



MUTANT CHRONICLES[®]

COLLECTIBLE
MINIATURES
GAME



RULES OF PLAY



In the distant future, the solar system, under the control of vast financial blocs known as the Megacorporations, is on the brink of disaster. These powerful companies control everything from city maintenance to the declaration of war, and those who are not employed by the Megacorporations have been crushed beneath them. Always hungry and eager for more power, the Megacorporations have pushed the boundaries of human exploration and technology even as they make war against one another. But now, they have pushed too far.

On exploratory missions to the outer planets of Pluto and Nero, an ancient force of extreme evil has been awakened. First came the disruptive Dark Symmetry, then the Apostle Algeroth and his infernal Dark Legion, hell-bent on the destruction of all humanity.

Unable to unite, humankind would have been doomed if not for the Brotherhood, a grim sect of fanatical zealots who have set themselves against the forces of darkness and evil, using the holy power of their Art to fight the demons back to the hells whence they came.

Welcome to the chaos of a universe under siege. Welcome to the Mutant Chronicles Collectible Miniatures Game.

In this game you will take the role of a military leader from one of the Megacorporations, a general of one of the five Dark Apostles, or a spiritual war leader of the Brotherhood. As commander, you will assemble and guide an army against your opponents, relying on speed, cunning, and brute strength in an attempt to capture and hold strategic points on the battlefield and ultimately destroy the enemy force. In the end, there can be only one victor... will it be you?

AVAILABLE NOW:

HUMAN FACTIONS



CAPITOL



BAUHAUS



BROTHERHOOD

DEMON FACTION



ALGEROTH

COMING SOON:

HUMAN FACTION



IMPERIAL

DEMON FACTION



IL'IAN

MUTANT CHRONICLES STARTER SET CONTENTS

- Rulebook
- 6 preprinted miniatures: Ezoghoul, Necromutant Defiler, Technomancer, Free Marine Soldier, Martian Banshee Sergeant, Ranger Elite
- 52 unit reference cards
- 46 command cards
- 2 order pool cards
- 30 order tokens
- 8 custom dice
- 40 wound tokens
- 10 victory zone tokens
- Double-sided postermap terrain board

COMPONENT DESCRIPTIONS

This section contains a more detailed look at the game components listed above, and a description of their functions in the game.

MINIATURES

Miniatures represent the positions of your army's units on the postermap terrain board. The color of the base of each miniature shows its rank (Gold, Silver, or Bronze). On the bottom of the base is collector information with that unit's name, which can be used to match the unit with the proper unit reference card. The bottom of each unit's base also lists set information and number for that piece.



UNIT REFERENCE CARDS

Unit Reference Cards are used to provide at-your-fingertips information on the statistical prowess (speed, health, attack dice, and command icons) and special abilities of the units that comprise your army. The information is presented in the following manner:



ANATOMY OF A UNIT REFERENCE CARD

- 1. Unit Name:** The unit name is used to identify and refer to a piece.
- 2. Faction:** This symbol indicates the faction to which the unit belongs.
- 3. Image:** This is an image of the unit.
- 4. Rank:** This symbol indicates the unit's rank (Gold, Silver, or Bronze).
- 5. Command Icons:** These icons are compared with the icons on command cards to determine whether or not a unit can play a specific card. In order to play a command card, a unit must be able to match all the command icons that are depicted on that card.
- 6. Attack Dice:** This area shows the quantity and type of dice that are rolled when this unit makes an attack. It also shows whether that unit has any rerolls when it makes an attack.
- 7. Health:** This is the starting and maximum health of the unit. If the value of wounds dealt to this unit equals or exceeds this health value, the unit is destroyed.
- 8. Game Text:** Keywords and special abilities possessed by this unit are listed here, along with any unique actions the unit can take.
- 9. Hex Size:** One or two small hexes, indicating whether the unit is single- or double-based.
- 10. Collector Information:** Set symbol, unit number, and rarity.
- 11. Traits:** These are the traits the unit possesses. Some game effects interact with certain traits but not with others.

COMMAND CARDS

Command cards represent special skills or maneuvers that your units can use at certain moments throughout the battle.



ANATOMY OF A COMMAND CARD

- 1. Title:** The title is used to identify and refer to a command card.
- 2. Faction Symbol:** This is the faction to which the command card belongs.
- 3. Command Icons:** These icons are compared with the icons on a unit reference card, to indicate whether or not that unit can play this card. In order to play a command card, a unit must be able to match all the command icons on the command card.
- 4. Play Restriction:** The first part of the text box will tell you when, and under what circumstances, a unit can use that card. The play restrictions on a command card are formatted in *italics*.
- 5. Effect:** The second part of the text box will explain the effect of the card.
- 6. Buyback Price:** Some command cards have a buyback price, which allows you to return them to your resource pool after they are used.
- 7. Buyback Symbol:** This infinite sign indicates that the card has a buyback price.
- 8. Rank:** This symbol indicates the rank value (Gold, Silver, or Bronze) of the command card, which is primarily important for army-building purposes.
- 9. Collector Information:** Set symbol and card number.

ORDER POOL CARDS

These cards are used to store your army's unused order tokens while you are playing the game. At the beginning of a round you will place all of your available orders on this card, and move them off the card or onto the board as you assign them.



USED ORDERS



ORDER TOKENS

These tokens are assigned to the units in your army as you play the game, and they allow those units to take actions. The actions are: move, attack, guard, and use a special ability.

DICE

There are eight custom dice, two each of four different colors. These dice are used in combat. The dice are themed and designed in the following manner:

Red Die: Light melee (close combat) attack

Yellow Die: Heavy melee (close combat) attack

Green Die: Light ranged attack

Blue Die: Heavy ranged attack

In general, melee attacks are more powerful than ranged attacks, but don't have as much accuracy. Light attacks are slightly more accurate than their heavy counterparts, but don't do as much damage.





WOUND TOKENS

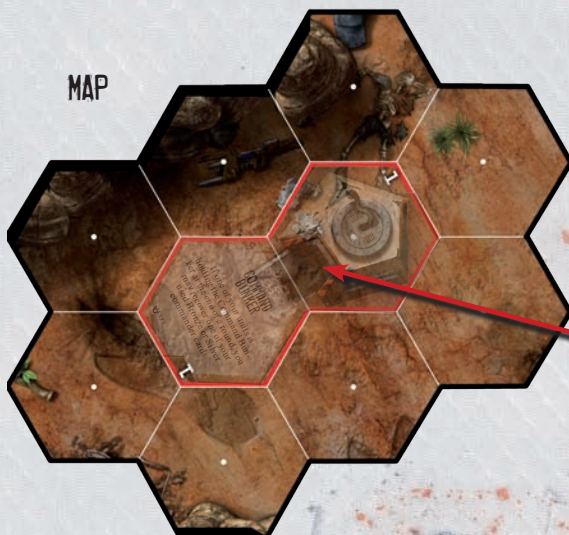
These tokens record the amount of damage that has been dealt to the units in your army. When a unit is wounded, you will place a wound token that records the amount of damage dealt to that unit in a slot on the unit's base. As more damage is dealt (or healed), you will change the token(s) assigned to the unit. If the value of wounds equals or exceeds a unit's health, that unit is destroyed.



VICTORY ZONE TOKENS

Victory zones are key strategic areas that will dictate the flow of the battle when you are playing a tournament-style game. At the beginning of the game, seven of them are randomly placed onto highlighted areas of the map, and during the battle they provide special effects and victory points to the army holding the zone.

MAP



VICTORY ZONE
TOKEN



**COMMAND
BUNKER**
If one of your units is
holding the Command Bunker
at the end of a round, you
may recover one of your
used Bronze or Silver
commander cards.

POSTERMAP TERRAIN BOARD

This is the map on which you will fight your battles, and an explanation of some of its graphical elements.



Units of one army start here.



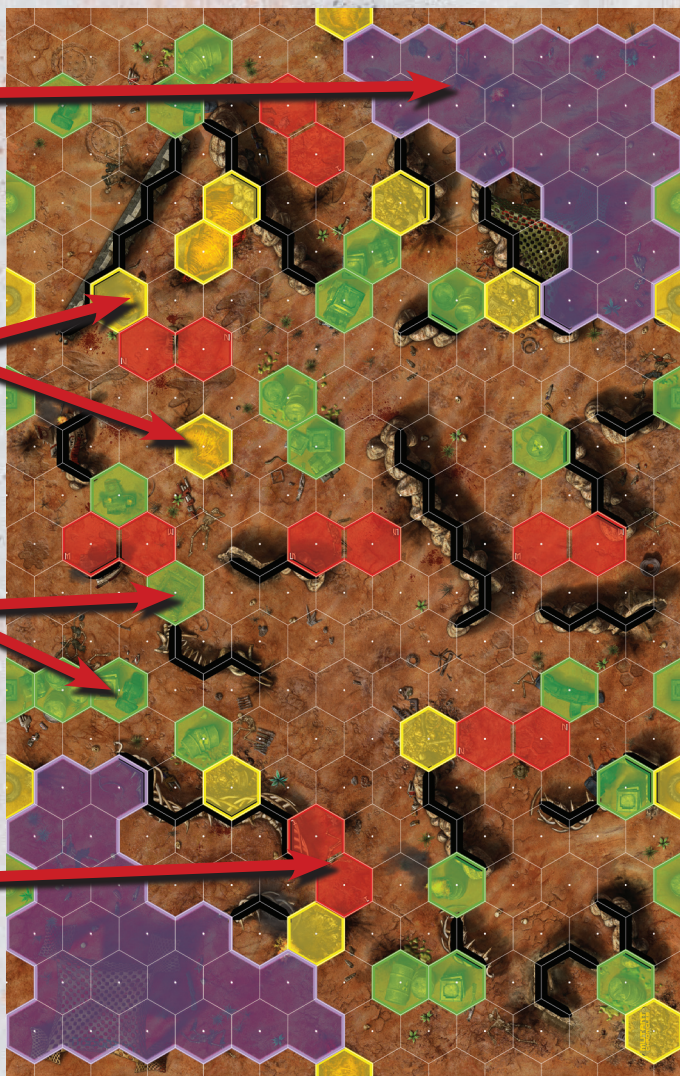
Impedes movement.



Impedes movement; provides protection from attacks.



A victory zone token will be placed here in a tournament game.



WALLS

Block line of sight and movement.



NODES

Used to measure "center to center" for line of sight calculations.



GAME SETUP

The first thing you will need to do to play the *Mutant Chronicles Collectible Miniatures Game* is to assemble an army. For your first game, a Skirmish, we recommend using one of the two pre-constructed Skirmish armies that are included in the *Mutant Chronicles Starter Set*. Find the following components, and separate them in the following manner. These are the armies you and your opponent will use in your first game.

Algeroth

Necromutant Defiler (Gold unit)
Ezoghoul (Silver unit)
Technomancer (Bronze unit)

Gold Order Token
Silver Order Token
Bronze Order Token

Dark Aura (Gold command card)
Flow of Acid (Silver command card)
Invoke Terror (Bronze command card)

Capitol

Ranger Elite (Silver unit)
Martian Banshee Sergeant (Silver unit)
Free Marine Soldier (Bronze unit)

Gold Order Token
Gold Order Token
Bronze Order Token

Bait and Switch (Gold command card)
Command Intercept (Silver command card)
Fire at Will (Bronze command card)

Notice that there are three Gold, three Silver, and three Bronze components to each army. This is the structure that every Skirmish army will take. Once you start building armies of your own, you can vary the number of units, order tokens, and command cards you use at each level, as long as you have three Gold, three Silver, and three Bronze components.

Because the humans and demons are mortal enemies, if you are running a human faction (Bauhaus, Capitol, or Brotherhood), you cannot include demon units (Algeroth or Ilian) in your army. Conversely, you cannot include human units in a demon army.

UNIQUE PERSONALITIES



Some units are marked with a  before their names: these are unique personalities in the *Mutant Chronicles* universe. You can only select 1 copy of any unique personality in your army, but you can select up to 4 copies of a non-unique unit (one that doesn't have the  symbol in its title). Also, you can only select unique personalities from a single faction. For example, if you are running Archinquisitor Nikodemus from the Brotherhood faction, you cannot select unique units from Bauhaus, Capitol, or Algeroth.



STARTING THE GAME

Once you have selected one of the armies listed above (or built one of your own), and your opponent has selected (or built) his army, you are ready to begin. Decide which side of the map you want to play (this can be done randomly or by consensus), and place it on a level surface between you and your opponent.

Next, randomly determine a “First Player.” The First Player will set up his army first, and act first on all subsequent rounds unless the initiative is stolen in the course of the battle, through game effects.

Once a First Player has been determined, he chooses a deployment zone and places the units of his army anywhere within that deployment zone. Then, the other player places the units of his army anywhere within the other deployment zone. Both players then place an order pool card in front of them somewhere near their deployment zone but off the map, and place their orders in the pool. Command cards can be placed near your order pool, facedown. You can look at your command cards, but your opponent cannot see which cards you are using until you play that card.

You are now set up and ready to play!

ADVANCED SETUP (TOURNAMENT)

A Skirmish-level game is the quickest and most basic format in which to play a game of *Mutant Chronicles*. Because of this, it is the ideal format for beginners to practice and learn the core game and study its pieces. As you acquire more units, you will want to play a longer, more complex game with larger, more elaborate armies. At this point, you will graduate from Skirmishes to Tournament play.

ARMY BUILDING

In the *Mutant Chronicles CMG*, the army you put together will greatly impact the way the game plays. You can play with a fast, mobile force that employs motion and tactics to outmaneuver an opponent in one game, and then use a large force of heavily armored units to slug it out in your next game. Or, you can put together a mystical Brotherhood army, and rely on the arcane powers of The Art to protect you on the battlefield. The possibilities are endless, and every decision is yours.

You'll recall that a Skirmish army used 3 Gold, 3 Silver, and 3 Bronze components in its construction. When you build a Tournament army, however, you instead use a 10/10/10 building structure, with 10 Gold, 10 Silver, and 10 Bronze components being used to form your army. As with the 3/3/3 build, you can use any mix of units, order tokens, and command cards that you desire, as long as you use 10 (and only 10) from each rank.

You can select only one copy of a unique personality for your army, and you may not select unique personalities from different factions. You may select up to 4 copies of a non-unique unit, and you may select up to 3 copies of any particular command card.

As in Skirmish mode, you cannot select units from a human faction and include them in the same army as units from a demon faction.

SAMPLE TOURNAMENT ARMY: BROTHERHOOD

GOLD COMPONENTS:

Archinquisitor Nikodemus

Keeper of the Art x4

Divine Retribution (command card) x1

Gold Order Tokens x4

SILVER COMPONENTS:

Inquisitor Majoris x4

Teleportation (command card) x1

Silver Order Tokens x5

BRONZE COMPONENTS:

Inquisitor x4

Fury Elite Guard x2

Exorcise Flesh (command card) x2

Litany of Steel (command card) x1

Bronze Order Token x1

VICTORY ZONE TOKENS

Another significant difference between Skirmish and Tournament play is the use of the victory zones and the victory zone tokens. After you have decided on a map and chosen the First Player, that player takes the victory zone tokens and shuffles them. Then, he randomly places seven of them, facedown, on the seven marked victory zones on the map. Once all of the units from both armies have been placed in their deployment zones, the victory zone tokens are flipped faceup, ready to influence the course of the battle. For more information on victory zone tokens and how they are used, see page 28.



OVERVIEW OF A ROUND

Throughout this rulebook, we will assume that you are playing the game against a single opponent. *Mutant Chronicles* can be played as a multiplayer game. For rules and guidelines on how to do so, visit our website at www.fantasyflightgames.com.

A game of *Mutant Chronicles* is broken into rounds. In a round, the players alternate turns. On his turn, a player will assign two order tokens to two units in his army. An order token, depending on its rank, allows that unit to take up to three actions.

When the first round begins, the First Player takes his turn. He must assign one order token to one unit of his choice, taking the appropriate number of actions with that unit. Then, he must assign another order token to another unit in the same way. A player's turn is over when two order tokens have been assigned.

The other player then takes his turn, assigning first one order token to one unit, and then a second order token to a different unit, taking actions with the units as dictated by the order tokens. After two order tokens have been assigned, that player's turn is over, and it is again the First Player's turn.

As a general rule, a player cannot assign an order token to a unit that has already been given an order that round. (Certain units or command cards allow you to break this rule.) Also note that a player can only assign order tokens to units that are under his control. During a round, players alternate turns, assigning order tokens to two units on each turn until one of two things happens. Inevitably, one player will either run out of orders, or he will run out of units who have not yet been assigned an order. Once this happens, that player is said to have “**gone out**,” and he is done taking turns for that round.

Once a player has gone out, the other player can continue to take turns until he has also gone out. Once both players have gone out, the round is over. At the end of the round both players retrieve their used order tokens and return them to their order pools, calculate victory points (see page 28) to see if either player has won the battle, and then proceed to the next round. The First Player remains the First Player throughout the game, unless initiative is changed due to an in-game effect.

ON YOUR TURN

On your turn, you assign two order tokens to two different units. You can assign any order token from your order pool to any unactivated unit in your army. The number of actions you can take with an activated unit is dependant upon the **rank** of the order token used to activate that unit, in the following manner:

Gold Order Token – Activated unit receives 3 actions.

Silver Order Token – Activated unit receives 2 actions.

Bronze Order Token – Activated unit receives 1 action.



Remember, the rank of an order token only determines the number of actions that token grants a unit. You do **not** need to match the rank of an order token to the rank of the unit to which that token is assigned.

An **action** allows your activated unit to do one of the following four things:

- **Move**
- **Attack**
- **Guard**
- **Use a Special Ability**

For each assigned order token, you can do each of these actions only once. For example, you can assign a Gold order to a unit (giving it three actions) and move, attack, and use a special ability. You *cannot* assign a Gold order to attack and then move twice, or to use three special abilities. Also, you cannot interrupt one action with another. For example, you cannot start a move action, take an attack action, and then complete the move action.

You always have the option of declining to take an action if you so desire. A passed action is lost.

THE MOVE ACTION

To have a single-based unit take a movement action, simply move the unit a number of hexes less than or equal to its **speed**. **The base speed of each unit is 4**, but this value may be modified by special abilities, keywords, or command cards.

A unit may move through friendly units, but not through enemy units, and it must end its movement in an un-occupied hex.

BASE SPEED = 4

The base speed of most units in Mutant Chronicles is 4. This means that when a figure takes a move action, it can move up to 4 hexes in any direction.



Movement of Double-based Units

Double-based units have a base speed of 4, just like single-based units. To move a double-based unit one space:

1. Move one half of the unit (you can choose which half) into a space that is adjacent to that same half of the unit.
2. Moved the other half of the unit into the space that the first half just vacated.



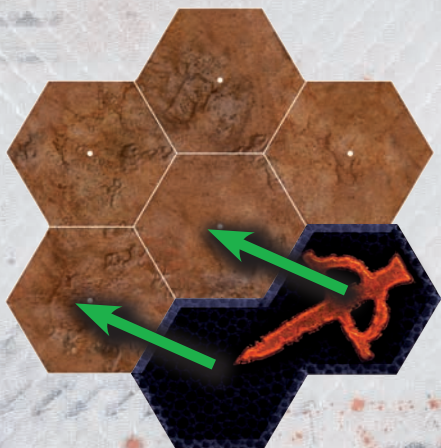
STEP ONE



STEP TWO

Alternate Movement of Double-based Units

Another option is to move both halves of the unit in a single direction, keeping them in the same relationship to one another. This move can only be made if the unit is not moving through other units, and if no part of the unit would pass through a wall while making the move. When making this move with a non-flying unit (see page 32), the move is stopped if either half of the unit enters hindering terrain or cover.



TERRAIN

The *Mutant Chronicles* map has four significant terrain features: open terrain, walls, hindering terrain, and cover.

Open Terrain: Open terrain has no special effect on movement and does not block LOS.

Hindering Terrain: Hindering terrain does not block LOS, but it does affect movement. When a unit moves into a space with hindering terrain, the unit must immediately end its movement action. Hindering terrain is marked on the map with a yellow outline.

Any time a moving unit enters a hex on the map that is marked as hindering terrain, that unit's move action ends immediately.

Walls: Walls are denoted on the map by a solid black line, as shown in the example to the right.

Walls completely block movement and LOS, although flying units (see page 32) can move over them.

Covering Terrain: Covering terrain does not block LOS and is exactly like hindering terrain in terms of how it affects movement. In addition, covering terrain reduces by 1 point the damage that would be assigned to a targeted unit on covering terrain. Cover is marked on the map with a green outline.

Example: Alakhai the Cunning is in covering terrain. Mitch Hunter attacks Alakhai the Cunning and rolls 2 damage icons. The covering terrain reduces this by 1, so only 1 point of damage is assigned to Alakhai the Cunning.





THE ATTACK ACTION

To have your active unit take an attack action, perform the following steps in order:

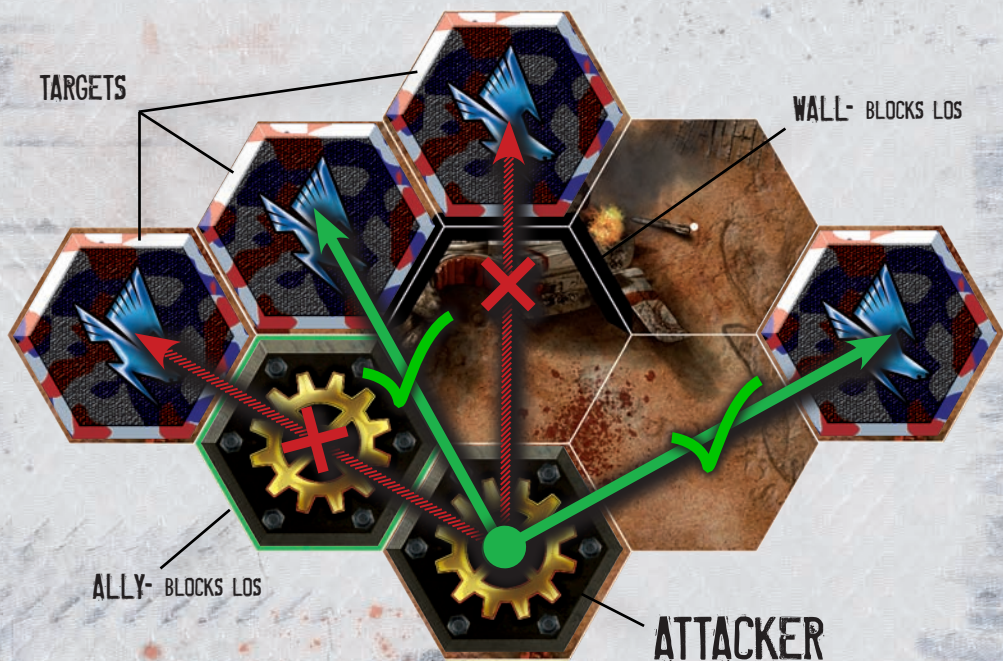
1. Confirm line of sight
2. Declare target
3. Declare supporting units
4. Roll combat dice
5. Determine hit or miss
6. Count damage
7. Assign damage

1. Confirm line of sight

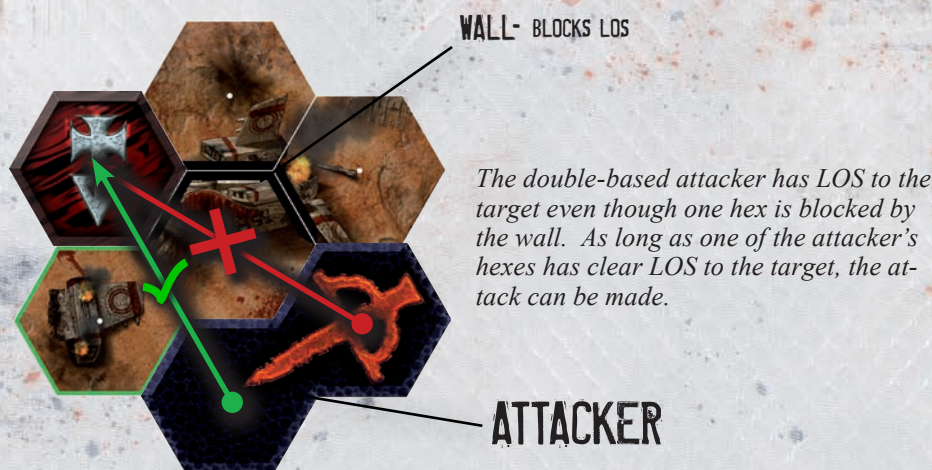
To make an attack, your unit must have **line of sight (LOS)** to an enemy unit. **You have LOS if you can draw an unobstructed straight line between the center of the hex your unit occupies and the center of the hex occupied by the target unit.** There is a node in the center of every hex on the map to make checking LOS easier.

LOS is obstructed by both friendly and enemy units, and by walls.

If another unit occupies a hex, that entire hex blocks your LOS. If the straight line of your LOS check passes through any part of an occupied hex, the LOS is obstructed and the attack cannot be made. The dividing lines between hexes do not block LOS when the LOS goes straight down that line.



If your active unit is a double-based unit, you have LOS if you can trace an unobstructed straight line from the center of either of the two hexes your unit occupies to the center of the target space. Similarly, you have LOS to a double-based unit if you can trace an unobstructed straight line from the center of the hex your unit is on to the center of either hex that the target unit occupies. For the purpose of determining accuracy (see page 19) to and from double-based units, use the hex from which the attack is originating and measure to the target hex. Likewise, when determining cover (see page 15), always use the terrain type of the target hex.



Important: The direction that a unit is facing has no effect on LOS. Units can see in all directions.

When you are considering an attack action with one of your units, you can confirm LOS to as many different potential targets as you would like before declaring your target.

2. Declare target

Once you are finished checking LOS, simply point to the unit on the board and declare it as the **target** of your attack. *You may not target a friendly unit.* If the target is a double-based unit, you must specify which of its hexes you are targeting. Similarly, if you are attacking with a double-based unit, you must specify from which hex you are making the attack.

Some command cards and special abilities may allow you to assign damage to units other than the target. However, in such situations, these other units are not considered targets of the attack. For game purposes, “the target” is the unit you declare as the target in this step.

Targeting Spaces vs. Targeting Units

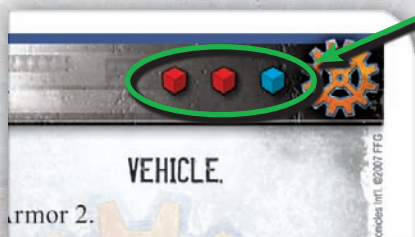
Because you check LOS by drawing a line between hexes rather than units, when you declare the target of an attack you are essentially picking a target *hex* rather than a target *unit*. This is important because of the way some area effect attacks function. For game purposes, an adjacent unit must always be a *different* unit; a double-based unit is not considered to be adjacent to itself. Also note, you cannot declare an empty hex as the target of your attack.

3. Declare supporting units

When you take an attack action, other unactivated units (in addition to the active unit) may join in on the attack, if they have LOS to the target. Such combined attacks are discussed in detail on page 21.

4. Roll combat dice

The next step is to roll combat dice. The type and number of combat dice that each unit rolls is indicated on its unit reference card as follows:



The printed icons on the unit reference card show the unit's **base** combat dice. Command cards and special abilities may modify the total number of combat dice you roll.

The Reroll Symbol



Some units have one or more **R** symbols, in addition to icons for combat dice on their unit reference cards. The **R** signifies a reroll. After the dice are rolled, you can reroll one die for each **R** symbol the attacking unit has. These rerolls can be made one at a time. For example, if you have two **R** symbols, you may reroll one die and if you don't like the result, you can reroll that same die again. Alternatively, if you like the first reroll and you have a second reroll, you can choose to use it on a different die. You always have the option to not use a reroll if you like all of the results you have rolled.

After a rerolling a die, you no longer have the option of using the old result.



5. Determine hit or miss

The farther away the target is, the harder it is to hit. In *Mutant Chronicles*, this is represented by the concept of **accuracy**. The accuracy of your attack is determined by the combat dice.

On each side of a combat die there is a numeric **accuracy value**, as well as 0, 1, or 2 **damage icons**. The accuracy of an attack is equal to the **highest single accuracy** value rolled (if multiple dice tie for the highest accuracy value, you still only use one of the results). Note that no damage icon means the die has rolled 0 damage, and no accuracy value means that the die has rolled 0 accuracy.

Your attack hits the target if your accuracy is equal to or greater than the distance to the target. If your accuracy is less than the distance to the target, you miss. When counting the distance for accuracy on the map, you always count hexes along the shortest path between the attacker and the target.



Example: The Bauhaus unit rolls two blue dice and one yellow die, which results in accuracy values of 0, 4, and 6. The accuracy of the attack is 6. This attack will therefore damage a target up to 6 hexes away.

6. Count rolled damage

If the attack misses the target, it does no damage and the attack action is over. If the attack hits the target, the next step is to count damage.

The **rolled damage** of the attack is equal to the total number of **damage icons** rolled on all dice.

For example, the Venusian Ranger Kapitan is attacking a unit four hexes away and rolls two blue dice, with accuracy values of 5 and 3. The 5 allows the attack to hit, and the damage icons on both dice are then counted for this attack.

Some special abilities may allow a player to assign damage to units other than the target. If so, the attacking player now announces how he will assign the rolled damage.

Note: If you are making a combined attack, only units who hit the target (that is, rolled a high enough accuracy value) add their damage icons to the attack (see page 21).

7. Assign final damage

There are a variety of effects in the game that can increase or reduce the rolled damage of an attack. For example, the “Armor” keyword (see page 32) reduces rolled damage. After all these effects have been applied to the rolled damage, the **final damage** of the attack is assigned to the target unit.

Example: Alakhai the Cunning attacks Archinquisitor Nikodemus, who has the keyword “Armor 1,” which reduces the rolled damage of an attack by 1. Alakhai’s attack hits and the rolled damage of the attack is 3. The final damage assigned to Archinquisitor Nikodemus is 2.

When a unit is assigned damage, add a wound token to the base of the unit to represent the amount of damage that was assigned. Damage is cumulative, and increases as more wound tokens are added to the figure. If a unit ever has as many points in wound tokens as it has health points, it is **destroyed**.

Note: Some special abilities allow players to assign damage to units other than the target. *You may not assign damage to units that are in the same army as the unit making the attack.*

DAMAGE AND DESTRUCTION

When a unit is assigned final damage, record this by placing wound tokens on the base of the unit. When a command card or special ability instructs you to **heal** a unit by one or more health points, remove wound tokens from the unit with values equivalent to the amount indicated. (Sometimes you may need to use combinations of wound tokens, or replace one wound token with another, to record the current amount of damage a unit has suffered.)

The starting (and maximum) health for a unit can be found in the upper left corner of the unit reference card; when a unit has no wound tokens, this is that unit’s health. If the cumulative amount of damage assigned to a unit ever equals or exceeds that unit’s health,



it is **destroyed**. Destroyed units are placed off the board near their owners, forming a “**destroyed pile**.” If the destroyed unit had an order assigned to it, that order is placed in the used order pool.

Players earn **victory points** (see page 28) for destroying their opponent’s units as follows:

Bronze unit = 1 victory point

Silver unit = 2 victory points

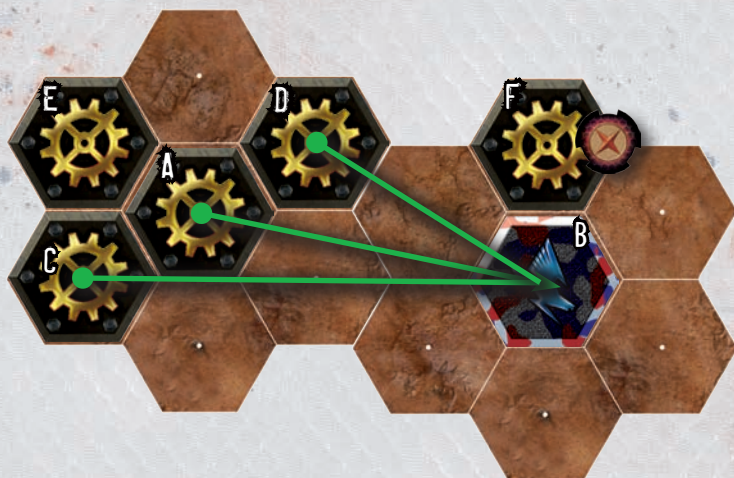
Gold unit = 3 victory points

COMBINED ATTACKS

The active unit often attacks alone. However, other unactivated friendly units may join in on an attack. Such an attack is called a **combined attack**.

Supporting Units

To be eligible to join in on an attack, a unit must have LOS to the target, *and* must not already have an order assigned to it.



Unit A attacks Unit B, and Unit C and Unit D support the attack. Unit E cannot support the attack because it does not have LOS to the target, and Unit F cannot support the attack because it already has an order assigned to it from earlier in the round.

During the “declare supporting units” step of an attack action (step 3), you announce which eligible characters will join in on the attack. These units are **supporting** the attack. You must assign an order token (taken from your pool of available order tokens) to each supporting unit, and joining in on a combined attack counts as taking an “attack action” for the purposes of command cards and special abilities. If you cannot or do not want to assign an order to a supporting unit, the unit may not join in on the attack.



Supporting units may not use any abilities (see page 25) when joining in on a combined attack. The active unit may use its special abilities as normal.

Strategy Hint: Since a supporting unit may only join in on an attack, and may not use any additional actions from the order you assign to it, it is usually best to assign Bronze orders to supporting units. Silver and Gold orders may be used, but the additional actions they normally grant are lost.

Determining Hits and Misses, and Combining Damage

During the “roll combat dice” step of the attack, you first roll combat dice for the active unit, then roll combat dice for each supporting unit, as if each unit were making a separate attack.

Each attack *that hits* (i.e., rolls a high enough accuracy) adds its damage icons to the rolled damage of the combined attack. Any unit whose attack misses (because it rolls too low an accuracy value) does *not* add its damage icons to the rolled damage of the attack.



Unit A attacks Unit B, and Unit C and Unit D support the attack. There are 2 spaces between Unit A and the target. Unit A rolls its combat dice and gets an accuracy of 3 (so its attack hits) and 2 damage icons. There are 3 spaces between Unit C and the target. Unit C rolls its combat dice and gets an accuracy of 4 (so its attack hits) as well as 3 damage icons. Finally, there are 4 spaces between Unit D and the target. Unit D rolls its combat dice and gets an accuracy of 1, so its attack misses. Although Unit D rolled 4 damage icons, they do not add to the damage of the attack. Combining the damage icons from the 2 attacks that hit, the rolled damage of the attack is 5.



Even if the unit leading the attack misses, the damage from supporting units *whose attacks hit* is added to the damage of the attack.

Note that the rolled damage from a combined attack is combined *before* any effects that reduce damage are resolved. This can be very important in the game.

THE GUARD ORDER

When you assign an order to a unit, you may use an action from that order to place that unit **on guard**. Place the order token at the base of the unit with the guard side facing up. The unit is now **on guard**.

When you assign a Gold or Silver order to a unit, you may perform your other actions, such as a movement or an attack action, before using the remaining action to assign the guard order. Once the guard action is assigned, however, you may not perform any other actions with that activation.

Effects of a Guard Order



Whenever an active enemy unit moves into a space to which a guarding unit has LOS, the unit that is guarding may make an attack targeting the moving enemy unit. Essentially, guarding allows a unit to make an attack in the middle of an opponent's turn.

When a guarding unit attacks, it follows the steps of an attack action as normal, except that a guarding unit **must always attack alone**. Guarding units cannot join in on combined attacks made by other units, and other units cannot join an attack being made by a guarding unit. For special abilities and other game purposes, a guard attack counts as taking an attack action, but not as assigning an order.

A unit on guard can interrupt an enemy unit's movement at any time to make its attack. When movement is interrupted, pause the move, and determine if the guarding unit has





LOS. If there is LOS, an attack can be made. If there is no LOS, movement continues until it is interrupted again or completed.

After a guarding unit makes an attack roll, the guard token is flipped back to its other side, and that unit is no longer on guard.

Guarding at the End of the Round

At the end of the round, when players retrieve their assigned orders from the board, they may choose to leave any or all of their guard orders on their respective units, so that those units are still guarding at the beginning of the next round.

When deciding whether to remove guard orders or not, the player who will act first next round must decide first, followed by his opponent.

During the next round, guarding units may not be assigned new orders, since they already have orders assigned to them.

It is Mark's turn, and he assigns a Gold order to the Bauhaus unit. His opponent, Phil, had previously assigned a guard action to the Algoerth unit. With his first action, Mark moves his unit two hexes, as shown in the diagram. This space is in the Algoerth unit's LOS. Phil could make his guard attack now, but he chooses not to.



Mark continues with the move action, moving his Bauhaus unit another hex closer to Phil's Algoerth unit.



THE ALGOERTH UNIT'S LINE OF SIGHT IS SHADED GREEN.

Phil decides that that's close enough, and announces that his unit will make a guard attack. If the Bauhaus unit is not destroyed by the attack, Mark may finish the move and continue with that unit's activation, using the other 2 actions from the Gold order he's assigned to it.



SPECIAL ABILITIES

There are three different effect types in the text of *Mutant Chronicles* unit reference cards. As you play with a variety of units, you will discover that different effects work better with different strategies. Customizing your army to do what you want them to do, and fight the kind of battle you would like them to fight, is one of the most enjoyable aspects of the *Mutant Chronicles Collectible Miniatures Game*.

The simplest of these effects is a **keyword**, which is shorthand for a fairly typical game effect. “Flying” and “Armor 1” are both examples of keywords. For a complete list of all the keywords in this game and how they work, see page 32.

The second of these effects is an **ability**, which is a unique effect possessed by that unit that is completely explained on the card. Abilities tell you when they happen, how they happen, and what they do. The Martian Banshee Trooper has the text: “*Elusive*. This unit does not take damage from green dice.” This is an example of an ability.

The third of these effects is a **unit action**. A unit action is identified by a bold action name before the effect. Unit actions always have a cost, that is paid from the order token used to activate that unit. To use a unit action you must activate the unit and devote the appropriate number of actions (from that activation) to use the unit action. Following the cost is the effect of the unit action, explaining when and how it affects the game.

*Example: The Supreme Technomancer has the text: “**Aura of Corruption** - 2 Actions: Deal 1 damage to all adjacent enemy units.” If the Supreme Technomancer is assigned a Gold order token and chooses to use this action, it costs 2 of the 3 actions that are granted by that token.*



PLAYING COMMAND CARDS

As discussed on page 10, players may include command cards when building their armies. These cards provide powerful effects that can give you an edge over your opponent at crucial points in the battle.

You may play one command card on each player's turn. For example, you could play a command card on your first turn, then another on your opponent's first turn, then one more on your second turn. Since each player may play one command card per turn, it is possible for both players to play a command card in a single turn.

Each command card states exactly *when* during a turn it can be played. For example, the card "Dark Aura" states, "Play when you activate the chosen unit."

The command card also explains its effect. For example, the card "Dark Aura" states, "The chosen unit has its base movement increased by +3 until the end of your turn."

Command Icons and the "Chosen Unit"

Command cards are always played by a specific unit, referred to on the command cards as the **chosen unit**. In thematic terms, the chosen unit is exercising the special ability described on the card. In order to play a command card, the chosen unit must have the command icons listed on the command card.



Example: The "Dark Aura" command card requires at least 2 Algeroth command icons to play. Alakhai the Cunning has 3 Algeroth command icons. Therefore, Alakhai the Cunning can be selected as the chosen unit to play the command card "Dark Aura."



Buyback

Some command cards have a **buyback price**, which is depicted by a number of order tokens in the lower right corner of the card, under an infinite symbol. When you play a command card with a buyback price, you may immediately move that number and rank of order token(s) from your unused order pool to your used order pool to place that command card in your used order pool. At the end of the round, when you retrieve your used orders, you may also retrieve any command cards that are in your used order pool, returning them to your hand. If you choose to not buy back the card, or if you cannot afford the buyback price, the card is moved to your pile of used command cards, and is no longer available for its buyback price. Some cards cannot be bought back and do not have a buyback symbol or a buyback price.



BUYBACK SYMBOL

Used Command Cards

After you have used (and not bought back) a command card, place it to the side, forming a pile of used command cards. Once a command card has been placed in this pile, it is no longer eligible for buyback, and cannot be used for the rest of the game unless it is retrieved through an action or unit ability, or through the effect of a different command card.



WINNING THE GAME

At the end of each round, before retrieving order tokens, each player counts his victory points to see if he has won the game. If only one player has reached the **victory threshold**, that player has won the game. The victory threshold at each level is as follows.

Skirmish Mode: 9 victory points

Tournament Mode: 30 victory points

Epic Mode: 150 victory points

If both players have reached the victory threshold, the player with the most victory points is the winner. In the case where the victory point totals are tied, the player who would act first next round (if the game were to continue) is the winner.

There are three sources from which you can obtain victory points.

First, you count victory points for every enemy unit you destroy, in the following manner:

Bronze Unit = 1 victory point

Silver Unit = 2 victory points

Gold Unit = 3 victory points

If a destroyed enemy unit is returned to the battle by a game effect, it no longer provides victory points for the player who destroyed it (unless it is destroyed again by that player).

Second, you count victory points for every victory zone you are **holding** at the end of the round. Holding a victory zone means that one of your units is stationed on all or part of that zone, and no enemy unit is stationed on another part of the same zone. **The number of points scored for each victory zone are marked under the zone on the map.** In addition to scoring victory points, each victory zone token provides an in-game advantage to the unit or army that is holding it. These advantages are explained on the tokens themselves. Note that victory zones are not used in a Skirmish game.

Third, there are command cards that, under certain circumstances, can be played to increase your number of victory points.

The combined value of all enemy units you have destroyed, victory points you have earned from command cards, and points from victory zones you are holding when victory points are counted is used to reach the victory threshold.



Mark's Algoth unit is holding this victory zone, and he will count 1 victory points at the end of the round.

VICTORY ZONE

Mark's Algoth unit and Phil's Bauhaus unit are both stationed on this victory zone. Part of the definition of holding a zone is that no enemy unit is stationed on that zone. Therefore, neither unit is holding this zone, and neither player counts points for this zone at the end of the round.



ALTERNATE VICTORY CONDITIONS

Besides accumulating victory points, there are two alternate ways to win the game:

- 1) By concession. If your opponent concedes, the game is over and you win.
- 2) By destroying your opponent's entire army. If all of your opponent's units are destroyed, you are the winner of the game, even if you have not yet reached the victory threshold.

REINFORCEMENTS

It is possible to build an army that does not completely fit into a deployment zone at the start of the game. If this happens, fill up as much of the deployment zone as you can, and position the rest of your army slightly off the map, behind your deployment zone. These extra forces are your **reinforcements**. As space opens up in your deployment zone (by units moving out of the zone or being destroyed), immediately fill each empty hex with a unit from your reinforcements. When you are able, you must move reinforcements onto the map. If there are multiple figures available as reinforcements, you can choose which of the figures you will place on the map if a choice needs to be made.

You do not use an action token when placing reinforcements on the map, and these units are eligible to receive an order on your very next activation.

EPIC MODE

In addition to Skirmish mode and Tournament mode, *Mutant Chronicles* can also be played in **Epic** mode, with 90 Bronze, 90 Silver, and 90 Gold slots available for your army. For a complete list of rules and guidelines to play an Epic game, visit our website at www.fantasyflightgames.com.

COLLECTOR INFORMATION

The following rarity symbols are used to depict unit rarity in the *Mutant Chronicles CMG*, and can be found on the base of every miniature: ★ = rare, ◆ = uncommon, ● = common, and ◉ = large common.



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Special Thanks: *To Joakim Zetterberg at Paradox for his feedback on every aspect of the game, and to our intrepid playtesters for their willingness to work on a game that was constantly mutating into something new.*

Thank you. Thank you. Thank you.





KEYWORDS

Following is a list of unit keywords and a description of their effect on the game.

Accuracy: The Accuracy keyword is always followed by a numerical value, such as “Accuracy +1” or “Accuracy +2.” This value is added to the accuracy value that is rolled whenever a unit with the Accuracy keyword attacks.

Armor: The Armor keyword is always followed by a numerical value, such as “Armor 1” or “Armor 2.” If a unit has the Armor keyword, you reduce the value of the total rolled damage that is dealt to that unit by the unit’s Armor value.

Armor Piercing: Attacks made by units with the Armor Piercing keyword are not reduced by Armor.

Dodge: The Dodge keyword is always followed by a numerical value, such as “Dodge 1” or “Dodge 2.” If a unit has the Dodge keyword, you increase the accuracy value necessary to hit that unit with any ranged (i.e. non-adjacent) attack by the target unit’s Dodge value. Dodge does not have an effect when the attack is made by an adjacent enemy piece.

Example: The Martian Banshee Trooper has the keyword “Dodge 1.” Alakhai the Cunning makes an attack roll standing 3 hexes away from the Martian Banshee Trooper. The “Dodge 1” keyword increases the accuracy value needed to successfully make this attack by one; instead of needing to roll an accuracy value of 3, Alakhai the Cunning must roll an accuracy value of 4.

Flying: Units with the Flying keyword ignore walls and enemy units while moving (i.e., they can move over walls and enemy units), and they are not required to end their move when moving onto hindering terrain. Flying does *not* affect targeting or LOS. A double-based flying unit is not allowed to end its move on top of a wall or on top of another unit.

Grapple: Any enemy unit that is adjacent to a unit with the Grapple keyword cannot move, and, when attacking, can only target the unit with the Grapple keyword. (If a unit is adjacent to multiple enemy units with the grapple keyword, it can choose to attack any of those units.)

Infiltrate: Units with the Infiltrate keyword cannot be targeted by an enemy unit that is on guard.

Melee: Units with the Melee keyword cannot attack units that are farther than one hex away. Also, any unit with the Melee keyword cannot participate in a combined attack as a supporting unit.

Speed/Slow: In *Mutant Chronicles*, most units have a base speed of 4. The Speed keyword increases a unit’s base speed, and the Slow keyword decreases a unit’s base speed. Each keyword is always followed by a value, that value is the unit’s base speed. For example, a unit with the keyword Speed 5 has a base speed of 5, and a unit with the keyword Slow 3 has a base speed of 3.