inf	E	4	8	40	1	M
Nizam Inf	E	3	6	25	2	R
Chasseurs	E/Sk	2/4	6	10	3	R
Nizam Cav	LC	6	3	15	2	MC,LS
Redif Cav	BC	5	3	10	0-1	Sw/LS
Feudal Cav	LC	5	3	10	0	Sw
Elite Cav	BC	4	3	5	3	LS,MC

Arty ratio is 1:16 with SB before 1870 and RC after 1870. 20% can be GG after 1870.