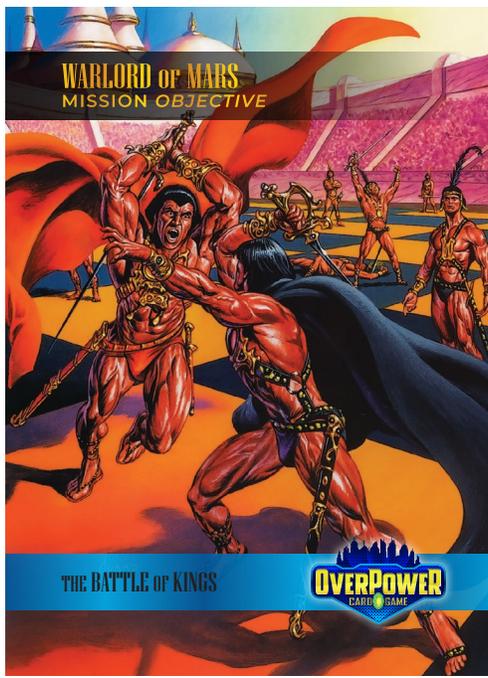


WARLORD OF MARS
MISSION OBJECTIVE

THE FACE OF DEATH

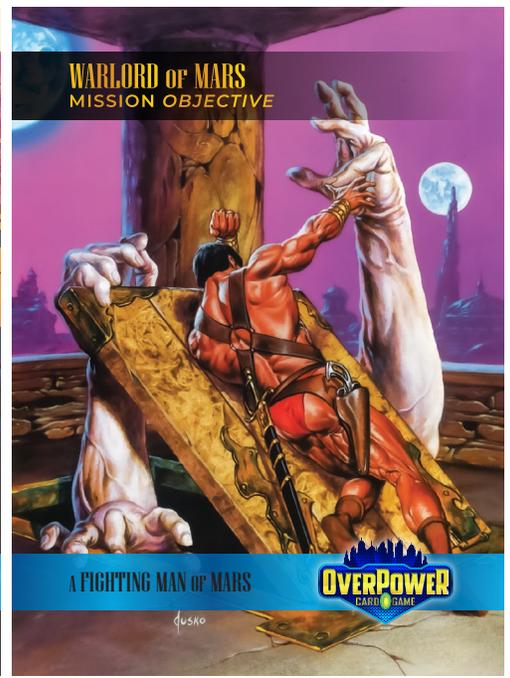
OVERPOWER
CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

THE BATTLE OF KINGS

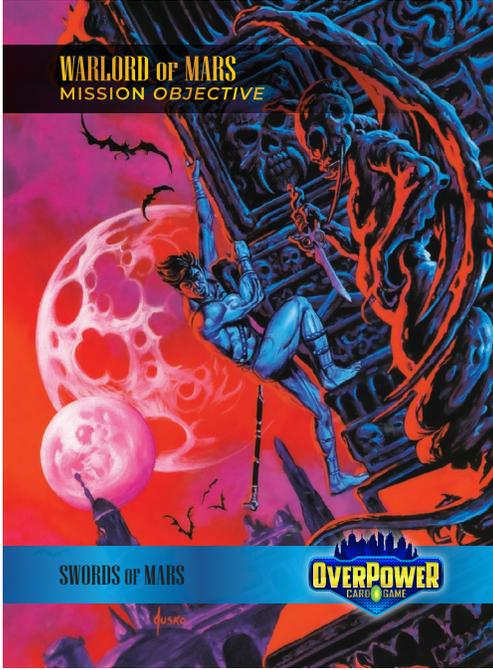
OVERPOWER
CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

A FIGHTING MAN OF MARS

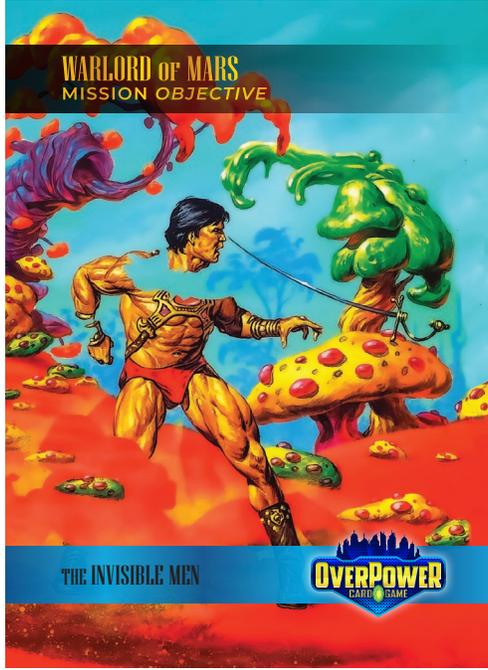
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CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

SWORDS OF MARS

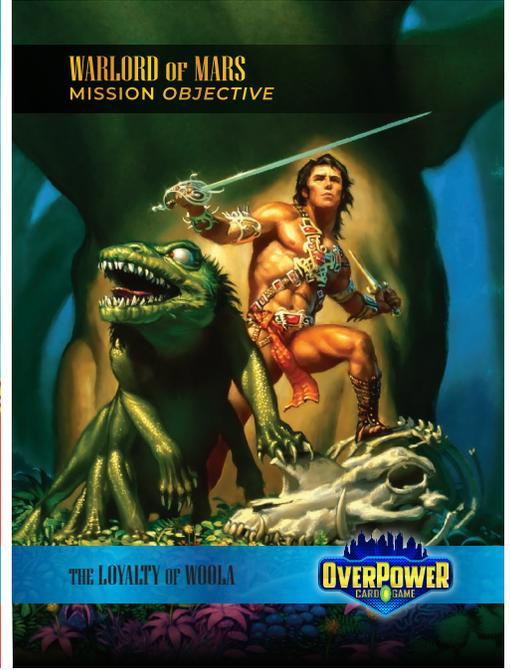
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CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

THE INVISIBLE MEN

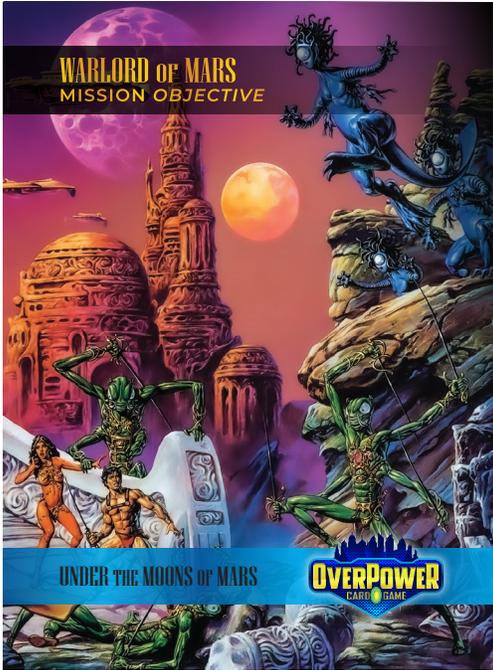
OVERPOWER
CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

THE LOYALTY OF WOOLA

OVERPOWER
CARD GAME



WARLORD OF MARS
MISSION OBJECTIVE

UNDER THE MOONS OF MARS

OVERPOWER
CARD GAME

Time Traveler's Journal
A Fighting Man
of Mars

Watching Tan Hadron's nobility in traversing the wilds of Barsoom, and facing the horrors of the four-armed Giant White Apes to save the kidnapped noble woman, has invigorated me. If this virtuous hero can risk so much for a woman so unworthy of his heroism, maybe Barsoom is the place to find the champions I need.

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Time Traveler's Journal
The Battle of Kings

In all my travels on Barsoom, I've found nothing as distasteful as the game of Jetan. Prisoners are forced to play this game, which resembles our earthly game of chess, except the taking of a piece is done by two prisoners dueling to the death. Perhaps this isn't the place to find the heroes I seek.

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Time Traveler's Journal
The Face of Death

The Tharks are a savage, warring race. They know nothing of peace or love and they are without mercy. One man, John Carter, finds himself among them. If he can survive his time with the Tharks, perhaps he could be of use to my cause.

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Time Traveler's Journal
The Loyalty of Woola

The Calot are a creature used by the Tharks because of their ferocity. They are hard to control and often break free, maiming or even killing the Thark attempting to tame them. John Carter, however, shows the Tharks that loyalty comes from respect and kindness; traits known only to them as weakness. Through these traits, Carter has a friend that will be loyal to him until his dying day.

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Time Traveler's Journal
The Invisible Men

I've traveled forward to find the hero John Carter, yet again, fighting for the lives of those he loves. This time protecting his Granddaughter, Llana of Gathol. Among other dangers, Carter finds himself up against men who have mastered invisibility in a way that would make Jack Griffin envious.

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Time Traveler's Journal
Swords of Mars

The city of Zodanga did not take its defeat by John Carter, Dejah Thoris, and the Tharks well. Yet again I witness this man Carter risking it all to safeguard his love, Dejah Thoris, and honor his adopted kingdom, the Empire of Helium. Carter wields a nobility capable of winning over Ur Jan, an assassin that days earlier would have slain him at his earliest opportunity.

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Time Traveler's Journal
Under the Moons
of Mars

Four-armed green martians, giant white apes, creatures resembling a lion and a centipede, and plant men that will drain the very life from your body. John Carter has proven himself against these alien threats and protected Barsoom time and again. It is decided. I will find the right time, and recruit John, Dejah, and Tars Tarkas to help in my battles. Zeus will know the name John Carter soon enough.

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JOAN OF ARC

ENERGY 2
COMBAT 5
BRUTE FORCE 2
INTELLIGENCE 7

18

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JOAN OF ARC

Burned at the Stake

KO Joan of Arc. All hits from her current battle are discarded and are not added to Venture Total. Teammate may draw 1 card, discard if duplicate.

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JOAN OF ARC

Inspirational Leadership

Acts as a level 4 Combat attack. Each Front Line teammate may make 1 additional attack.

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JOAN OF ARC

Protection of Saint Michael

Joan of Arc or teammate may avoid 1 attack with a Combat icon. No Intelligence attacks may be made against Joan of Arc's team for remainder of battle. One Per Deck

110/545 © 2024 LRG, ➡ MAIA

SHERLOCK HOLMES

ENERGY 2
COMBAT 5
BRUTE FORCE 3
INTELLIGENCE 8

19

209/545 © 2024 LRG, ➡ PANSICA

SHERLOCK HOLMES

Battle of Wits

Sherlock Holmes and target character may not attack for remainder of battle.

210/545 © 2024 LRG, ➡ PANSICA

SHERLOCK HOLMES

Brilliant Deduction

Negates the effect of any 1 Special card played by Opponent. One Per Deck

211/545 © 2024 LRG, ➡ PANSICA

SHERLOCK HOLMES

Irene Adler

Acts as a level 5 Energy attack. If successful, Opponent must reveal hand and play open handed for remainder of battle.

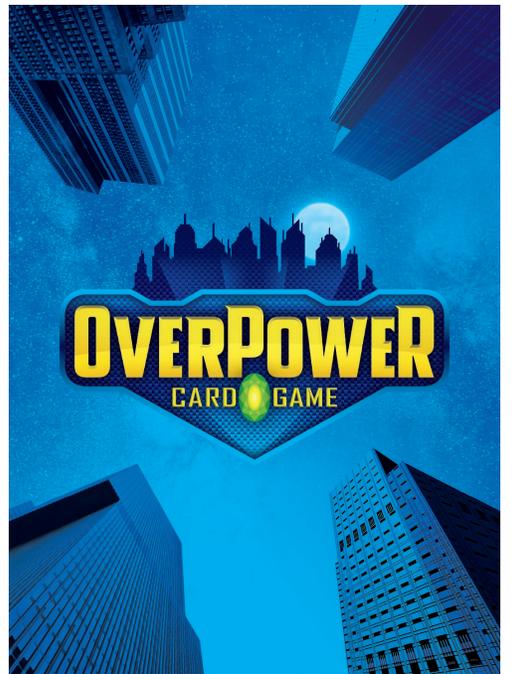
212/545 © 2024 LRG, ➡ PANSICA

SHERLOCK HOLMES

Unpredictable Mind

Acts as a level 4 MultiPower attack. May make 1 additional attack.

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TIME TRAVELER

ENERGY 5
COMBAT 3
BRUTE FORCE 2
INTELLIGENCE 6

May play level 7 and 8 Intelligence Power cards defensively.

18

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TIME TRAVELER

From a Mile Away

Opponent must discard 1 placed card from each of Opponent's Front Line characters. Opponent's choice. One Per Deck

252/545 © 2024 LRG, ART © BRILHA

TIME TRAVELER

6 OR 8

Futuristic Phaser

Acts as a level 6 Energy attack. If target character's Energy grid is 7 or greater, acts as a level 8 Energy attack instead.

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TIME TRAVELER

I'll Already Be Gone

Avoid 1 attack.

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TIME TRAVELER

The Tomorrow Doctor

Time Traveler may remove 1 hit from teammate's hits to current battle or permanent record.

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VICTORY HARBEN

ENERGY 5
COMBAT 5
BRUTE FORCE 3
INTELLIGENCE 7

18

Threat level is 20 points if she starts the game in Reserve.

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VICTORY HARBEN

Abner Perry's Lab Assistant

Teammate may avoid 1 attack with an Intelligence icon. Victory Harben may search her Power Pack for an Intelligence Power card, level 1 through 4, excluding Multipowers, and place it in hand. May be played from Reserve.

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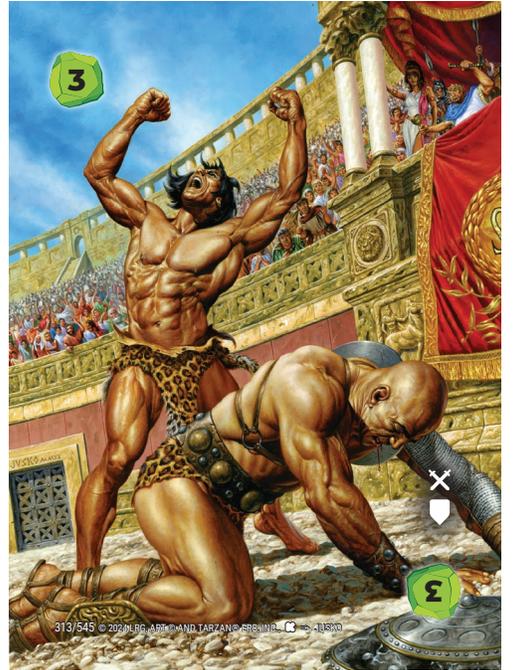
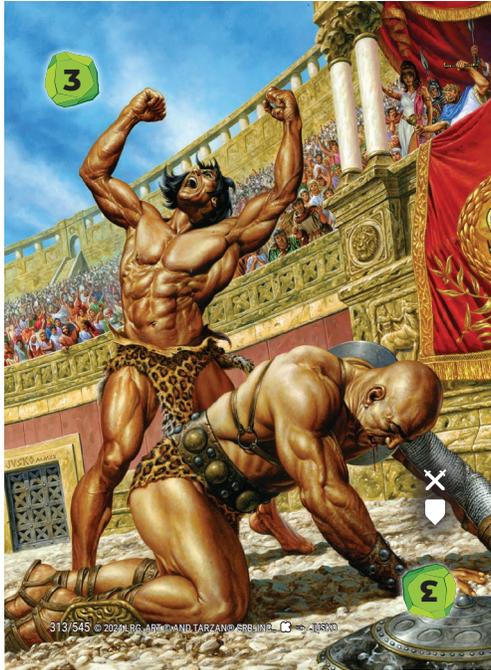
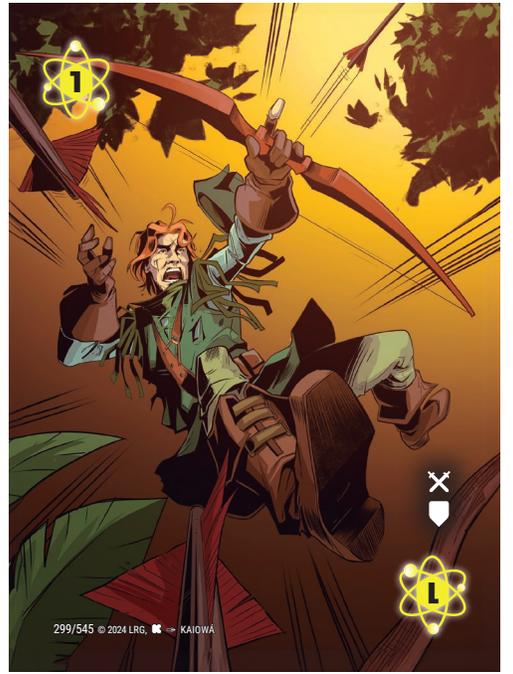
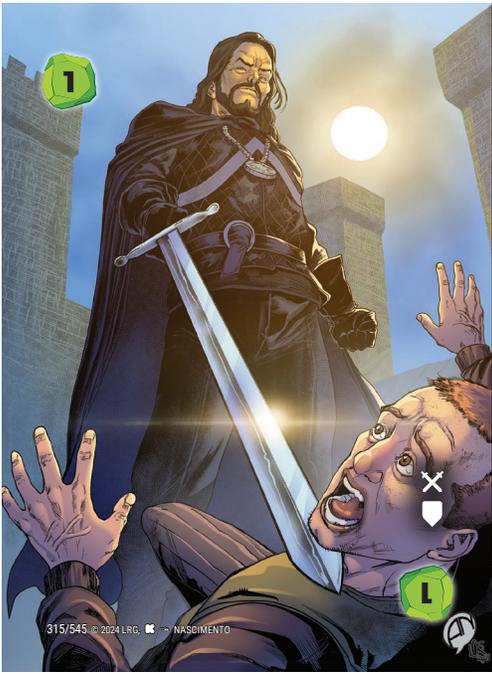
VICTORY HARBEN

Department of Theoretical Physics

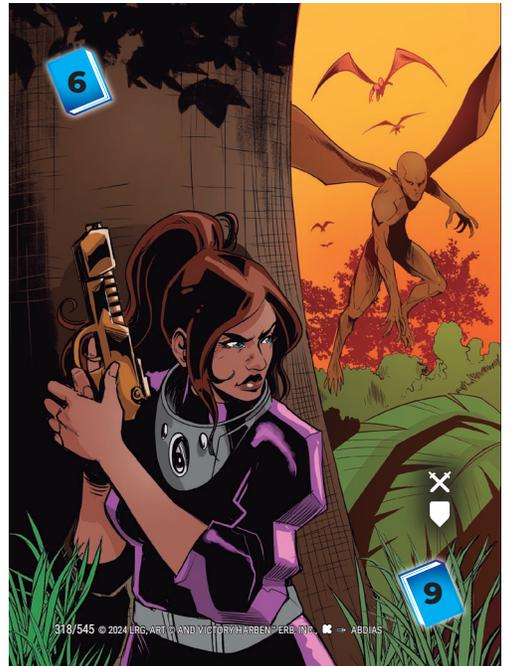
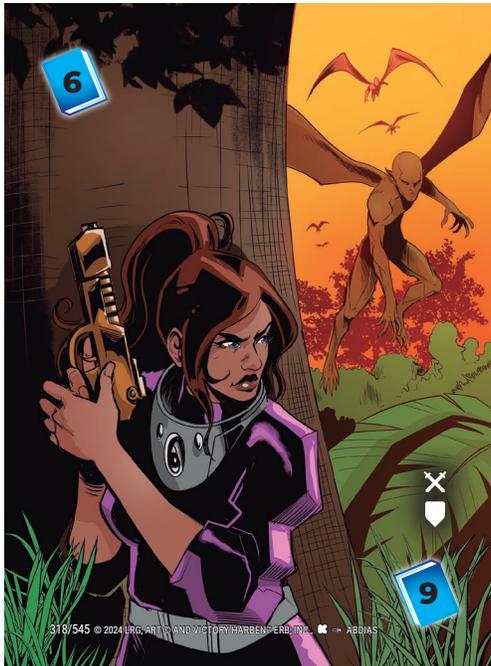
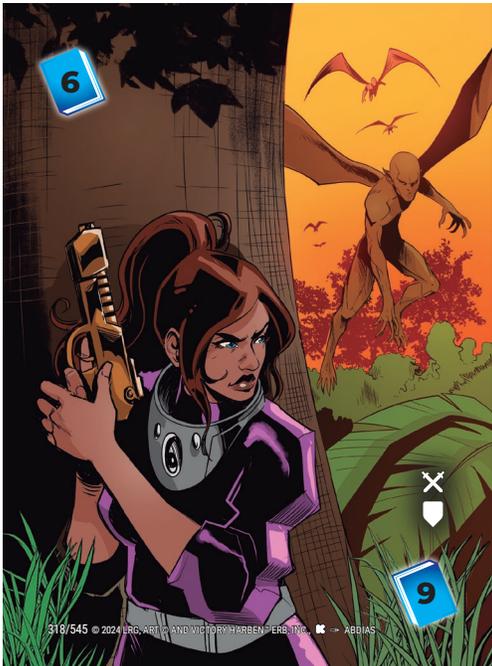
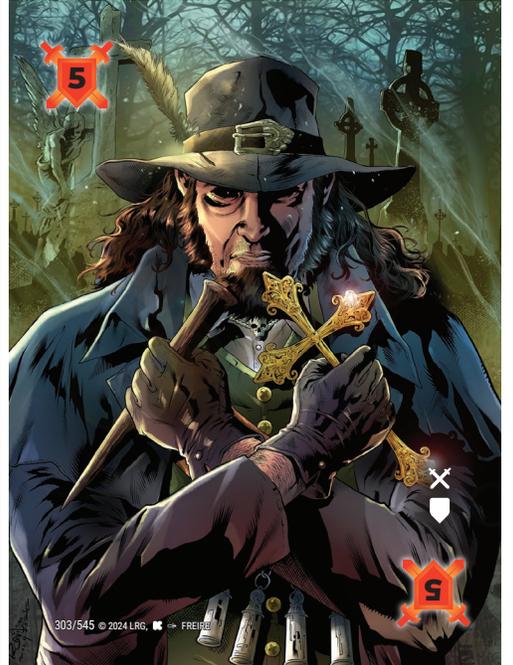
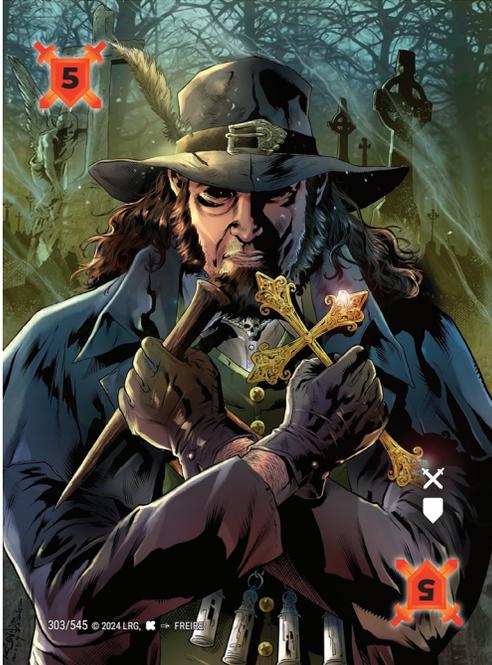
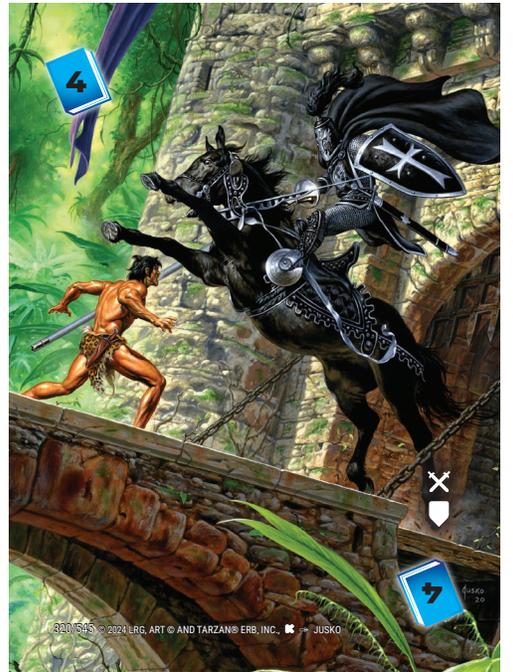
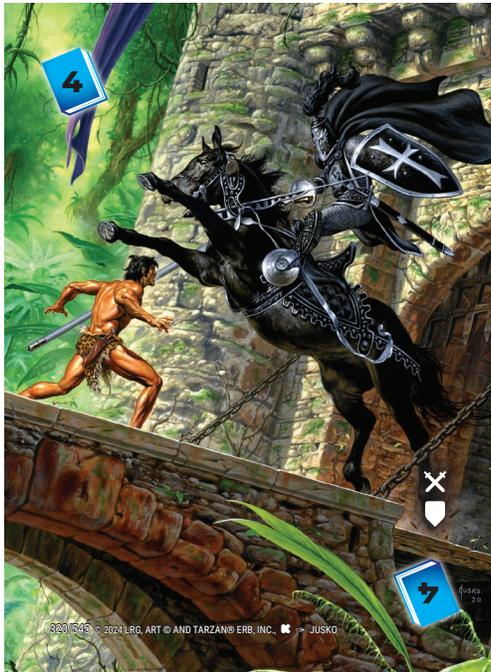
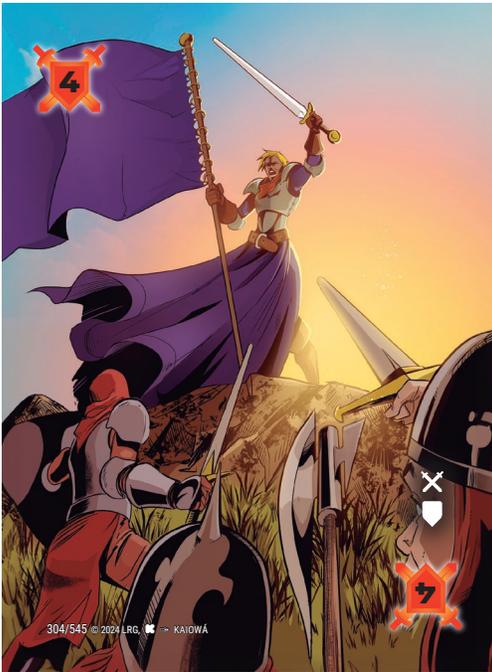
Discard 1 Intelligence Power card usable by Victory Harben to draw and reveal 4 cards. May keep duplicates. Discard an additional Intelligence Power card usable by Victory Harben to play this card from Reserve. One Per Deck

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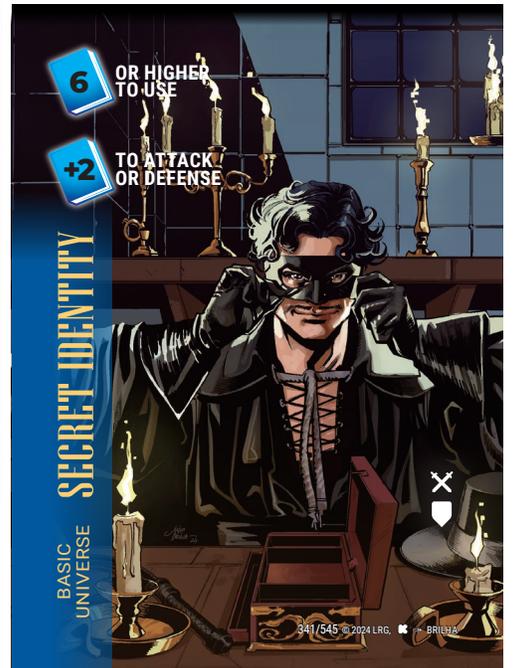
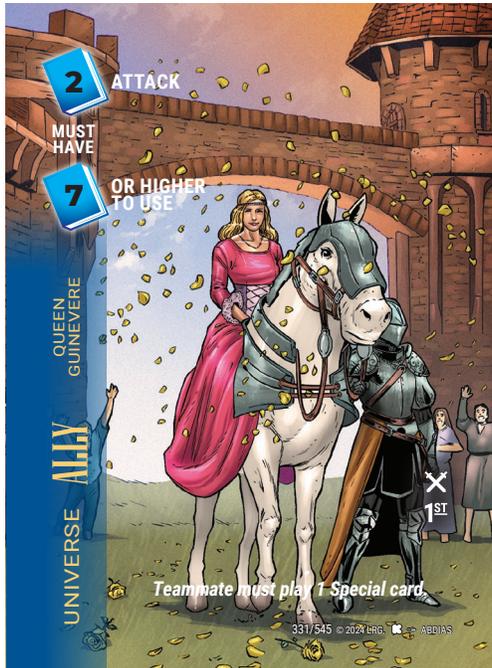
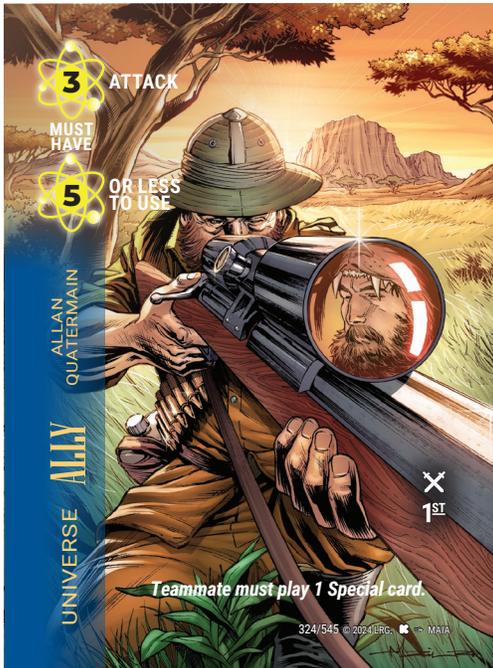














6 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE

BASIC UNIVERSE

ADVANCED TECHNOLOGY

342/545 © 2024 LRG. → THOMASI

7 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE

BASIC UNIVERSE

MAGIC SPELL

343/545 © 2024 LRG. → KAIOWA

5 OR LESS TO USE

+4

OR

5 OR LESS TO USE

+4

UNIVERSE

TRAINING

345/545 © 2024 LRG. → BRODNEZ

5 OR LESS TO USE

+4

OR

5 OR LESS TO USE

+4

UNIVERSE

TRAINING

347/545 © 2024 LRG. → KAIOWA

Time Traveler's Journal

The Giant Man of Mars

A pinnacle of Martian Science, Pew Maged set the 130 foot tall Joeg loose on Helium. If not for another of John Carter's feats of heroism, I would have witnessed the fall of Helium myself on this day.

CHRONICLES OF MARS

Each Player chooses 1 Front Line character. All attacks made against the chosen character may be shifted to any Front Line teammate for this battle.

One Per Deck

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Time Traveler's Journal

The Battle with Zad

John Carter and Zad battled for what seemed like days, each trying to wear the other out. In the end, Carter's stamina held out and he earned the respect of the Tharks that day.

CHRONICLES OF MARS

Each Player discards 3 cards from the top of their Draw Pile into the Dead Pile. Each player discards any duplicates of these cards, placed or in hand, into the Dead Pile.

One Per Deck

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Time Traveler's Journal

Eyes in the Dark

The blazing eyes beneath Barsoom will chill any man to the bone. Luckily for Carter, these creatures flee from anyone who is trained to wield a weapon against them.

CHRONICLES OF MARS

Each Player may search their Draw Pile or Dead Pile for a Basic or Training Universe card and place it in hand. May not be duplicate. Basic and Training Universe cards Bonus' count toward Venture Total and are placed in the Astral Plane this battle.

One Per Deck

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