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Game: **MUTANT CHRONICLES CMG**
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For best results, print on card, laminate and trim to size.

MUTANT CHRONICLES
COLLECTIBLE MINIATURES GAME

Setup

1. **Choose Style of Play** A **Skirmish** game uses 3 Gold, 3 Silver and 3 Gold (3/3/3) components, a **Tournament** game uses 10/10/10, and an **Epic** game uses 90/90/90. You can use any mix of units, order tokens, and command cards desired.

   A **human** faction (*Bauhaus, Capitol* or *Brotherhood*) cannot include **demon** units (*Algeroth* or *Ilian*) and vice versa.

   Units marked with a **bullet** before their names are **unique personalities**. There can be only one copy of any unique personality in an army, and all must be from a single faction.

   You can select up to 4 copies of a **non-unique unit**, and up to 3 copies of a particular **command card**.

2. **Victory Zones Setup** If playing a Tournament game, shuffle the **victory zone tokens** and randomly place 7 of them facedown on the victory zones on the map. Once all units have been deployed, flip the tokens.

3. **Deploy Units** Randomly determine a **first player**, who chooses a **deployment zone** and places his units anywhere in that zone. The next player then deploys his units in the other zone.

   Both players place their **order tokens** on their **order pool card**, and place their **command cards** facedown in front of them. You are not allowed to see your opponent's command cards until they are played.

Order of Play

The game consists of **rounds**, in which the players alternate **turns**.

Play begins with the first player, who assigns one order token to one of his units and takes the appropriate number of actions with that unit. He does the same with a second order token.

The other player then does the same.

In general, players cannot assign a token to a unit that has already been given an order that round, and they must be assigned to units under the player's control.

The number of **actions** you can take with an activated unit depends on the **rank** of the order token used:

Bronze = 1 actions
Silver = 2 actions
Gold = 3 action

For each assigned order token, you can take one of these actions only once. You cannot interrupt one action with another. A *passed* action is lost.

Move
Attack
Guard
Special Ability

Move

The base speed of each unit is 4.

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

A **single-based unit** may move a number of hexes up to its speed.

Double-based units move one of their halves into an space adjacent to that half, then move the other half into the space the first half just vacated.

Alternately, both halves may be moved in a single direction, keeping them in the same relationship to one another. No part of the unit may move through other units or a **wall**. If this move is made with a **non-flying unit**, the move is stopped if either half enters **hindering terrain** or **cover**.

Terrain
Open Does not block LOS, no effect on movement.

Hindering Yellow Does not block LOS. Units entering hindering terrain must immediately end their move action.

Walls **Black** Block LOS and movement. Units can *fly* over them.

Covering Green Does not block LOS. Affects movement like hindering terrain. Reduces damage by -1.

Attack

1. Confirm Line of Sight (LOS)
A unit has LOS if you can draw an unobstructed straight line between the centers of your unit's hex and the target's hex (or either hex if the target is double-based).

The dividers between hexes do not block LOS when the LOS goes straight down that line, even between 2 units.

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

The direction a unit is facing has no effect.

If your unit is double-based, you have LOS if you can draw the unobstructed line from either of its two hexes.

2. Declare Target
Declare the enemy unit which is the **target** of your attack (and the specific hex if you are targeting a double-based unit).

If attacking with a double-based unit, specify from which hex you are attacking.

An **adjacent** unit must always be a *different* unit (a double-based unit cannot be adjacent to itself).

You cannot declare an empty hex or a friendly unit as the target of an attack.

3. Declare Supporting Units
Other activated units may join in on the attack if they have LOS to the target; this is called a **combined attack**.

4. Roll Combat Dice
The type and number of a unit's **base combat dice** is indicated in the top right hand corner of its reference card. Command cards and special abilities may modify the dice.

One or more **reroll symbols** indicate that after you roll combat dice, you can reroll one die for each symbol. These can be made one at a time, but once a die is rerolled you can no longer use the old result.

5. Determine Hit or Miss
The chance to hit a target is affected by range, represented by the attack's **accuracy**.

The accuracy of an attack is equal to the **highest single accuracy** value rolled on the combat dice.

Your attack hits if the accuracy is equal to or greater than the distance to the target in hexes along the shortest path to the target; otherwise you miss.

6. Count Rolled Damage
If the attack hits, the **rolled damage** is equal to the total number of **damage icons** rolled on all the dice.

Some special abilities allow a player to assign damage to units other than the target. You may not assign damage to units in the same army as the attacking unit.

7. Assign Final Damage
Apply effects that can increase or decrease damage and assign the **final damage** to the target unit.

Add a **wound token** to the base of the unit to show the amount of damage it has received. Damage is cumulative. If a unit ever has wounds equal to its health, it is **destroyed**.

Destroyed units are placed off the board in a player's 'destroyed pile'. An order assigned to a destroyed unit is placed in the used order pool.

Combined Attacks

To **support** an attack, a unit must have LOS to the target, *and* must not already have an order assigned to it.

Assign an order token (Bronze are best; if Silver and Gold are used the additional actions are lost) from your pool of available order tokens to each supporting unit. Joining in on an attack counts as taking an **attack action** for the purposes of command cards and special abilities.

Supporting units may *not* use any abilities.

When attacking, first roll dice for the active unit, then separate dice for each supporting unit.

Each attack that hits adds its damage icons to the rolled damage of the combined attack (even if the active unit misses). *Then* any effects that reduce damage are resolved.

Guard

Place the order token at the base of the unit with the guard side faceup; the unit is now **on guard**. Once the guard action is assigned you may not perform any other actions with that activation.

Whenever an active enemy unit moves into a space to which a guarding unit has LOS, the guarding unit may make an attack targeting the active unit.

The guarding unit may interrupt the active unit's move at any time; the move is paused while LOS is checked. If there is LOS, an attack can be made; if there is no LOS the move continues until interrupted again or completed.

A guarding unit must always attack alone.

A guard attack counts as *taking an attack action*, but not as *assigning an order*.

After a guarding unit makes an attack roll, the guard token is flipped and the unit is no longer on guard. At the end of the round, players may choose to leave any or all of their guard orders on their units, so they are still guarding at the start of the next round. The player who will act first next round decides first.

Next round, guarding units may not be assigned new orders (they already have orders assigned to them).

Special Abilities

There are three different effect types:

Keyword Typical game effects, eg, *Flying* and *Armor 1*.

Ability A unique effect explained on a unit's card.

Unit Action Identified by a **bold** action name before the effect. Unit actions have a cost, in actions, paid from the order token used to activate that unit.

Command Cards

You may play one **command card** on each player's turn. It is therefore 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 and explains its effect. Command cards are always played by a specific unit (the **chosen unit**). In order to play the card, the chosen unit must have the command icons listed on the card.

After you have used a card place it in a **used command card pool**. It cannot be used for the rest of the game unless retrieved by an action, unit ability or different command card.

Some cards have a **buyback price**. When you play the card you may immediately move that number and rank of order token(s) from your unused order pool to your used order pool to place the card in your used order pool.

You may then return to your hand any command cards in your used order pool at the end of the round along with your used orders.

If you choose not to pay the buyback price, the card is moved to your pile of used command cards and is no longer available for buyback.

Winning the Game

At the end of each round before retrieving order tokens, each player counts his VPs. If a player has reached the **victory threshold** for that level of play he wins.

Skirmish Mode	=	**9 VPs**
Tournament Mode	=	**30 VPs**
Epic Mode	=	**150 VPs**

If both players have reached the threshold, the player with the most points is the winner. If there is a tie, the player who would act first next round is the winner.

Victory points are gained from killing enemy units. A destoyed unit that returns to the battle by a game effect no longer provides VPs unless destroyed again.

Bronze Unit	=	**1 VP**
Silver Unit	=	**2 VPs**
Gold Unit	=	**3 VPs**

Victory points are also gained for every victory zone you are holding at the end of the round (marked under the zone on the map). One of your units must be stationed on all or part of the zone, with no enemy unit on another part of the same zone. Victory zones also provide in-game advantages as described on the tokens.

Victory points are also gained as a result of certain command cards.

Alternate Victory Conditions

A player can also win the game if his opponent concedes, or if he destroys his opponent's entire army.

Reinforcements

If you have more units than can fit in your deployment zone, the extra forces are placed off the map as **reinforcements**.

As space opens up in your deployment zone, you must immediately fill each empty hex with a unit from your reinforcements, choosing which units if you have multiple units.

This does not require an action token, and the units are eligible to receive an order on your next activation.

Keywords

ACCURACY

The bonus is added to the accuracy value that is rolled whenever the unit attacks.

ARMOR

Reduce the value of the total rolled damage dealt to that unit by the *Armor* value.

ARMOR PIERCING

Attacks made by the unit are not reduced by *Armor*.

DODGE

Increase the accuracy value necessary to hit the unit wih any ranged (non-adjacent) attack by the *Dodge* value. *Dodge* has no effect on attacks by adjacent enemies.

FLYING

The unit ignores walls and enemy units while moving and they do not have to end their move when entering hindering terrain. *Flying* does not affect targeting or LOS. A double-based flying unit cannot end its move on top of a wall or unit.

GRAPPLE

Any adjacent enemy unit cannot move, and when attacking can only target this unit (it can choose which if adjacent to multiple *Grappling* units).

INFILTRATE

The unit cannot be targeted by an enemy unit that is on guard.

MELEE

The unit cannot attack units farther than one hex away, or participate in a combined attack as a supporting unit.

SPEED/SLOW

The *Speed* keyword increases a unit's base speed, and the *Slow* keyword decreases it. The value is the new base speed.

MUTANT CHRONICLES
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FACTION	NAME	TRAITS	COMMAND ICONS	ATTACK DICE	HEALTH	SPECIAL	SIZE	RANK
Capitol	**Free Marine Soldier** w/ M-50 Assault Rifle	INFANTRY.			2	*Double Strike:* May take up to 2 attack actions a turn, if able.		
Capitol	**Martin Banshee Trooper** w/ RP-187 Rocket Pack	INFANTRY.			1	**Flying**. **Speed** 5. **Dodge** 1. *Elusive:* does not take damage from dice.		
Capitol	**Capitol Ranger** w/ Jensen .45 Combat Pistol	INFANTRY. RANGER.			2	**Accuracy** +1. *Capitol Tactics:* After playing and resolving a command card, you may move Ranger 1 hex.		
Capitol	**KA 67 Great Grey Scout** w/ M-99 Mounted HMG	VEHICLE.			1	**Flying**. **Speed** 3. **Dodge** 3. *Elusive:* does not take damage from dice.		
Capitol	**Free Marine Tank Hunter** w/ CA-138 Deathlockdrum Autocannon	INFANTRY.			3	**Armor Piercing**. *Tank Fighting:* Rolls an additional dice when targeting units.		
Capitol	**Martin Banshee Sergeant** w/ RP-187 Rocket Pack	INFANTRY.			2	**Flying**. **Dodge** 1. Rolls an additional dice against units.		
Capitol	**Ranger Elite** w/ Jensen .45 Combat Pistol	INFANTRY. RANGER.			2	**Accuracy** +2. *Scramble:* Friendly RANGER units that start their move adjacent to Ranger Elite get +2 to base speed.		
Capitol	**Freedom Brigadier Sergeant** w/ M-516 Shotgun with M-222 UBGL	INFANTRY. TACTICIAN.			2	*Burst Fire:* While attacking alone, may assign an equal amount of damage to an enemy unit adjacent to target.		
Capitol	**KA 67 Great Grey Fighter** w/ M-99 Mounted HMG	VEHICLE.			2	**Flying**. **Accuracy** +2. **Speed** 5. *Dogfighting:* Rolls an additional dice when targeting enemy units with Flying.		
Capitol	**Free Marine Hero** w/ M-50 Assault Rifle	INFANTRY.			3	*Triple Strike:* May take up to 3 attack actions a turn, if able.		
Capitol	**Martin Banshee Hero** w/ RP-187 Rocket Pack	LEADER.			3	**Flying**. **Dodge** 1. **Coordinated Rush - Action:** Move up to 2 friendly units in LOS up to 3 hexes each, one at a time.		
Capitol	**Ranger Commander** w/ Jensen .45 Combat Pistol	LEADER. RANGER. TACTICIAN.			3	**Accuracy** +3. Adjacent friendly RANGER units gain dice. After atacking and destroying an enemy unit, retrieve one of your used command cards.		
Capitol	**Mitch Hunter** w/ Capitol Sword of Honor	COMMANDER.			4	*Sweep:* While attacking alone, all adjacent enemy. units are dealt damage by his attack **Superior Recon - Action:** Remove any 1 token from another unit within LOS (if an order, place in owner's used token pile).		

FACTION	NAME	TRAITS	COMMAND ICONS	ATTACK DICE	HEALTH	SPECIAL	SIZE	RANK
Algeroth	**Technomancer** w/ Tormentor Flamethrower	DARK LEGION. INFANTRY.			2	**Force Shield - Action:** Until the end of opponent's turn, Technomacer and all adjacent friendly units do not take damage from dice.		
Algeroth	**Necromutant** w/ Belzarac Assault Rifle	DARK LEGION. INFANTRY.			2	*Life Drain:* When Necromutant damages an enemy unit, Necromuntant may heal the same damage.		
Algeroth	**Infernal Corroder** w/ Meatgrinder Chainsaw	DARK LEGION. LEADER.			2	When attacking with a guard order, rolls additional dice.		
Algeroth	**Bio Giant**	DARK LEGION. MONSTER.			4	**Slow** 3. After Giant has damaged an unactivated enemy unit, that unit's controller must place an unused activation token of choice on that unit, if able.		
Algeroth	**Venerable Technomancer** w/ Tormentor Flamethrower	DARK LEGION. INFANTRY.			2	After you play and resolve a command card, may take a free attack action against an enemy unit in its LOS.		
Algeroth	**Necromutant Tormentor** w/ Belzarac Assault Rifle	DARK LEGION. INFANTRY.			3	*Life Drain:* When Necromutant damages an enemy unit, Necromuntant may heal the same damage. *Mutation:* When destroyed, you may put a Necromutant into play on the same hex.		
Algeroth	**Gommorian Emasculator** w/ Brainbuster Power Hammer	DARK LEGION. LEADER.			3	**Accuracy** +2. **Barrage - 3 Actions:** Roll dice against any enemy unit on the map, ignoring LOS restrictions. This attack must be accurate to damage the unit.		
Algeroth	**Tekron Warmaster** w/ Necrobiotic Tendrils	DARK LEGION. TACTICIAN.			4	After attacking and destroying an enemey unit, retrieve one of your used command cards.		
Algeroth	**Advanced Bio Giant**	DARK LEGION. MONSTER.			4	**Grapple**. You may move enemy units damaged by Giant's attack up to 3 hexes.		
Algeroth	**Ezoghoul** w/ Ashreketh Howling Blade	DARK LEGION. MONSTER.			5	**Melee**. **Bezerk - Action:** If Ezoghoul has already destroyed an enemy unit with an attack this activation, roll dice against all enemy units adjacent to Ezoghoul.		
Algeroth	**Supreme Technomancer** w/ Tormentor Flamethrower	DARK LEGION. INFANTRY.			3	**Aura of Corruption - 2 Actions:** Deal 1 damage to all adjacent enemy units.		
Algeroth	**Necromutant Defiler** w/ Belzarac Assault Rifle	DARK LEGION. INFANTRY.			3	*Life Drain:* When Necromutant damages an enemy unit, Necromuntant may heal the same damage. *Mutation:* When destroyed, you may put a Necromutant into play on the same hex.		
Algeroth	**Alakhai the Cunning** w/ Meat Wolfer Great Sword	DARK LEGION. COMMANDER.			3	**Armor** 1. **Chaos Force - Action:** Choose an enemy unit. If Alakhai defeats this unit with an attack this turn, unit's owner must discard a random command card.		
Algeroth	**Golgotha** w/ Necrotech Claw and Carcass Claw	DARK LEGION. COMMANDER.			4	**Grapple**. Can make 2 attacks with a single attack action, each against a different target.		
Algeroth	**Ezoghoul Ravager** w/ Ashreketh Howling Blade	DARK LEGION. MONSTER.			6	**Grapple**. **Fear - Action:** May move each adjacent enemy unit up to 2 hexes.		

FACTION	NAME	TRAITS	COMMAND ICONS	ATTACK DICE	HEALTH	SPECIAL	SIZE	RANK
Bauhaus	**Dragoon** w/ MP-103	INFANTRY.			2	**Armor** 1.		
Bauhaus	**Bear Trooper** w/ Atlas Megacannon	INFANTRY.			2	*Sniper:* Cover does not soak damage from his attacks. **Subdual - Action:** After making a successful attack this activation, target enemy unit is laid down and can do nothing until standing (costs 2 actions to stand up).		
Bauhaus	**Venusian Ranger** w/ AG-17 PanzerKnacker Rifle	INFANTRY. RANGER.			2	*Sniper:* Cover does not soak damage from his attacks. *Burst Fire:* While attacking alone, may assign an equal amount of damage to an enemy unit adjacent to target.		
Bauhaus	**Battlesuit Prototype** w/ Ironhand Pneumatic Fist	VEHICLE.			3	**Armor** 1. *Anti-targeting Device:* does not take damage from ■ dice.		
Bauhaus	**Dragoon Kapitan** w/ MP-103	INFANTRY.			2	*Sniper:* Cover does not soak damage from his attacks. Dragoon Capitan gets 2 actions regardless of order token.		
Bauhaus	**Bear Sergeant** w/ Atlas Megacannon	INFANTRY.			2	*Sniper:* Cover does not soak damage from his attacks. **Savage Tactics - 3 Actions:** Deal 2 armor piercing damage to each adjacent enemy unit.		
Bauhaus	**Venusian Ranger Sergeant** w/ AG-17 PanzerKnacker Rifle	INFANTRY. RANGER.			3	*Bauhaus Tactics:* After playing and resolving a command card, may remove an order token (including guard tokens) from him and place it in unused pile.		
Bauhaus	**Security Specialist** w/ MG-50	TACTICIAN.			3	After attacking and destroying an enemy unit, retrieve one of your used command cards.		
Bauhaus	**Vulkan Prototype** w/ Ironhand Pneumatic Fist	VEHICLE.			3	**Armor** 2. **Pummel - Action:** After damaging an unactivated enemy unit that turn, that unit's controller must place an unused activation token of choice on that unit, if able.		
Bauhaus	**Bear Kapitan** w/ Atlas Megacannon	INFANTRY.			3	**Infiltrate**. **Armor Piercing**.		
Bauhaus	**Venusian Ranger Kapitan** w/ AG-17 PanzerKnacker Rifle	INFANTRY. RANGER.			3	*Burst Fire:* While attacking alone, may assign an equal amount of damage to an enemy unit adjacent to target. *Inspiration:* Adjacent friendly units are allowed 2 actions when assigned a Bronze order.		
Bauhaus	**Etoilles Mortant** w/ P-60 Punisher Handgun	LEADER.			2	*Camouflage:* While in any terrain other than open, can only be attacked by adjacent enemy units. *Killing Blow:* After damaging an enemy unit, roll ■ die: if a damage icon is rolled, enemy unit is destroyed.		
Bauhaus	**Max Steiner** w/ Punisher Sword and Hellstorm SMG	COMMANDER.			3	**Armor** 1. **Incendiary Blast - Action:** if Max hits his target with an. an attack on this activation, deal 1 armor piercing damage to either the target or one enemy unit of choice adjacent to the target.		

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B'hood	**Mortificator Initiate** w/ MP-22 & Mortis Sword	INFANTRY.			2	**Infiltrate**. **Accuracy** +2.		
B'hood	**Fury Elite Guard** w/ Deliverer Blade	INFANTRY.			1	**Grapple**. When defeated, the enemy unit leading the attack takes 1 damage that cannot be soaked by armor or cover.		
B'hood	**Inquisitor** w/ AC-40 Justifier Machine Gun	INFANTRY.			3	After playing and resolving a or command card, heal all damage that has been dealt to Inquisitor.		
B'hood	**Mortificator Shadow** w/ MP-22 & Mortis Sword	INFANTRY.			2	**Dodge** 2. When attacking a DARK LEGION unit, instead roll dice and dice, with 1		
B'hood	**Fury Elite Bishop** w/ Deliverer Blade	INFANTRY. FURY ELITE.			3	After taking a move action, may move all other friendly FURE ELITE units up to 1 hex. **Cardinal's Blessing - 2 Actions:** Heal 2 damage to all friendly units within 2 hexes.		
B'hood	**Inquisitor Majoris** w/ AC-40 Justifier Machine Gun	INFANTRY. TACTICIAN.			3	After attacking and destroying an enemy unit, retrieve one of your used or command cards.		
B'hood	**Sacred Warrior** w/ Avenger Sword	LEADER.			3	Instead of a normal attack, roll dice against adjacent DARK LEGION units. **Charge - Action:** If this is your first activation of the round, can move up to 6 hexes on a move action and then take a free attack action.		
B'hood	**Mortificator Master** w/ MP-22 & Mortis Sword	INFANTRY.			2	**Infiltrate**. **Crack Shot - Action:** Name a die type. If Mortification Master attacks this turn, choose the results of all dice of that type.		
B'hood	**Fury Elite Templar** w/ Deliverer Blade	INFANTRY. FURY ELITE.			2	**Armor** 1. *Shield of Faith:* Templar and any friendly adjacent FURY ELITE units do not take damage from dice.		
B'hood	**Keeper of the Art** w/ Book of Faith	LEADER.			2	**Armor** 1. Adjacent friendly units roll an additional die when attacking.		
B'hood	**Archinquisitor Nikodemus** w/ Book of Law	COMMANDER.			4	**Armor** 1. **Proclamation - Action:** Place an opponent's unused order token of the lowest available rank on any one of that opponent's unactivated units within LOS.		

FACTION	NAME	TRAITS	COMMAND ICONS	ATTACK DICE	HEALTH	SPECIAL	SIZE	RANK
Ilian	**Golem of Ice**	DARK LEGION. GOLEM.	△	■■	6	Ignores the effects of Ice tokens, and heals 2 points. of health at the end of each round it is stationed on ice terrain. **Ice Touch - Action:** If Ice Golem attacks and has accuracy to an enemy unit this turn, place an ice token on the target of the attack.	⬭	
	Ice Token							
	Hindering terrain. A unit's damage and movement are reduced by 1 for each ice token on it. Movement cannot be reduced below 1, but damage can be reduced to 0.							
Ilian	**Karak the Keeper** w/ Cthonic Transfuser	DARK LEGION. COMMANDER. HERETIC.	△△△	■■■	4	**Accuracy** +2. You may have non-unique units in your army. If Karak is killed, deal 1 point of damage to all units you control.	⬭	
	Karak's Command Tent				5			
	Cannot move. At the beginning of the game, you may attach 1 Gold, 1 Silver, and △ command card from your collection, facedown, to the Command Tent 1 Bronze reference card. You may look at and play these cards as if they were in your hand. Karak's Command Tent counts as 3 VPs for any opponent who destroys it. Any command cards attached to it at that time are lost.							