



VISIT MARS

THE LITTLE PLANET WITH THE BIG HEART

Book your trip to the red planet TODAY!





Mars, the Red Planet
Named for an Ancient God of War
A Planet of Conflict
A Planet in Turmoil

Cities Lie in Ruin
Waiting for the Brave and Foolish
To Plumb their Depths

Armies March and Muster
The Sound of the Martian Tazone Horns
The Blare of the 9th Cavalry's Bugles
The Cries of the Victors
And Moans of the Vanquished

Mars is Conflict
Harsh Deserts Sap the Strength of Explorers
Wild Beasts Savage the Unwary
Princes Brood on their Thrones
And Send out Legions to Battle the Soldiers from Earth

Even the Ideas are at War
Emancipation Stands Alone as a Promise of Freedom
The Communist Revolution Seeks to Spread its Reach
Priests of All Stripes Vie for Supremacy of their Faith
The 31st Seal Seeks to Use Terror to Enforce its Views

Mars is in Turmoil
The Earthlings Have Brought Change
No Longer are the Lower Castes Willing to Bow Down
No Longer do the Silthuri and Kastari Hold Ultimate Sway
The Rumble of the Machines of War and the Machines of Commerce
Grind the Planet Beneath their Wheels

And Through it All
The Chanari Ride On
For they Know
This is their World
And Always Has Been



INTRODUCTION

Mars in *Rocket Age* is a planet gripped by conflict, torn apart by war, and facing change after millennia of stagnation. It is a planet that was wrecked by the science of the Ancients, but might be saved by the ideologies of the Earthlings, unless they destroy it first. *Blood Red Mars* sends you right into the maelstrom, deep into the thunderous conflict of planets.

This is not to say that every episode or series set on Mars need be a military one. On the contrary, there are conflicts raging across the planet that have nothing to do with armies marching. The environment of Mars has been wrecked and presents its own dangers. Native animals are fearsome foes, they have to be just to survive on a world where there is no safe place. One of the major draws of Mars are the ruins of the Ancients, and these crumbling edifices are home to pitfalls, hazards, traps, and the occasional active and deadly machine.

An entire series could be based on the exploits of freebooters, revolutionaries, and others who take up arms on occasion, but whose main efforts are less direct, though often not less violent. Our heroes might be agents for the Lincoln Brigade working to free Mars from the tyranny of slavery. They could be diplomats from the US State Department trying to further American goals through diplomacy rather than military adventurism. The Ebb Revolution is just the beginning. Communism on Mars, the Interplanetary Comintern and the Soviets are both sending provocateurs into every principality they can reach. Not every conflict need be one of guns, steel, and sun axes.

One option for daring players and Gamemasters is to set the clock back, ignoring the changes wrought on Mars and play in the setting before the arrival of the Eagle. Stout-hearted warbands of the Order of the Sacred Hamaxe roam Mars looking for evil to fight and villages to save. Maduri legions fight with axe, spear, and sword against each other. Pilthuri caravans cross the deserts to move goods from principality to principality. Chanari tribes raid, ride off, and come back again. These things have been going on for millennia, and continue to occur despite the presence of Earthlings. Mars changes, but Mars is unchanged.

In this book you will find the following:

Chapter 1: Gazetteer

Your guide to Mars in all its richness and glory, this chapter gives an overview of the most important principalities, cities, and geographic features of the Red Planet. From the Red Towers of Bizrit to the (relative) lushness of the Western Highlands, you have the information you need to travel and adventure on Mars. Entries are provided with story hooks and an example personality, a non-player character ready to be dropped into your own games.

Although the gazetteer covers much of Mars there is still plenty of room on the map for you to place your own principalities.

Chapter 2: Organizations

Mars is divided into many factions both Alien and Martian. Organizations are a new concept for *Rocket Age* introduced in *Blood Red Mars*. An organization can be a military unit, governmental department, political or social movement, criminal enterprise, or a religion. They provide hooks for characters in the form of easy-to-grab sources for Friends, Adversaries, Codes of Conduct, and occupational packages. For the Gamemaster we have story hooks galore. In *Blood Red Mars* the organizations that are most influential on Mars are described: the 1st MEF, Order of the Sacred Hamaxe, Silthuri Duelists, and much more.

Chapter 3: Chanari

The wild Chanari are not like their city dwelling counterparts. Indeed, they are a separate species that has ridden across the face of Mars since time immemorial. The Chanari have seen the rise and fall of the Ancients, their world change from one dominated by the technologies and cities of their ancestral foes into one that is more to their liking. This chapter details Chanari life, culture, and technologies, as well as the Chanari Seers, mad mystics of the desert nomads.

Chapter 4: Flora and Fauna

The wild animals of Mars are more dangerous than a legion of raging Maduri. For starters, the Maduri have to obey orders, and all animals obey are their bellies and base desires. Devil vultures prowl the skies, riding the rising thermals in search of likely prey. Galantalopes and Martian gazelle thunder by in great herds. Sand prowlers stalk through the night. Finally, the dreaded desert well tree lurks beneath the sands, proving that even the plants on Mars will eat you.

Chapter 5: New Traits and Equipment

New character and equipment traits, as well as new equipment are gathered here. Will your character be a Bigot? Can they wield a Chanari fire lance? Dare you toy with the artifacts of the Ancient Martians?

Chapter 6: The Stolen Artifact

Slate Mac is a known artifact dealer and petty thug, but he has something everyone wants, a powerful working artifact of the Ancients. Best of all, Slate Mac is willing to auction it off to the highest bidder. Our heroes are in on the action, from Emancipation's most-fashionable nightclub, the Rocket Cat, to chases through the city streets, to the final confrontation with their rivals. Can our heroes outbid, outfight, and outmaneuver Nazis, smugglers, a Martian princess, the Soviets, and Slate Mac himself in order to come away with the stolen artifact?