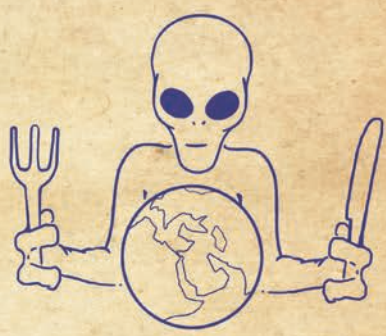




- ☒ WAKE UP
- ☒ ABDUCT FEW PEOPLE
- ☒ TALK TO THEM
- ☐ INVADE EARTH



For years Chronicle X have been monitoring potential Alien threats, investigating alien sightings and preparing for a potential invasion. However, they could not have predicted the magnitude and scale of the Overmind's invasion force. Caught off guard while at their New York branch the Chronicle X Team were about to come face to face with the terrifying power that they had spent so long preparing for...





that feeling when you eat
too much mexican food

CHRONICLE X MISSION BOOK

VERSION 1.1
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This is a work of fiction. Names, characters, businesses, places, events and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

Rules, mechanics and game system - Archon Studio.

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CONTENTS

Narrative Mode.....	4	Mission D - Xeno Plague.....	21
Mission 1 - Escape from New York.....	5	Mission E - Doctor's visit.....	22
Mission 2.....	6	Mission F - The silent killer.....	23
Mission A - Red Dawn.....	6	Mission G - Overmind Phone Home.....	24
Mission B - Weird science.....	7	Mission H - I just called to say I hate you.....	25
Mission C - Electric dreams.....	8	Mission I - Weapon of mass destruction.....	26
Mission D - Save the President.....	9	Mission J - Commander and Chief.....	27
Mission 3.....	10	Mission K - Final Orders.....	28
Mission A - Batteries not included.....	10	Mission L - Dead Presidents.....	29
Mission B - Turkey shoot.....	11	Mission 5.....	30
Mission C - Search and destroy.....	12	Mission A - Overmind dead body.....	30
Mission D - Cloaked tech.....	13	Mission B - Overmind over matter.....	31
Mission E - Hot hail.....	14	Mission C - An Overmind is a terrible thing to waste.....	32
Mission F - Search the ruins.....	15	Mission D - The Overmind's extended family.....	33
Mission G - Majestic Munition.....	16	Mission E - Take me to your Leader.....	34
Mission H - Decoy President.....	17		
Mission 4.....	18		
Mission A - The Dreaded Terra-Forge.....	18		
Mission B - Terra-Forging a new tomorrow.....	19		
Mission C - The Terryfying Terra-Forge.....	20		

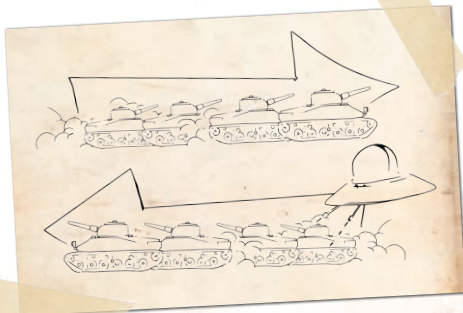
NARRATIVE MODE

. July 7th 1947, the Roswell incident showed humans that we were no longer alone in the universe. Since then, a secret branch of the government was founded, one that would combat any alien threats to our planet. Named Chronicle X and consisting of Earth's most elite soldiers and scientists and specialists. Preparations were then made, should the worst case scenario ever occur.

. Over the next 40 years, the Chronicle X Team worked tirelessly, gathering whatever information and technology they could find pertaining to the alien threat. Scientists would do their best to reverse engineer the advanced technology to create armaments that would otherwise be beyond their reach.

. However, nothing could have prepared them for the events that were about to unfold.

. Unbeknownst to the Chronicle X Team, the craft that crashed in Roswell was a scout ship for a much larger invasion force. Biding their time and gathering information on Earth's defensive capabilities. An invasion force had gathered on the far side of the moon and was ready to strike, and slowly but surely they drew their plans against us...



MISSION 1

ESCAPE FROM NEW YORK

Location: New York, USA
Overmind unit points: 18
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"The Aliens are coming, somehow they have discovered the location of our New York Headquarters. Warships have been dispatched and ground teams are advancing on your position as we speak. Get your team out of there and get to the extraction point, making sure not to leave any intel behind. We don't want the Aliens to gain access to our top secret documents. We will rendez-vous aboard the Space Station."

Get to the extraction point (Evac square on tile C2) on the other side of the map. At least 2 Heroes must interact with a Spanner token and bring back an item. Those Heroes must be extracted.

End of mission: Arriving aboard their orbital Headquarters the Chronicle X team must now decide how they will mount a counter-attack on the Grey invaders. Choose from mission 2A, 2B, 2C or 2D.

BOARD SET UP:

D2	any	any	C1
any	any	any	any
any	any	any	any
any	C2	B5	any

C1, D2 Hero deployment
B5 Alien deployment

File no. 3600IO



MISSION 2A

RED DAWN

Location: Volgograd, USSR
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"We need allies now more than ever. Our best hope is to put aside our differences with the Soviet Union, and unite and face this exterior threat. The city of Volgograd is being attacked by a large assault force. It looks as if the Overmind is very keen on securing the area. If we can help them hold the city, this will not only provide us with a valuable ally, but will give us a foothold in this fight. Secure the area so that the Russians defense grid can be activated."

Capture and hold at least two out of three selected buildings on the map by the end of turn five. The Heroes must have more models (than the Overmind) in a building to control it.

Hero players win: Continue to mission 3A.
Overmind win: Continue to mission 3B.

BOARD SET UP:

any	B4	D1	B3
any	D4	any	any
D5	B1	C4	C5
any	B5	D2	any

D1, B3 Hero deployment
B5, D2 Alien deployment
D4, D5, C5 Capture and hold



MISSION 2B

WEIRD SCIENCE

Location: London, England
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"We have received a weak radio transmission from our London branch: Professor Archibald Thrashbourne is in dire need of extraction, he has some valuable research materials that will help us in the fight against the Alien Greys. Get your best team over there and help get the scientist out of there."

Find the Scientist and escort him to the extraction point (3 VIP Blip tokens, 1 is the Scientist).

Scientist stats:

HP: 5, Defense: 2, Move: 5
Can only move when within range of 2 squares of a Hero at the start of its activation.

The VIP and the Hero who revealed the VIP are treated as 1 unit. That unit has 2 DEF, +1 melee attack, any damage taken is applied

to escorting Hero. The Hero player must escort the VIP to a Hero deployment.

Hero players win: Continue to mission 3C.

Overmind win: Continue to mission 3D.

BOARD SET UP:

D2	D1	any	any
any	any	C3	A3
any	any	any	D4
B5	C4	any	any

D2, D1 Hero deployment
B5, C4 Alien deployment
C3, A3, D4 Place VIP token

File no. 36002 B



MISSION 2C

ELECTRIC DREAMS

Location: Paris, France
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Now that most of our major cities have fallen to the Alien scum, they have moved on to phase two of their plan. It appears that they are constructing some kind of technological tower in Paris, France. The reasons for this are unknown at the moment, but they are no doubt nefarious. Get down there and sabotage their efforts, by planting explosives at the foundations of the tower before the tower can be fully erected."

Move at least 1 member of the Hero's team to within 1 square of the tower (mission marker) and use 4 Interact Actions in total (can be divided between multiple Heroes). The Heroes will then have 2 turns to get to a safe distance from the marker (more than 5 squares away) failure to do so will cause 3 damage.

Hero players win: Continue to mission 3E.
Overmind win: Continue to mission 3F.

BOARD SET UP:

any	any	B1	D2
any	any	B3	any
C4	A1	C2	C5
C1	any	any	any

B1, D2 Hero deployment
C4, C1 Alien deployment
C2 place Mission Marker on Deployment Point



MISSION 2D

SAVE THE PRESIDENT

Location: Washington DC, USA
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"We have received a distress call from our Washington Branch, they have managed to secure President Reagan in an escape pod, he should be safe for now. However, Greys are closing in on him and he will need instant extraction. Take a team down there and find the President, get him to the extraction point before the Greys can get their hands on him."

President/VIP stats:

HP: 4, DEF: 2, Melee Attack: 1

Place 3 VIP Blip tokens on the map, 2 are decoy Blip tokens and 1 will be the President/VIP. A player (Hero or Alien) must interact with a Blip token to flip it. Once the VIP has been revealed, exchange it for the VIP model. The VIP and the Hero who revealed it are treated as 1 unit. That unit has 2 DEF, +1 melee attack, any damage taken is applied to escort Hero. The Hero player must escort the VIP to a Hero Deployment Square. If an Alien revealed the VIP they must escort him to the

Alien Deployment Square. The VIP gets to make 1 attack against the escorting unit once per turn (during the Hero activation phase).

Hero players win: Continue to mission 3G.

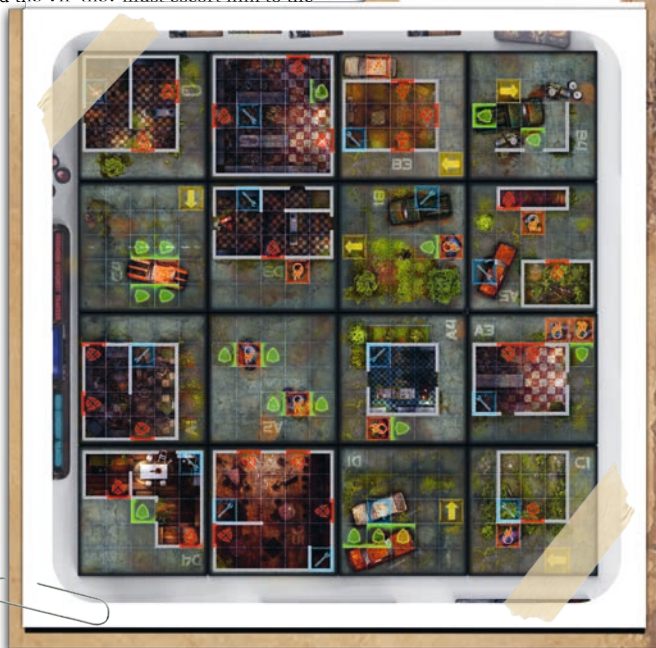
Overmind win: Continue to mission 3H.

BOARD SET UP:

C3	C5	B3	B4
C4	D3	B1	A5
A1	A2	A4	A3
D4	D5	D1	C1

B3, B4 Hero deployment
C1, D1 Alien deployment
C3, D3, A1 Place VIP token

File no. 36002 D



MISSION 3A

BATTERIES NOT INCLUDED

Location: Top secret uranium stockpile, USSR
 Overmind unit points: 20
 Alien Decoy tokens: 2
 Alien Reinforcement points: 4

"After defending Volgograd and brokering a temporary alliance with the Eastern block, we have unearthed a secret Alien plot to terraform our planet using enriched uranium as a power source. Russian Intelligence suggests that the Greys will be making a play to secure a mass deposit of high grade uranium. General Ivanov has pointed us in the direction of one such deposit, scans confirm this as there are large readings of radioactive materials in the area. The Greys seem to be transporting the uranium using a mobile teleportation pod. If you can disable the pod and wipe out their forces, it will buy us valuable time to acquire more intel about their terraforming weapon."

Eliminate 50% of the alien forces, destroy the Teleportation Pod (mission marker).

Teleportation Pod stats: HP: 8, DEF: 2.
Hero players win: Continue to mission 4A.
Overmind win: Continue to mission 4B.

BOARD SET UP:

any	C4	B4	any
any	any	any	any
any	any	C2	any
any	any	B1	B3

C4, B4 Hero deployment
 B1, B3 Alien deployment
 C2 place Mission Marker
 on Deployment Point

WARNING: Players will **not** be able to go back to the Space Station after this point, so prepare for the final 2 missions beforehand.



MISSION 3B

TURKEY SHOOT

Location: Iran
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"You may not have been able to hold the Russian front and secure a much needed ally, but you have managed to help us reveal the Grey's plan. We have unearthed a secret Alien plot to terraform our planet. Former Russian scientist Professor Smirnov has defected to the Grey's side, was probably promised all kinds of scientific secrets and wonderments in exchange. This treasonous act cannot go unpunished, Russian intelligence as tracked him to a secret research facility in Northern Iran. While he is heavily protected, we can gain access to an adjacent building where we will be able to take him out and put a stop to his research. Take your best sniper and assassinate the defector professor."

Move 1 Hero to the objective marker and spend 2 Interact Actions (1 per turn).

Hero players win: Continue to mission 4B.
Overmind win: Continue to mission 4C.

BOARD SET UP:

A4	C4	D1	B2
D5	C1	A5	A3
D4	C3	B3	D3
C2	A1	C5	B1

C4, D1 Hero deployment
B1 Alien deployment
A1 place Mission Marker
in the middle of the tile

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.



MISSION 3C

SEARCH AND DESTROY

Location: Any
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Now with Professor Thrashbourne's help we can study the alien threat. In order to defeat the enemy, we need to study them. To do this we will need samples of as many of the Overmind's forces as possible. But don't worry, they don't need to be living for us to study them. We need you to eliminate one of each of their different types of Greys. Studying them will help us learn how to defeat them."

Reveal all Blip tokens and kill at least 1 of every type of Alien in play.

Hero players win: Continue to mission 4D.

Overmind win: Continue to mission 4E.

BOARD SET UP:

B1	D1	any	any
any	any	any	any
any	any	any	any
any	any	B3	C4

B1, D1 Hero deployment
C4, B3 Alien deployment

WARNING: Players will **not** be able to go back to the Space Station after this point, so prepare for the final 2 missions beforehand.



MISSION 3D

CLOAKED TECH

Location: Guatemala
Overmind unit points: 18
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"While you were busy in London, Recon team Alpha were deployed to investigate an alien research facility deep in the Guatemala Jungle, however at 1800 hours we lost contact with them. Their last transmissions reported being attacked by an unseen enemy. We have reason to believe that the Greys were developing some kind of cloaking technology. We want you to get down there and investigate the situation. You will be equipped with experimental motion tracking devices, which will be able to provide you with a rough estimate as to the location of the enemy. Revealing and killing any cloaked Greys will provide us with the necessary data to recalibrate our sensors to detect them. Good luck team."

The only way to reveal a Blip token is to have at least 2 Heroes within line of sight of the Blip token.

Have at least 4 Cloaked units revealed and eliminated.

Hero players win: Continue to mission 4E.

Overmind win: Continue to mission 4F.

BOARD SET UP:

B1	any	any	C1
any	any	any	any
any	any	any	any
any	D1	B5	any

B1, C1 Hero deployment
D1, B5 Alien deployment

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.



MISSION 3E

HOT HAIL

Location: *Scottish Highlands*

Overmind unit points: 20

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"It looks as if the Greys were creating a network of towers to amplify the potency of a device that tampers with our weather system, as a result they are causing mass amounts of fiery hail to rain down on our troops in the field, the casualties register in the hundreds so far. We need to take this device out of commission permanently, and we need to do it now. Doing so will allow ground troops to advance and take back vital locations in this fight. We have pinpointed the epicenter of these atmospheric disturbances to be coming from a small town in the highlands of Scotland. Get down there and destroy the device, also watch out for the fiery hail"

Each turn that ends with a player model not inside of a building results in it being hit with hot-hail. If this occurs then roll a dice for each model/unit affected. On a result of a hit that model takes 1 damage, on the result of double or critical hit that model takes 2 damage. Any other result counts as not being struck by the hot hail.

Locate and destroy the three modifying

weather devices by attacking them.

Each device stats: HP: 4, DEF: 2.

Hero players win: Continue to mission 4G.

Overmind win: Continue to mission 4H.

BOARD SET UP:

D5	B4	D1	B3
C1	A2	B1	C3
D3	D2	C5	A3
C2	B5	C4	B2

D1, B3 Hero deployment
B5, C4 Alien deployment
D5, C5, C2 place Mission Marker
in the middle of the tile

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.

File no. 36003E



MISSION 3F

SEARCH THE RUINS

Location: Pila/Poland
Overmind unit points: 20
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"With the alien techno-tower built they were able to amplify a powerful weapon and use it to devastating results. The initial test fire resulted in the devastation of a small Polish city. We suspect it to be based on Radiation waves concentrated into a powerful beam. We will need samples of items affected by the radioactive blast so we can analyze them and find a way of defending from future attacks and avoid any further devastation of this magnitude. We will need at least three samples in order to conduct a full study. But be careful, the radiation levels down there are very high, you may feel some strange side effects."

Each model/unit (Heroes and Overmind) suffer -1 defense as they are suffering from radiation sickness.

At least 3 Hero models must interact with a blue square to receive the spanner token and collect 1 item token each. Each of these Heroes must then get to any Deployment Point and use Interact Action to escape with the item.

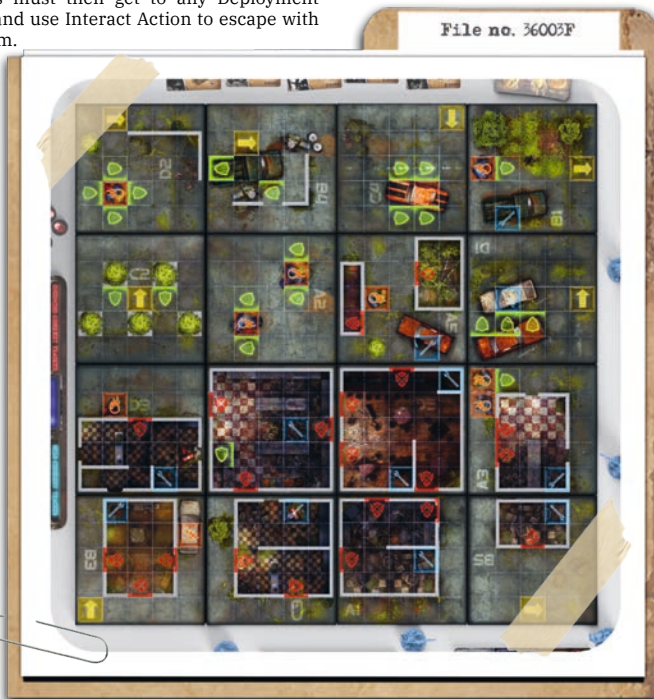
Hero players win: Continue to mission 4H.
Overmind win: Continue to mission 4I.

BOARD SET UP:

D2	B4	C4	B1
C2	A2	A5	D1
D3	C5	D5	A3
B3	C3	A1	B5

D2, C2 Hero deployment
B1, D1 Alien deployment

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.



MISSION 3G

MAJESTIC MUNITION

Location: Nevada USA

Overmind unit points: 20

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"The President is now safely aboard the Orbital Headquarters. Our team have now been given special Majestic privileges to access top secret plans to a new and powerful weapon. This couldn't have come at a better time as we have received word from Recon team Alpha that the Greys are building a terra-forming device. In order to gain access to the plans, you will have to download them from the Presidential database, so it's time to take your best hacker down there and get those plans."

Get to the mission marker and have 1 Hero use an Interact Action on it. That model must then be protected for 2 turns to successfully perform the hack. That model may not move during this time but can attack. That model must then be safely extracted.

Reward: Search the items for the Chaos Cannon (if not found already) and place in the Warehouse. If a player already has the Chaos Cannon, then it can be instantly upgraded. If it has already been upgraded then the Hero player may search the items for any fully upgraded equip weapon and place it in the

Warehouse.

Hero players win: Continue to mission 4J.

Overmind win: Continue to mission 4K.

BOARD SET UP:

D2	B4	C4	B1
C1	A2	D1	D3
A3	A4	A1	C3
B3	C2	A5	B5

B4, D2 Hero deployment
B3, C2 Alien deployment
C3 place Mission Marker
in the middle of the tile

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.



MISSION 3H

DECOY PRESIDENT

Location: Washington DC, USA
Overmind unit points: 20
Alien VIP Decoy tokens: 2
Alien Reinforcement points: 4

"The President has been killed, what on Earth were you thinking? Now the Greys have duplicated him and will no doubt use this dubious doppelganger for their plans. You can still salvage this, all you have to do is ...KILL THE IMPOSTER!"

Reveal the VIP Blip token (there are 3 VIP Blip tokens, 1 is the VIP, the other 2 are decoys) and eliminate it, it has the same stat profile as a Grey Dominator. Use the VIP model when the VIP token is revealed.

The Overmind player may choose where the VIP tokens are deployed and where they move. The Overmind player may not take their Alien decoy Blip tokens as the VIP decoys are used instead and act in the same way as regular Blip tokens.

The Overmind player may not select the "Cunning Strategist" Hidden Agenda card during this mission. Remove this card from

the Hidden Agenda deck before playing and shuffle the deck.

Hero players win: Continue to mission 4K.

Overmind win: Continue to mission 4L.

BOARD SET UP:

any	C2	D1	any
any	any	any	any
any	any	any	any
any	C1	B5	any

C2, D1 Hero deployment
C1, B5 Alien & VIP deployment

WARNING: Players will **not be able to go back to the Space Station** after this point, so prepare for the final 2 missions beforehand.



MISSION 4A

THE DREADED TERRA-FORGE

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you're really taking the fight to those alien scum, keep up the good work. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. This is the location of their final weapon, a terraforming device they call The Terra-Forge. Get in there and stop them from using the device, but be careful, the Overmind himself will be there."

Use the colour corresponding teleportation pads to teleport to the hidden rooms, a model must use 1 Interact Action to do so, that model is then moved between the corresponding coloured teleportation symbols.

Each room will have a computer terminal to destroy. Once these have been destroyed, the terminal at the bottom of the map may be

attacked. Destroying the final terminal will end the mission.

Computer terminals stat:

HP: 5, DEF: 2

Last terminal stats:

HP: 10, DEF: 2

Hero players win: Continue to mission 5A. Do not go back to the Space Station.

Overmind win: Continue to mission 5B. Do not go back to the Space Station.

The Overmind player may not select the "Home invasion" Hidden agenda card during this mission, remove this card from the hidden agenda deck before playing and shuffle the deck. However the Overmind player may draw 3 cards instead of 2 when selecting which hidden agenda to play.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4B

TERRA-FORGING A NEW TOMORROW

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you've proved to be competent enough at fighting off the alien threat. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership, this is the location of their final weapon, a terraforming device they call The Terra-Forge. Get in there and stop them from using the device."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players win: Continue to mission 5A. Do not go back to the Space Station.

Overmind win: Continue to mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment

File no. 360040



MISSION 4C

THE TERRIFYING TERRA-FORGE

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"You have let down the entire human race time and time again. However, there is some silver lining to be had here. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:
HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players win: Continue to mission 5A. Do not go back to the Space Station.

Overmind win: Continue to mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment

File no. 360040



MISSION 4D

XENO PLAGUE

Location: *Mothership*
 Overmind unit points: 22
 Alien Decoy tokens: 2
 Alien Reinforcement points: 4

"Well done team, you're really taking the fight to those alien scum, keep up the good work. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. Using the genetic data you have recovered from the Alien Greys, Professor Thrashbourne has developed a mutagen that, when dispersed, will cause a complete cellular breakdown of the Alien physiology. Get aboard their ship and introduce the mutagen into their ventilation system."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats: HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players win: Continue to mission 5C. Do not go back to the Space Station.

Overmind win: Continue to mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
 10, 11 Alien deployment

File no. 360040



MISSION 4E

DOCTOR'S VISIT

Location: *Mothership*

Overmind unit points: 22

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"Well done team, you've proved to be competent enough at fighting off the alien threat. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. We were unable to gather enough genetic material to create a fully functioning mutagen. However, our scientists have modified a working prototype based on Professor Thrashbournes research. Your team will have to escort one of our scientists through the alien mothership and get to their air filtration system. Our scientist will then be able to modify the mutagen accordingly."

Select a Hero to escort the VIP (Scientist). The VIP model is deployed in an adjacent field to the escort Hero.

The VIP and the Hero who is escorting the VIP are treated as 1 unit, that unit has 3 DEF, 5 movement and +1 melee attack (on top of escorting Heroes melee attack), any damage taken is applied to the escorting Hero model. If the escorting model is slain then any other

Hero model may use an interact on the surviving VIP to become the new escorting Hero.

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players win: Continue to mission 5C. Do not go back to the Space Station.

Overmind win: Continue to mission 5D. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment

File no. 360040



MISSION 4F

THE SILENT KILLER

Location: Mothership

Overmind unit points: 22

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"You have let down the entire human race time and time again. However, every cloud has a silver lining. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. We were unable to gather enough genetic material to create a fully functioning mutagen; however, our scientists have modified a working prototype based on Professor Thrashbournes research. Your team will have to escort one of our scientists through the alien mothership and get to their air filtration system. Our scientist will then be able to modify the mutagen accordingly. But watch out, the Aliens still have access to their cloaked tech."

Select a Hero to escort the VIP (Scientist) The VIP model is deployed in an adjacent field to the escort Hero.

The VIP and the Hero who is escorting the VIP are treated as 1 unit, that unit has 3 DEF, 5 movement and +1 melee attack (on top of escorting Heroes melee attack), any damage taken is applied to the escorting Hero model. If the escorting model is slain then any other Hero model may use an interact on the surviving VIP to become the new escorting Hero.

The only way to reveal a Blip token is to have at least 2 Heroes within line of sight of the Blip token.

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols. Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats: HP: 5, DEF: 2

The Player escorting the scientist will have to spend 2 Interact Actions on the central terminal to upload the mutagen.

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5C. Do not go back to the Space Station.

Overmind Wins: Continue to mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment

File no. 360040



MISSION 4G

OVERMIND PHONE HOME

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you're really taking the fight to those alien scum, keep up the good work. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. The Electromagnetic storms created by the Overmind's techno-towers have allowed the Overmind to harness our atmosphere. In doing so the Overmind was able to charge a device that will open a portal in space to the rest of the alien fleet. This will take them some time as your team managed to disable their weather tower. Your team needs to disable the device before it can be fully charged. Needless to say, we will not be able to repel an additional invasion force."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal

to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5A. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5D. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4H

I JUST CALLED TO SAY I HATE YOU

Location: Mothership

Overmind unit points: 22

Alien Decoy tokens: 2

Alien Reinforcement points: 4

"Well done team, you've proved to be competent enough at fighting off the alien threat. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. The Electromagnetic storms created by the Overmind's techno-towers have allowed the Overmind to harness our atmosphere. In doing so the Overmind was able to charge a device that will open a portal in space to the rest of the alien fleet. The storms generated by the towers are still active, meaning that you will have limited time to shut down the portal device. Needless to say we will not be able to repel an additional invasion force."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal

to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 3, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5A. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5D. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4I

WEAPON OF MASS DESTRUCTION

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"You have let down the entire human race time and time again. However, there is some silver lining to be had here. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. Unfortunately, the Overmind knows of our location and we fear he will be attempting to use his radiation-based weapon on our Space Station. Get aboard the Overmind's ship and destroy their weapon's firing mechanism before it can be fully charged. Be careful as your team are still suffering from radiation sickness."

All Hero models suffer -1 DEF as they are still suffering from radiation sickness.

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal

to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5A. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4J

COMMANDER AND CHIEF

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you're really taking the fight to those alien scum, keep up the good work. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. The President has managed to rally the resistance fighters together under a collective strike force. They will be attacking the alien orbital ships in a matter of moments and are currently engaged with the smaller alien assault crafts. We need you to get aboard their mothership and deactivate their shields so that their fleet is vulnerable. The President himself wishes to accompany you on this mission, but fear not he is no slouch in a fight. He will be able to back up your team and provide you with support. Good luck team."

Select a Hero to escort the President (VIP) that Hero will gain +1 to their shooting attack.

The unit will have a defense of 3. All damage is applied to the VIP until that model has been slain. The VIP has 4 HP. If slain the escorting Hero reverts back to their standard stats. The VIP does not need

to survive to win the mission.

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5E. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4K

FINAL ORDERS

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you've proved to be competent enough at fighting off the alien threat. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. The President's final words have managed to rally the resistance fighters together under a collective strike force. They will be attacking the alien orbital ships in a matter of moments and are currently engaged with the smaller alien assault crafts. We need you to get aboard their mothership and deactivate their shields so that their fleet is vulnerable."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the

map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5A. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 4L

DEAD PRESIDENTS

Location: Mothership
Overmind unit points: 22
Alien Decoy tokens: 2
Alien Reinforcement points: 4

"Well done team, you've proved to be competent enough at fighting off the alien threat. Through all of the data collected from your previous missions we were able to locate the Overmind by intercepting various transmissions sent from their mothership to their ground troops. We will now be able to send you right into the heart of the Overmind's mothership. The new acting President has managed to rally the resistance fighters together under a collective strike force. They will be attacking the alien orbital ships in a matter of moments and are currently engaged with the smaller alien assault crafts. We need you to get aboard their mothership and deactivate their shields so that their fleet is vulnerable."

Use the color corresponding teleportation pads to teleport to the hidden rooms. A model must use 1 Interact Action to do so. That model is then moved between the corresponding colored teleportation symbols.

Each room will have a computer terminal to destroy. Once these terminals have been destroyed, the terminal at the bottom of the

map may be attacked. Destroying the final terminal will end the mission.

Computer terminals stats:

HP: 5, DEF: 2

The Overmind player may not select the *Home invasion* Hidden Agenda card during this mission. Remove this card from the Hidden Agenda deck before playing and shuffle the deck.

Hero players wins: Continue to mission 5A. Do not go back to the Space Station.

Overmind wins: Continue to Mission 5B. Do not go back to the Space Station.

BOARD SET UP:

1C	2G	3F	4B
5	6	7	8
9D	10	11	12A
13	14K	15J	16

1C, 4B Hero deployment
10, 11 Alien deployment



MISSION 5A

OVERMIND DEAD BODY

"...ketch...Do you read me, this is... We can not r... transmission blocked... Find the Overm... Kill him..."

The Overmind may not be damaged unless stood on a red square. Hero players must get to one of two tractor beam cannons on the far end of the map and spend their shoot action to activate one, doing so will pull the Overmind into the center of the map on to a red square where he can be damaged (do not apply minus modifiers to Overmind's defense from being on a red square). This must be done every round to keep the him away from the Heroes. Continue doing this and damaging him until either the Hero players have killed the Overmind, or the Overmind eliminates the Heroes

If the Overmind model is within 3 squares of a tractor beam, then the other tractor beam on the other side of the board must be used to pull him back to the center.

OVERMIND STATS:

HP: 15

Psychic ranged Attack: 4

Defense: 4

Move: 4

ABILITIES:

Psi Attack: Does not need line of sight to make an attack.

Endless swarm: Summon 4 points worth of units, place on any extraction point. This costs 1 action.

Life drain: Sacrifice 1 alien unit, remove damage from the Overmind equal to the half (rounded down) the unit's cost value. This costs 1 action.

Psychic shield: Change 1 dice result to a shield when making a defense roll.

Overmind has 4 points of summoning each round. Unit summoned must be placed on extraction points. Unit may be immediately activated, do not place a Blip token.

BOARD SET UP:

12A	4B	1C	9D
E	3F	2G	H
I	15J	14K	L

1C, 4B Hero deployment
I, L Alien deployment

File no. 360050



MISSION 5B

OVERMIND OVER MATTER

"The Earth has been lost. This has now become a revenge mission. Kill the Overmind. If we can't have the Earth, then neither shall he."

The Overmind may not be damaged unless stood on a red square. Hero players must get to one of two tractor beam cannons on the far end of the map and spend their shoot action to activate one, doing so will pull the Overmind into the center of the map on to a red square where he can be damaged (do not apply minus modifiers to Overmind's defense from being on a red square). This must be done every round to keep the him away from the Heroes. Continue doing this and damaging him until either the Hero players have killed the Overmind, or the Overmind eliminates the Heroes.

If the Overmind is within 3 squares of a tractor beam, then the other must be used to pull him back to the center.

OVERMIND STATS:

HP: 18

Psychic ranged Attack: 4

Defense: 4

Move: 4

ABILITIES:

Psi Attack: Does not need line of sight to make an attack.

Endless swarm: Summon 4 points worth of units, place on any extraction point. This costs 1 action.

Life drain: Sacrifice 1 alien unit, remove damage from the Overmind equal to the half (rounded down) the unit's cost value. This costs 1 action.

Psychic shield: Change 1 dice result to a shield when making a defense roll.

Overmind has 4 points of summoning each round. Unit summoned must be placed on extraction points. Unit may be immediately activated, do not place a Blip token.

BOARD SET UP:

12A	4B	1C	9D
E	3F	2G	H
I	15J	14K	L

1C, 4B Hero deployment
I, L Alien deployment

File no. %0050



MISSION 5C

AN OVERMIND IS A TERRIBLE THING TO WASTE

"...ketch...Do you read me, this is... We can not r... transmission blocked... Find the Overm... Kill him..."

The Overmind may not be damaged unless stood on a red square. Hero players must get to one of two tractor beam cannons on the far end of the map and spend their shoot action to activate one, doing so will pull the Overmind into the center of the map on to a red square where he can be damaged (do not apply minus modifiers to Overmind's defense from being on a red square). This must be done every round to keep the him away from the Heroes. Continue doing this and damaging him until either the Hero players have killed the Overmind, or the Overmind eliminates the Heroes.

If the Overmind model is within 3 squares of a tractor beam, then the other tractor beam on the other side of the board must be used to pull him back to the center. The Overmind Model will take 1 damage at the end of each turn as the mutagen is affecting him.

OVERMIND STATS:

HP: 15

Psychic ranged Attack: 4

Defense: 4

Move: 4

ABILITIES:

Psi Attack: Does not need line of sight to make an attack.

Endless swarm: Summon 4 points worth of units, place on any extraction point. This costs 1 action.

Life drain: Sacrifice 1 alien unit, remove damage from the Overmind equal to the half (rounded down) the unit's cost value. This costs 1 action.

Psychic shield: Change 1 dice result to a shield when making a defense roll.

Overmind has 4 points of summoning each round. Unit summoned must be placed on extraction points. Unit may be immediately activated, do not place a Blip token.

BOARD SET UP:

12A	4B	1C	9D
E	3F	2G	H
I	15J	14K	L

1C, 4B Hero deployment
I, L Alien deployment

File no. %60050



MISSION 5D

THE OVERMIND'S EXTENDED FAMILY

"...ketch...Do you read me, this is... We can not r... transmission blocked... Find the Overm... Kill him..."

The Overmind may not be damaged unless stood on a red square. Hero players must get to one of two tractor beam cannons on the far end of the map and spend their shoot action to activate one, doing so will pull the Overmind into the center of the map on to a red square where he can be damaged (do not apply minus modifiers to Overmind's defense from being on a red square). This must be done every round to keep the him away from the Heroes. Continue doing this and damaging him until either the Hero players have killed the Overmind, or the Overmind eliminates the Heroes.

If the Overmind model is within 3 squares of a tractor beam, then the other tractor beam on the other side of the board must be used to pull him back to the center.

OVERMIND STATS:

HP: 15

Psychic ranged Attack: 4

Defense: 4

Move: 4

ABILITIES:

Psi Attack: Does not need line of sight to make an attack.

Endless swarm: Summon 6 points worth of units, place on any extraction point. This costs 1 action.

Life drain: Sacrifice 1 alien unit, remove damage from the Overmind equal to the half (rounded down) the unit's cost value. This costs 1 action.

Psychic shield: Change 1 dice result to a shield when making a defense roll.

Overmind has 6 points of summoning each round. Unit summoned must be placed on extraction points. Unit may be immediately activated, do not place a Blip token.

BOARD SET UP:

12A	4B	1C	9D
E	3F	2G	H
I	15J	14K	L

1C, 4B Hero deployment
I, L Alien deployment

File no. 360050



MISSION 5E

TAKE ME TO YOUR LEADER

"...ketch...Do you read me, this is... We can not r... transmission blocked... Find the... Kill him..."

Select a Hero to escort the President (VIP) that Hero will gain +1 to their shooting attack. The unit will have a defense of 3. All damage is applied to the VIP until that model has been slain. The VIP has 4 HP. If slain the escorting Hero reverts back to their standard stats. The VIP does not need to survive to win the mission.

The Overmind may not be damaged unless stood on a red square. Hero players must get to one of two tractor beam cannons on the far end of the map and spend their shoot action to activate one, doing so will pull the Overmind into the center of the map on to a red square where he can be damaged (do not apply minus modifiers to Overmind's defense from being on a red square). This must be done every round to keep the him away from the Heroes. Continue doing this and damaging him until either the Hero players have killed the Overmind, or the Overmind eliminates the Heroes.

If the Overmind model is within 3 squares of a tractor beam, then the other tractor beam on the other side of the board must be used to pull him back to the center.

OVERMIND STATS:

HP: 15

Psychic ranged Attack: 4

Defense: 4

Move: 4

ABILITIES:

Psi Attack: Does not need line of sight to make an attack.

Endless swarm: Summon 4 points worth of units, place on any extraction point. This costs 1 action.

Life drain: Sacrifice 1 alien unit, remove damage from the Overmind equal to the half (rounded down) the unit's cost value. This costs 1 action.

Psychic shield: Change 1 dice result to a shield when making a defense roll.

Overmind has 4 points of summoning each round. Unit summoned must be placed on extraction points. Unit may be immediately activated, do not place a Blip token.

BOARD SET UP:

12A	4B	1C	9D
E	3F	2G	H
I	15J	14K	L

1C, 4B Hero deployment

I, L Alien deployment



I'm begging you.

And you have to run fast
before I kick your metal ass.





we'll be back



if my calculations are correct, when
this baby hits eighty-eight parsecs an hour,
you're going to see some serious ship

CHRONICLE
X

VERSION 1.1