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CHRONICLE X

A B Y S S RULEBOOK S



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CHRONICLE X A B Y S S RULEBOOK

VERSION 1.1
APRIL 2021

CREDITS

Games Designer: Glenn Allan, Jarek Ewertowski, Bartek Perzyński, Dave Ketch

Rules Contributor: Glenn Allan, Jarek Ewertowski, Bartek Perzyński, Dave Ketch

Playtesters: Geoff Allan, Jen Hunter, Adam Lyzniak, Chris Jackson, Paul Rimmer, Chris Burton, Gary Davies, Louise Lyzniak, Rob Cunningham, Jarek Ewertowski, Bartek Perzyński, Dave Ketch

Graphic Design & Layouts: Anna Kaczmarek, Agata Graś

Illustrations & Drawings: Tomasz Badalski, Sławomir Wolicki, Tomasz Tworek

Special thanks to our backers, supporters and proofreaders:
Martin Aas Andersen, Marijn Bierhof, Trevor C, Jacobo Cagigal, Jim Harris, Piotr Marszewski, Leif Stensson, and many others from Archon Gaming Hub and Board Game Geek community.

Special thanks to our testers:
Glenn Allan's testing team in UK
and Bartosz Perzyński's Chaos Games playtesters in Poland.

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Rules, mechanics and game system - Archon Studio.

Published by Archon Studio.
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GAME COMPONENTS

MINIATURES:

- 1 x Ralavar Streamcaller
- 2 x Ralavar Waterbounds

TOKENS:

- 3 x Blip Tokens
- 12 x Oxygen Tokens

CARDS:

- 2 x Alien Profile Cards
- 12 x Abyss Event Cards
- 5 x Abyss Hazard Cards

- 5 x Hidden Agenda Cards

- 8 x Mutation Cards

- 18 x Item Cards

- 2 x Space Station Cards

- 32 x Spawn Cards

- 1 x Alien Upgrade Sheet

OTHER:

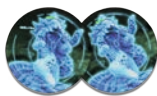
- 16 x Underwater Board Tiles

- 6 x Oxygen Trackers

- 1 x Sea Pod



Ralavar Streamcaller Token



Ralavar Waterbound Tokens



Oxygen Tokens



Oxygen Trackers



Abyss Event Cards



Hazard Cards



Spawn Cards



Alien Profile Cards



Item Cards



Hidden Agenda Cards



Abyss Mutation Cards



Underwater Board Tiles



Space Station Cards



Sea Pod



Alien Upgrade Sheet

OVERVIEW

Abyss is an expansion for Chronicle X which introduces new rules for undertaking Missions underwater. As well as contending with the ever-present Alien threat, the **Heroes** of the **Chronicle X** team will also have to watch their **Oxygen levels** as they delve deeper into the murky depths of the **Abyss**.

Players will be given a set of branching Missions that can either be played on their own or as part of the **Chronicle X core game** in **Narrative Mode**. These Mission can be played at any point during the campaign but before the final two missions.

Each Player will have an **Oxygen Tracker** that will allow them to count how much remaining oxygen (O_2) their assigned **Hero** has. Once the **Oxygen Tracker** reaches 0, that **Hero** will begin to feel the effects of the **Abyss**. Refill your **Heroes O_2** by finding pockets of air, diving canisters and by taking respite in the accompanying **Sea Pod**.

New **Space Station** and **Item Cards** are available to increase your base size and gain unique buffs and bonuses during missions.

But beware brave sea explorers, for the **Overmind** is also equipped with brand new **Mutations** and **Hidden Agendas** to thwart your efforts.

Do you dare to see what awaits you on the ocean floor?



ABYSS MISSIONS

Abyss missions may be played at any point before any level 4 missions (between Narrative missions). Winning and losing missions in Abyss does not affect the narrative structure in Narrative mode. Replace all items in the item bag with the items from the Abyss expansion, for the duration of the mission. Once completed, revert to using the standard item cards.

MOVEMENT AND SHOOTING

All models (apart from **Ralavar Wildsflower**, **Ravalar Waterbounds** and **Ravalar Streamcallers**) suffer -1 to their Movement and -1 to their Long and Short Range Shoot Values, while in the Abyss missions.

OXYGEN LEVELS & OXYGEN TRACKER

Every action a **Hero** makes (apart from an **Interact Action**) will cost 1 O_2 level on the **Oxygen Tracker**. Once a **Hero's** O_2 level has reached 0, mark it by flipping a Tracker, from now on Actions will cost HP. For example: When a **Hero** Moves and Shoots, this will cost 2 O_2 levels. When a **Hero** has depleted their O_2 levels, every action will cost 1 HP instead (until O_2 levels have been refilled to at least 1). In the previous example, the two Actions would cost 2 HP.

A **Hero** in a square containing a face-up **Oxygen Token** may spend an **Interact Action** to flip the token and replenish 4 O_2 . At the start of the next round, reset all **Oxygen Tokens** to their tank side. Aliens have adapted to the watery environment and do not require **Oxygen** and can't interact with the **Oxygen Tokens**.

The **Sea Pod** is available for **Hero** use. **Heroes** that end their **Movement** in the **Sea Pod** completely replenish O_2 . On their turn, a **Hero** in the **Sea Pod** may spend an **Interact Action** to move the **Sea Pod** up to 5 squares. Other **Heroes** in the **Sea Pod** are also moved if it moves. **Sea Pod** can only move once per round.

The **Sea Pod** is treated like an **XXL model** and can be used to destroy walls. The **Sea Pod** can be attacked by the **Overmind** player. It has DEF 4 and HP 8. Once destroyed, any **Heroes** inside are incapacitated and removed from play. **Heroes** may not use the **Sea Pod** or replenish O_2 inside it if it has been destroyed.



MISSION 1

THE ABYSS

Overmind unit points: 16

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"We have located a deep-sea beacon emanating from a downed alien craft. We suspect that the craft has been there for some time. It is possible that the recent alien invasion has activated the craft once again. Your mission is twofold: retrieve any intel that may be stored on the craft that could aid us in this fight, and deactivate the ship's auto-destruct sequence. The craft is sat directly over the San Gregorio Fault line and the magnitude of the alien craft exploding could cause earthquakes and flooding that would devastate the entire west coast of America. Your gear has been specially adapted to work underwater, and you will be supplied with oxygen via the Sea Pod. Get down there and neutralize the threat."

- The Sea Pod is deployed on either of the Yellow Deployment Squares on map tiles 2 and 3. At least one square of the Sea Pod must be on a Yellow Square. Up to 3 Heroes may deploy on the Sea Pod, the remaining must be deployed on the unused Yellow Deployment Square.
- To complete the mission, you must navigate around the deep-sea terrain and reach the entrance to the downed space-craft, get inside and spend 2 Interact Actions on the craft's terminal (circled on the Mission Brief Map).

Hero players win: Continue to mission 2A.

Overmind win: Continue to mission 2B.

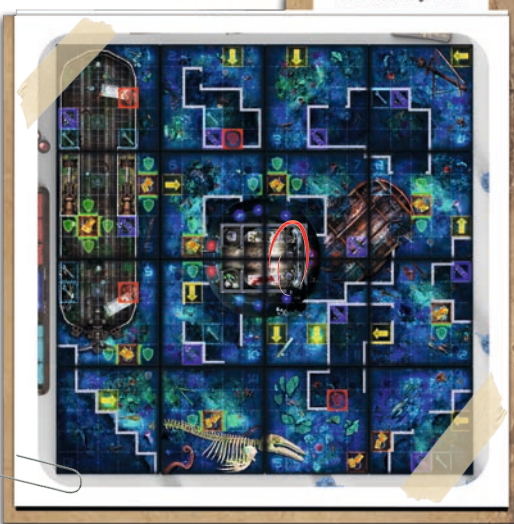
MAP SET-UP:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

2, 3 - Hero deployment

11 - Alien deployment

File no. Abyss 01



MISSION 2A

ATLANTIS HAS FALLEN

Overmind unit points: 18

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"You're not going to believe this, but the spacecraft you encountered in your previous mission has opened up a rift in time and space, it appears that you have been teleported to the sunken city of Atlantis. We are unable to evacuate you at this time. However, we are detecting a strange frequency from within the sunken city that matches the energy burst that sent you there to begin with. We believe that this will allow you to escape your location. Watch out for timepools in the area. They can be used to teleport short distances."

- Navigate to the Teleportation Station at the heart of the city to find the source of the strange frequency (map locations B and C).
- Extract at least 3 team members by using an Interact Action at the Teleportation Station.
- Use colour coded time pools to quickly move throughout the map. Note that models may only move between whirlpools of the same colour. This requires an Interact Action.

- Yellow squares can not be used for extraction during this mission.

If Sea Pod haven't been destroyed in Mission 1, deploy it on either of the Yellow Deployment Squares on map tiles N and O. At least one square of the Sea Pod must be on Yellow Square. Up to 3 Heroes may deploy on the Sea Pod, the remaining must be deployed on the unused Yellow Deployment Square.

After completing the mission, return to standard mission selection.

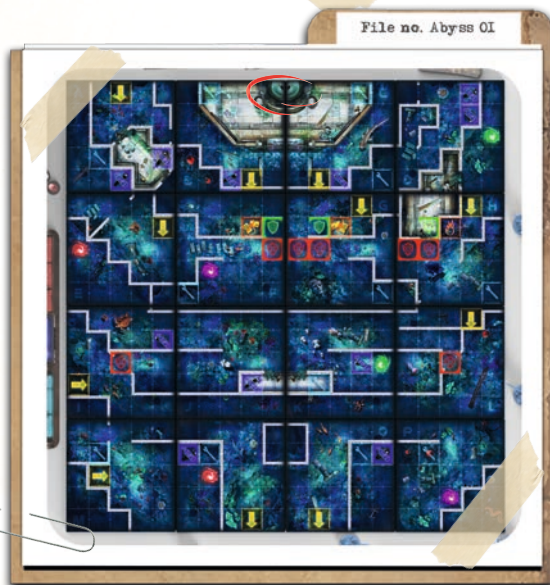
MAP SET-UP:

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

N, O - Hero deployment

Alien's may deploy anywhere at least 1 tile away from Heroes.

B,C - Strange frequency



MISSION 2B

HYDROPHOBIA

Overmind unit points: 18

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"The Auto-destruct sequence has been activated, if your team doesn't get out of there then you're fish food. We will do what we can to neutralize the blast from the Spacestation. Due to the situation down there we can only afford to provide one extraction point, we have sent down a homing beacon, get to it and rendezvous with the extraction team."

- Your team has 5 turns to extract using the mission specific extraction point, all other extraction points are unusable during this mission.
- Any Heroes still on the map by the end of turn 5 will suffer 4 damage.

If Sea Pod haven't been destroyed in Mission 1, deploy it on either of the Yellow Deployment Squares on map tile 11. At least one square of the Sea Pod must be on Yellow Square. Up to 3 Heroes may deploy on the Sea Pod, the remaining must be deployed on the unused

Yellow Deployment Square.

After completing the mission, return to standard mission selection.

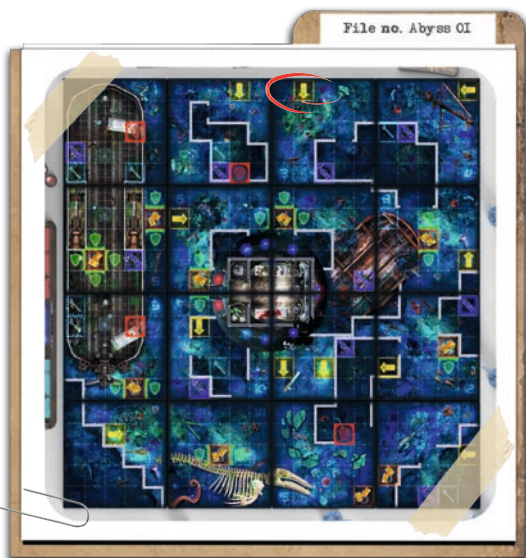
MAP SET-UP:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

11 - Hero deployment

Alien's may deploy anywhere
at least 1 tile away from Heroes.

3 - Extraction Point



If corals get stressed they die.
So if I was coral I would
be dead.

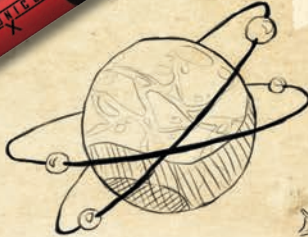


What do coral even get
stressed about?

Current events.

Get out.

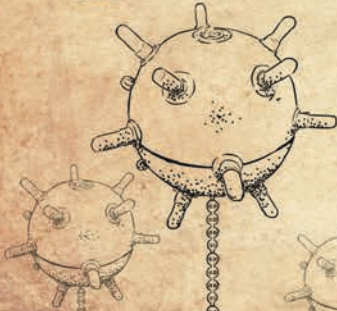
OMG, I have so
many bills



Underwater



I don't have a nervous
system. I AM a nervous
system





What kind of music
do planets sing?
Neptunes.



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