# CHRONICLE X RULEBOOK

In Chronicle X, a ruthless Alien species is invading Earth, and it is up to a band of brave Heroes to defend the planet by defeating the waves of Aliens from their Space Station in the Earth's atmosphere as well as completing missions on Earth before the invading army overwhelms the planet.

A faction (either Heroes or the Aliens) wins by controlling more than 50% of the global map (in Conquest Mode) or by completing a series of story driven missions (in Narrative Mode).

Both of these win conditions will be detailed later on in this rulebook.

# CHRONICLE X

# RULEBOOK

VERSION 1.2
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.

This is a work of fiction. Names, characters, businesses, places, events and incidents are either the products of thea uthor'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.

Published by Archon Studio.

Chronicle X ™ & © 2021 Archon Studio. All rights reserved.

# CONTENTS

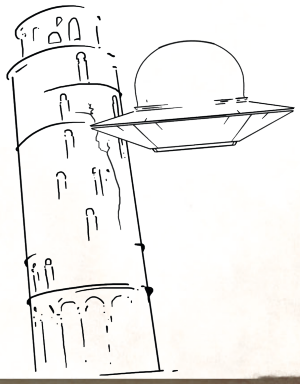

Overview ..... 5
- Narrative Mode ..... 5
- Conquest Mode ..... 5

Core Set ..... 6-7
Component Overview ..... 8-9
Key Words, Symbols & Icons ..... 10
Starting a Game ..... 11
Playing a Mission ..... 12-13
- Deployment ..... 12
- Hero Activation ..... 12
- Alien Activation ..... 13-14

When the Mission Ends ..... 15
Hero Profile Cards ..... 16
Hero Stat Dial ..... 17
Heroes Progression ..... 18
Alien Profile Cards ..... 19
Alien Behaviour Actions ..... 20
Alien Units ..... 21
Reinforcements ..... 22
- Upgrading Aliens ..... 22

Board Features ..... 23
- Measuring, Line of Sight and Terrain ..... 23
- Special Squares ..... 23

Buildings ..... 24
Hazards ..... 24
Combat ..... 25
Special Combat Effects ..... 26
XXL Models ..... 27
Item Cards ..... 28
Space Station Rooms ..... 29
Conquest Mode ..... 30
Flow Charts - Combat, Hero Activation ..... 31-32
Quick Play ..... 33



# OVERVIEW

*The year is 1987, a ruthless **Alien Empire** is invading planet Earth. Now it's up to a band of Brave Heroes to defend the planet, by defeating the waves of Alien Forces and revealing their **Hidden Agendas**. From their **Space Station** in Earth's orbit, the **Chronicle X Team** must deploy to the surface and prevent the Alien Threat from completing its nefarious machinations.*

**This manual is divided into three sections:**

BASIC RULES: This is to give Players an idea of how the game functions and describes basic Actions and Gameplay. These rules should be everything you need to set up Chronicle X.

DETAILED RULES: In this section, the previously stated rules will be elaborated on, you will be able to read detailed explanations of how the game is played.

MISSIONS: This section is a separate book and outlines specific Mission details and winning conditions.

This Rulebook explains the rules for how to set up and play Chronicle X. Mission scenarios are described in a separate **Mission Book**.

If you wish to play the game in **Solo Mode**, refer to the Solo Player Rules that will be released via our website. Additionally, a Solo Mode is available through an expansion, which includes a deck of cards and a rulebook of its own.

**There are two game modes available in Chronicle X:**

## NARRATIVE MODE

Players will play through a story driven **Mission Book** where they will decide the outcomes. Winning and losing **Missions** will dictate how the story unfolds and which **Narrative Paths** the game will take.

To achieve victory, **Hero Players** will have to face off against the **Alien Forces** in order to level up their skills and abilities. Players will also have to construct a **Space Station** to provide buffs and extra effects, gather/craft valuable items and equipment in preparation for the final confrontation with the **Overmind.**

## CONQUEST MODE

Liberate, conquer and hold key regions of the global operation map in order to gather unique **Resources, Upgrade Nodes** and **Abduction Points. Liberate** enemy controlled sectors and **Fortify** existing strongholds. Players will be able to select from an array of regions as each team takes it in turn to Conquer or Liberate the planet.

Each team will start controlling three regions of the **World Map**. Each is selected one at a time, starting with the Hero Team.

To achieve victory in this mode each team will have to earn points on their **Conquest Trackers**. The winner is the team with the most points after 5 Rounds.

# CORE SET

## CARDS:

**HERO PROFILES AND DIALS:**
**6 x** Hero Profile Cards
**6 x** Hero Dials

**SPACE STATION CARDS:**
**12 x** Space Station Cards

**OBJECTIVE CARDS:**
**15 x** Hidden Agenda Cards

**ALIEN PROFILE CARDS:**
**1 x** Grey
**1 x** Commander
**1 x** Grey Dominator
**1 x** Devoli Ridgewalker
**1 x** Overmind

**ITEM CARDS:**
**30 x** Item Cards

**MUTATION CARDS:**
**20 x** Forced Mutation Cards
**10 x** Ultimate Mutation Cards

**EVENT CARDS:**
**14 x** Building Exploration Cards
**14 x** Hazard Cards

## TOKENS:

**BLIP TOKENS:**
**3 x** Greys
**4 x** Grey Dominators
**2 x** Commanders
**6 x** Devoli Ridgewalkers
**1 x** Overmind (XXL)
**2 x** Decoy
**1 x** VIP - Rob Yourstand
**2 x** VIP Decoy

**OTHER TOKENS:**
**8 x** Reinforcement
**10 x** Overwatch
**25 x** Damage
**15 x** Alien Upgrade Nodes
**15 x** Abduction
**2 x** Mission Markers
**13 x** Hazard
**15 x** Building/Ruined Wall
**2 x** Fortified Token
**10 x** Alien/Hero Region Mark
**5 x** Stunned
**5 x** Knockdown
**60 x** Neon Rush Resources
**20 x** Spanner

## OTHERS:

**BOARD TILES:**
**20 x** Double-sided Board Tiles
**1 x** World Map Board
**1 x** Alien Upgrade Sheet

**DICE:**
**5 x** Combat Dice

**RULES:**
**1 x** Rulebook
**1 x** Mission Book
**1 x** Item Bag

Blip Tokens

Mission Marker Tokens

Reinforcement Tokens

Overwatch Tokens

Damage Tokens

Alien Upgrade Node Tokens

Abduction Tokens

Resources Tokens

Hazard Tokens

Knock Down Tokens

Building Exploration/ Ruined Wall Tokens

Alien/Hero Region Mark Tokens

Stunned Tokens

Fortified Tokens

Spanner Tokens

Board Tiles
(double-sided)

World Map

Alien Upgrade
Sheet

Hero Profile Cards

Hero Dials

Combat Dice

Space Station
Cards

Forced/Ultimate
Mutation Cards

Building Exploration
Cards/Hazard Cards

Items Cards

Alien Profile
Cards

Hidden Agenda
Cards

# COMPONENT OVERVIEW

1) **MISSION MAP:** This is the terrain which players will traverse when playing Missions.

2) **BUILDING, HAZARD AND SPANNER TOKENS:** Place relevant tokens on corresponding squares on the Mission Map. Place 1 Building Exploration Token anywhere in each Building.

3) **MISSION MARKER TOKENS:** Certain Missions will require Players to Interact with or move to Mission Markers.

4) **HAZARD AND BUILDING DECKS:** Shuffle and prepare both decks to dictate events that occur during play.

5) **GLOBAL OPERATION MAP:** Contains key elements for Conquest Mode as well as an Alien Unit Tracker to be used in both game modes.

6) **TEAM SYMBOL TOKENS:** Conquest Mode only, indicators to show which regions are under which team's control.

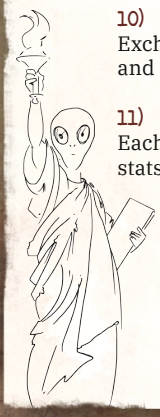
7) **FORTIFIED TOKEN:** Conquest Mode only, denotes a controlled region is Fortified.

8) **SPACE STATION CARDS:** Serving as an ever-expanding base of operations for the Hero Players. Place all built rooms here.

9) **ITEM BAG:** Place all Item Cards in this bag, draw Items during Missions and for rewards.

10) **RESOURCE/NEON RUSH TOKENS:** Exchange Items for valuable Resources and energy drinks.

11) **HERO PROFILE CARDS AND DIALS:** Each Hero will have unique abilities and stats indicated on their Profile Cards.



12) **HIDDEN AGENDA DECK:** These are the Missions played by the Overmind Player. Shuffle and place on the Overmind's side of the table.

13) **FORCED/ULTIMATE MUTATIONS DECK:** Quickplay cards for increasing the Alien Unit effectiveness, shuffle the Forced Mutations Deck and place on the Overmind's side of the table next to the Ultimate Mutation Deck.

14) **ALIEN UNIT UPGRADES SHEET:** This shows Players what Upgrades have been purchased by the Overmind Player.

15) **UPGRADE NODES:** Tokens used to indicate which Upgrades are active.

16) **ABDUCTION TOKENS:** Gathered through various means during the game.

17) **DAMAGE TOKENS:** These are used to track the health of each Alien Unit.

18) **OVERWATCH TOKENS:** Double-sided tokens to indicate when a model is in Overwatch mode.

19) **BLIP TOKENS:** These represent the hidden Alien Forces.

20) **VIP BLIP TOKENS:** Some Missions will require Players to locate a hidden VIP.

21) **REINFORCEMENT TOKENS:** These show how many Reinforcements the Overmind can play.

22) **ALIEN PROFILE CARDS:** Each Alien Unit will have unique abilities and profiles indicated on their Profile Cards.

23) **COMBAT DICE:** These are used to determine Attacking and Defending.

# GAME SETUP

# KEY WORDS

**ADJACENT SQUARES:** Two map squares are adjacent if they are orthogonally or diagonally next to each other without an intervening wall.

**ATTACK ROLL:** This is used when a Player rolls their Combat Dice when making a **Close Combat, Long Range**, **Short Range** or **Psychic Attack** with their model.

**ATTACK AND DEFENSE VALUE:** This number states the quantity of Combat Dice rolled when making an **Attack Roll** or **Defense Roll**. Regardless of modifiers, a Player may roll a maximum of 5 Combat Dice. If a Hero/Alien model's Attack or Defense Value exceeds 5 then 1 Blank may be treated as a Hit for every Attack/Defense value that exceeds 5. For example, if the model's Attack value is 7, then two Blanks may be changed to Hits.

**DEFENSE ROLL:** This is used when a Player rolls their Combat Dice when **Defending** against an Attack Roll.

**MISSION:** A **Mission** is divided into **Rounds**, Rounds are divided into **Turns** and Turns are divided into **Actions**.

**ROUND:** A Round consists of **Activations** for all the Hero and Alien models/Blip Tokens. The Heroes have their Activation first; then the Overmind has theirs. After the last Alien model/Blip Token has had their Activation, the Round ends, and a new Round begins.

**TURN:** A Turn is when a model takes its **Actions**. Each model may perform up to two Actions during its Turn. Once a model has taken its Actions, its Turn is over, and it cannot take another Turn this Round, unless stated otherwise.

**LINE OF SIGHT (L.O.S):** Exists between two squares if a straight line can be drawn from a point anywhere in the first square to a point anywhere in the second square without crossing any wall or any square containing an obstacle.

**HERO PLAYER/S:** These are the Players who control the **Hero models** and are playing against the Overmind Player.

**OVERMIND PLAYER:** This is the Player who controls all of the **Alien models** and Blip Tokens and is playing against the Hero Players.

**MINIMUM VALUES:** Unless a model begins with a value of 0, any of the statistic values can never be reduced below 1 except for **Health**.

REMEMBER!

## SYMBOLS & ICONS

just some funny pictograms

- Melee Attack
- Move
- Health
- Abduction
- Shoot Attack
- Short Range
- Long Range
- Alien Upgrade
- Defense
- Hit
- Overwatch
- Explore Building
- Double Defense
- Double Hit
- Overwatch+
- Broken Wall
- Combat Dice
- Critical Hit
- Interact
- Reinforcement
- Stunned
- Knock Down
- Push Back
- Shaken
- Deployment
- Spanner
- Hazard
- Mission Mark

# STARTING A GAME

First thing to do is to decide what kind of mode you and your friends wish to play: **Narrative** or **Conquest Mode**. Once you have decided on a game mode, you must determine who will be playing as the **Overmind**, and who will be playing as the **Heroes**.

ASSIGNING HEROES: Each Player must select a **Hero** to play as throughout an entire campaign. There must be **6 Heroes** per game. If there are not enough Players, then multiple Heroes must be assigned to a Player. Situations may occur where all of a Player's Heroes are incapacitated and have to spend a Mission recovering in the **Space Station**; when this happens another Player controlling multiple Heroes must assign one of their Heroes to that Player. This is to ensure that all Players remain active throughout a campaign.

BUILDING YOUR SPACE STATION: In both the Narrative and Conquest campaign, Players will be able to build a mobile command center known as the **Space Station.** This will provide the Heroes with various buffs and abilities. Hero Players will always start off with the **HQ** and the **Warehouse** (see page 29 for more details)**.**

BUILDING THE MISSION MAP: In **Narrative Mode**, all missions have a map layout with certain points of interest that are mandatory to complete the objective. After the mandatory map tiles have been placed (starting with the Hero Players then the Overmind), each team takes it, in turn, to place a map tile until the map has been built in a 4x4 formation. Then the Overmind Player will draw two **Hidden Agenda Cards** and select which mission they wish to play. The discarded Hidden Agenda Card is shuffled back into the Hidden Agenda Deck.

Once the map has been set up, for either mode, Players will have to place certain tokens on the board. Place a **Hazard Token** on each **Hazard Square** *(ex.1)*, **Spanner Tokens** on **Blue Squares** *(ex.2)* and place a **Building Exploration Token** on each **Building or joining room** *(ex. 3)*. Have both the **Building Exploration Deck** and the **Hazard Deck** shuffled and available.

*Example 1*

*Example 2*

*Example 3*

PURCHASING BLIP TOKENS: After the Mission has been selected, but before a Mission starts, the Overmind Player will select the **Alien Models** they wish to use. Each Alien Stats Card lists a cost in the top left. The sum of all their Alien Stat Cards cannot exceed the Overmind unit point value specified in the Mission Brief.

In **Conquest Mode**, the Overmind Player will have a point allowance as described in the Conquest rules section. When the Mission starts, the Overmind Player does not set up any Alien models, only their associated **Blip Tokens**. Additionally, in every Mission the Overmind Player receives two **Decoy Tokens** for free. Once a Decoy Token is revealed, it is removed from the game and is not replaced with a Model.

During play, the Overmind Player uses a **Point Tracker** which identifies revealed units within a Mission. Each time a **Blip Token** is flipped to reveal an Alien Unit, increase the Tracker Value equal to that unit's point cost. If for any reason the Overmind Player has exceeded the mission's Point Value, then the Hero Players may remove a number of Alien models from the board equal to the exceeded points spent.

# PLAYING A MISSION

## DEPLOYMENT

The Hero Players select 2 **Deployment Points (Yellow Squares)** and must place 1 Hero on each, they must then place 2 other Heroes within 1 adjacent square of the previously deployed Hero, within 1 square of the deployment (see example below).

The Overmind Player must then do the same, but can place their Blip Tokens within 2 squares of the Deployment Point. They must be deployed **at least two tiles away** from the Hero Deployment.

deployment example ↓

## HERO ACTIVATION

When a round begins, the Hero Player always activates their models first in any order. Only 1 model may be activated at a time and must complete any or all of their Actions before the next model is activated. Once all Heroes have been activated the Overmind will have their Activation Phase. When activated, a model may perform up to two different Actions (the same action can't be chosen twice):

1. **MOVEMENT:** This Model may move any number of squares equal to its **Alien/Hero Movement Value.** A Player may move their model left, right, up, down and diagonally. A model may not move diagonally through openings or walls. The Movement Action **may not be divided** between other Actions.

2. **SPRINT:** A Player can move a model additional squares equal to half of the respective Hero/Alien's Movement Value (rounded down).

3. **OVERWATCH:** When a Hero/Alien model is in **Overwatch**, they are ready to open fire upon the first enemy target to move into range. A model in Overwatch **makes a Ranged Attack that interrupts an Alien's/Hero's action** (before the Alien's Behavior Action but after its Blip Token is revealed). This Action must immediately target the first enemy model/Blip Token to move into Shoot Range. The Overwatch is negated if the target is revealed to be a Decoy Token. If a Player's model has been moved previously in this Turn then it will suffer -1 to its Attack Value when making an Overwatch. A double-sided Overwatch token indicates this. Once an Overwatch Action is made, that model/unit has ended its Turn.

**Overwatch**
*-1 Attack Dice*

**Overwatch+**
*No Attack penalty, no movement*

4. ATTACK: This Action allows models to perform a Close Combat or Ranged Attack.

5. PSYCHIC ATTACKS: Some models/units will have **Psychic Powers**. These are used instead of any other form of Attack. These Attacks ignore the Line of Sight rule and cannot be defended against unless the Heroes have built the Meditation Room (see the Meditation Room Space Station card). Additionally, these Attacks can be used in **Ranged or Close Combat** (Melee and Shooting).

6. INTERACT ACTION: Some Missions will require models to Interact with elements on the board, such as Mission Markers. Models may also Interact with undiscovered Blue Squares to gather Resources.

   Collecting Resources from the map is a key component for **building the Space Station** and equipping Heroes with **Weapons, Armor, and Consumables.** These are indicated by the **Spanner Tokens** placed on **Blue Squares** throughout the map. Spend an Interact Action to pick up the Spanner Token, it must then be replaced with a randomly drawn Item from the Item Bag and stored in the Heroes' **Backpack**.

7. EXTRACTION: A Hero model may move on to a **Deployment Point/Yellow Square** and spend an Interact Action. This allows the Model to move between the Mission Map and the Space Station.

## ALIEN ACTIVATION

Once the Hero Players have finished activating all of their Heroes, their Activation Phase ends, and the Overmind Player Turn begins. First, the Overmind Player must draw **5 Forced Mutation Cards** in the first Round and then 2 in the subsequent Rounds. The Overmind Player may only have a maximum hand of **5 cards** and a **deck of 20** Forced Mutation Cards.

1. MUTATIONS: The following Actions may be performed with Mutation Cards:
   - PLAYING A MUTATION CARD: Unless stated otherwise the Mutation card may be played **at any point during the Mission** (during the Overmind or Hero's Turn), but before any Action that would require a Dice Roll.
   - SUPREME MUTATIONS: Most Mutation cards have a **Supreme option**. In order to activate the Supreme Mutation instead of the Standard Mutation, an additional card must be discarded from the Overmind Player's hand to the discard pile.

- INTERRUPTION:
  Once per Round (before a Hero's Activation) the Overmind Player may discard 2 Mutation Cards to **interrupt that single Hero's Activation**. The Overmind then chooses to activate one of their units first. This unit cannot perform any Actions or Interruptions until the Overmind's next Activation Phase finishes.
- DISCARD CARDS:
  If the Player has a full hand of 5 cards at the beginning of their Activation Phase, that Player may **discard up to two unwanted cards** before drawing cards from the Mutation Deck. The Overmind Player must draw cards until they have 5 in their hand.

After a Mission, the Overmind should place all used Forced Mutation cards back into the deck and reshuffle them for the next Mission.

2. ACTIONS: Much like the Hero models, Alien models/Blip Tokens also have up to 2 Actions that can be performed. Alien models can perform all the Actions of the Hero models in a similar way. Blip Tokens can do the following three actions: Move, Flip and Interact.
   - MOVEMENT:
   A Blip Token may move up to 5 squares. Blip Tokens can explore Buildings **without being flipped**. If a Building's Exploration Card applies damage, flip the Blip Token (see below).
   - FLIP BLIP TOKEN:
   A Blip Token may be flipped as an action. When done, replace the Token with the represented model. If this was the Token's first action, the model gets the second action.
   If a Building Exploration Card would apply damage to a Blip Token, replace the Token as above and apply the damage to the model.
   If a Blip Token is ever within the Shoot Range of a Hero, flip it without paying an action. A model revealed this way may immediately perform one of its Behavior Actions.
   - INTERACT:
   A Blip Token may Interact with undiscovered Spanner Tokens to **gather Resources**.
3. ABDUCTION TOKENS: When a Hero model Interacts with Spanner Tokens, they replace the token with an Item Card. The Overmind will, instead, replace the Token with an Abduction Token. Abduction Points are used to purchase Ultimate Mutations at the end of a mission.
   The Overmind Player also gains 2 Abduction Points whenever a Hero is removed from play, or from the effects of a Building Exploration Card.
4. ALIEN UPGRADES: Successfully completed Hidden Agendas rewards the Overmind Player with Upgrade Nodes. The Overmind Player may spend their Upgrade Nodes on their Upgrade Sheet at the end of a mission. Only 1 Upgrade Path may be chosen per unit (see page 22). The Overmind player may also spend 5 Abduction Points to purchase an Upgrade Node.
5. HIDDEN AGENDA: After completing the first objective on Hidden Agenda card, Overmind Player reveals the card to Hero Players. Completing the last objective on Hidden Agenda Card will end the Mission and the Overmind Player wins.

| | | |
|---|---|---|
| EXPLORING BUILDING | As per description on Building Exploration card | |
| GATHERING RESOURCES | 1 abduction point per Resource /Spanner token | |
| REMOVING HEROES FROM PLAY | 2 abduction points per Hero | |

Alien Upgrade Node

# WHEN THE MISSION ENDS

## POST MISSION RESOLUTION

After completing a Mission the winner will be rewarded for their efforts. Typically these will consist of **Resources & Items** for the Heroes and **Upgrade Nodes & Abduction Points** for the Overmind.

## NARRATIVE MODE REWARDS

Hero Players will be rewarded with **3 Item Cards** after the successful completion of a Mission. These are drawn randomly from the Item Bag. Hero Players will receive 0 Item Cards if they failed the Mission. The Overmind Player will receive an **Upgrade Node** for each of their completed Hidden Agendas. Completing both Hidden Agendas will reward the Overmind with two Upgrade Nodes and will end the Mission in favor of the Overmind. Any Resources gathered by the Overmind during a Mission, represented by the Spanner Token, must be converted into Abduction Points.

## RESOLUTION PHASE

All players may apply the rewards gathered during the last Mission.

Heroes may **build additional rooms** in their Space Station and **upgrade items** and equipment. Hero models may be assigned to Space Station rooms to receive buffs for the next mission. Finally, all Heroes heal 1 HP.

The Overmind Player may **purchase Ultimate Mutation Cards** to replace any Standard Mutation Card in their Mutation Deck. The Overmind Player may also **spend their Upgrade Nodes** now, and purchase more for 5 Abduction Points each.

Once this phase has been completed, Players move on to the next phase. In **Conquest Mode**, this will be the **Global Operations Phase**, and in **Narrative Mode** this will be the **next Mission** as stated on the previous Mission's win/lose conditions.

# HERO PROFILE CARDS

The Hero Profile Cards give the details and statistics for each Hero model they will be playing as in the game. These are:

1. **HERO NAME:** The name of the Hero model.

2. **SIGNATURE ABILITIES:** These are unique skills that each Hero is trained in from the start of the game.

3. **UPGRADES:** As each Hero progresses through a Mission, they will earn Experience Points. This is done by killing Alien models and using abilities that require the use of an Interact Action (such as healing). When a Hero has acquired enough Experience they will level up their abilities. Leveling is applied throughout the entire campaign.

4. **NEON RUSH TRACKER:** These are used to reroll Combat Dice results when attacking. 1 die per Neon Rush Token.

5. **IN USE:** This slot allows a Player to equip one Item to their Hero. This can either be a Weapon or Armour. The type will be stated on the Item Card. Note that the type of equipment used by the Heroes is indicated on logos above.

6. **BACKPACK:** Heroes can store any number of additional Items found in their Backpack.

# HERO STAT DIALS

As a Hero becomes injured, they become less capable. As the Hero loses Health, other stats will eventually change. As Heroes regain Health through healing Items and abilities, their stats will be restored:

**8.** MELEE VALUE: This represents how many Combat Dice the Player rolls when making a **Melee Attack** with a Hero.

**9.** SHOOT RANGE/ATTACK VALUE: This represents the Long and Short Range of a Hero's Shooting Attacks as well as the **amount of dice** that the Player needs to roll. Depending on how far away a target is, a Player may have to roll a different amount of dice for an Attack.

**10.** HEALTH: This is how many **wounds** a Hero can take. When they lose their last Health Point, they are so badly injured that they are removed from the board. Place the downed Hero on the HQ tile in the Space Station. That Hero may not be used until the end of the current Mission.

**11.** DEFENSE: This represents how many Combat Dice the Hero rolls when **defending** against any form of Attack.

**12.** MOVE: This is how many squares a model can move when making a **Move Action.**

**13.** LEVEL TRACKER: This is used to track the **Experience Points** a Hero has accumulated during a Mission and throughout a campaign.

What do you call an alien space-ship that goes from planet to planet to planet?

A UF-hoe.

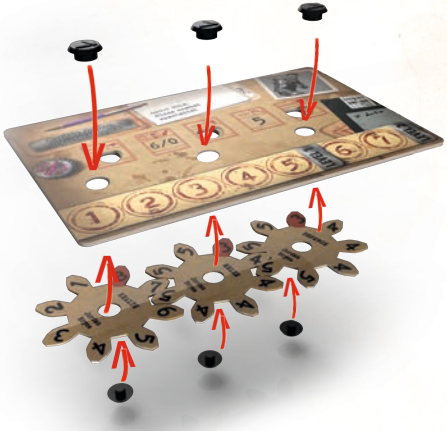
# ASSEMBLING THE STAT DIALS

Each **Hero Stat Dial card** will have **3 Dials** that will need assembling.

**The Dial** will denote the associated Hero and stat category **(such as Defense and Health)** as well as a starting position for their base stats, **seen in red**.

Line up the red highlighted number with the allocated hole on the Dial card and insert the **Dial pins**.

Continue to do this for each Dial, making sure to **line up the Dial teeth** for a smooth rotation.



# HEROES PROGRESSION

A Hero needs to gain **5 Experience Points** to upgrade to **Level 1**. After reaching Level 1, reset the Experience Tracker. Upgrading to **Level 2** requires **7 Experience Points**. As soon as a new level is reached, the Hero may access all new abilities. Aliens killed provide varying amounts of Experience Points; this value is listed on their **Profile Cards**.

***For example***: A unit of **Alien Greys** has a cost of **4 points** and contains **4 models** (meaning that Greys are worth 1 point each). A **Command unit**, however, contains **1 Alien Commander and 3 Greys** and costs **6 points** (3 for the Commander and 1 for each Grey). Therefore, each Alien Grey slain in this unit rewards a Hero Player **1 Experience Point**, and a Commander kill is worth **3 Experience Points**.

Some Heroes are not as powerful as others and will have less opportunity to level through combat. However, these Heroes can gain 1 Experience point every time an **ability** is used that requires the use of an **Interact Action**, such as an ability that heals wounds or that affects other Heroes.

# ALIEN PROFILE CARDS

Each type of Alien will have it's own Profile Card detailing their special rules and statistics. On these you will find:

**1. ALIEN NAME:** The name of the Alien model.

**2. ABILITY:** This is a skill unique to the Alien type and unit.

**3. MELEE VALUE:** This represents how many Combat Dice the Alien player rolls when making a **Melee Attack**.

**4. SHOOT/RANGE VALUE:** This represents how many Combat Dice the Alien rolls when making a **Shooting Attack** against an enemy within their different Range Values. Aliens have two different ranges: **Short and Long Range**. The Range and Combat Dice Value of each will be stated on the Profile Card.
Some Alien models have a Shoot Attack Value of 0 but still have a Shoot Range Value, as this dictates how far they can see. Any model with a Shoot Attack Value of 0 cannot gain any benefits from **Forced Mutation Cards** that increase their Shoot Attack Value in the same way that Heroes may not gain benefits from abilities and equipment.

**5. HEALTH:** This is how many wounds an Alien model can take. When an Alien loses its last Health Point, it is killed and removed from the board. Place a **Wound Token** next to the model each time it takes damage to indicate the model's current Health.

**6. MOVE:** This is how many squares a model can move when making a **Move Action.**

**7. DEFENSE:** This is how many dice are rolled when defending against an Attack.

**8. POINTS VALUE:** This is how many points it costs the Overmind Player to **recruit Alien models** when making up their Alien Force.

**9. UNIT SIZE:** This value represents the maximum number of models in a unit, as well as the type of models in that unit.

**10. BEHAVIOUR:** This indicates what kind of Behavior pattern the Alien will follow when a Hero model reveals a Blip Token.

# ALIEN BEHAVIOUR ACTIONS

When a Hero reveals a **Blip Token** the Alien model then replaces the Blip Token with the associated model/models and will make an immediate **Behaviour Action** as they suddenly act on impulse. If this happens during the Overmind's Turn, the Overmind Player may choose to use the Behavior or not. If the Overmind does so then the model may make no further Actions. Each Behavior Action is stated on the **Alien Profile Card**.

If an Alien has multiple Behaviour Actions, the Overmind Player is free to choose which Behavior Action to perform. If a model cannot perform their Behaviour Action, they skip this option.

***For example:*** A model is placed on the board, and its Behaviour Action is to Take Cover. There are no green squares and buildings within a 5-square range, so this model does not make its Behaviour Action.

**An Alien cannot perform its Behaviour Action if the Blip Token was revealed as an Action**. It may take another standard action though, if it has any remaining. See the Flip Blip Token Action on page 14.

TAKE COVER: Once revealed, the model can immediately move to **any Green Square or Building within 5 squares**. All standard movement rules apply. The Overmind is free to choose the path to the Green Square or Building (Building Event Card must be drawn if not yet explored).

QUICK SHOT: Once revealed, the model can **make a Shoot Attack, suffering -1 to their Shoot Value**.

RUSH: Once revealed, the model must **move 5 squares towards the closest visible enemy**. If this ends with the model being in Melee Combat, it can **make an immediate Attack** suffering a -1 to its Melee Value.

PROTECT: The model will immediately **move towards the nearest single friendly model unit** and stop once they become adjacent. All standard movement rules apply. The Overmind is free to choose the path to the friendly model.

TERRIFYING PRESENCE: **The Model makes a Fear Attack** against all enemy models that have this model within Line of Sight. *(see the Fear Attack, page 26)*

What did the alien say to the gas pump?

"Take your finger out of your nose while I speak to you."

# ALIEN UNITS

Aliens function as a cohesive unit, working under the adage of strength in numbers. When gathered in these units they will be inspired by their fellow soldiers to fight harder and longer. However, if their unit breaks and their comrades start dying, then the unit will not be able to take advantage of certain upgraded abilities. Each unit will function in different ways and will have different uses on the battlefield.

Standard **Alien Greys**, for example, work as a **unit of 4 models** (as indicated on their profile card). They are represented by 1 Blip Token. When flipped, **place all 4 models** in the nearest available spaces in any formation. They must be placed **within 1 square of each other** at all times. They may not be placed within 1 square of an enemy model when revealed unless there is no other option. In addition, when a Blip Token is flipped as a result of being seen by a Hero, the models may not be placed any closer to that model (than the initial Blip Token) unless there is no other option. If a Blip Token is revealed and the models are placed in a Building/Room that has not been discovered, then the Overmind must draw a Building Event card. Units may be placed in and outside of Buildings at the same time.

MOVING A UNIT: First move a single model up to its **maximum move value**, then place each other model from this unit **within 1 square** next to or behind the first model moved. Each model must end their movement within 1 square of another model from the same unit.

ATTACKING AS A UNIT: All models in a unit Attack at the same time - even if only 1 model has Line of Sight. **Add the Attack Values** of each model together (including any modifiers) when making an Attack Roll.

***For example:*** If each model in a unit has an Attack Value of 1 and there are 4 models in that unit, they will make 4 Attacks. Some units may consist of multiple Grey Alien types; if so, add their corresponding Stat Values together to obtain a total. ***For example:*** A Command unit consists of one Commander and 3 Greys. The Commander has a Shoot Attack Value of 2, and each Grey has a Shoot Attack Value of 1 - therefore, the unit has a total Shoot Attack Value of 5.

A unit consisting of **multiple Alien types** may only use the ability available to that particular profile card.
***For example:*** A Command unit is made up of 1 Commander and 3 Aliens. The Overmind Player may only use the ability on the Commander profile card, not the one on the Alien Grey profile card.

DEFENDING AS A UNIT: The Overmind Player must roll dice **equal to the lowest Defense stat** of that unit.
***For example:*** A Command unit will consist of 1 Commander (DEF 3) and 3 Greys (DEF 2). So the Overmind Player rolls 2 Combat Dice to defend until all the Greys have been slain. If only the Commander is left, the Defense Value for that unit then becomes 3. If any model from a unit is placed on a **Green Square**, the entire unit is considered to be in cover and **gains +1 die** when making a Defense Roll. This effect does not stack if multiple models in a unit occupy more than 1 Green Square at once.

UNIT DAMAGE: If a unit sustains any Damage, the model with the lowest Defense stat is hit first. If more damage must be taken, continue to apply damage to that model until it is slain. Add any remaining damage to the next model with the lowest DEF.
***For example:*** A unit of 4 Greys (with 2 HP per model) takes 3 damage. One model is slain; the next model takes 1 damage and is marked with a Damage Token.

MANAGING UNITS: Incomplete units may merge into one if they move to within 1 square of each other. No merged unit may contain more than 4 models; however, the Overmind Player may **divide existing units** to create legal merges.
***For example:*** A unit of 1 Grey and a unit of 3 Greys may split and re-form into 2 units of 2 Greys each.

# REINFORCEMENTS

Each Mission will provide the Overmind Player with a **Reinforcement Pool**. This will allow the Overmind Player to replace a limited number of models to a unit during the Overmind's Activation Phase. Doing so will take up the movement for that unit. If there are no units available to Reinforce then the Overmind Player may set up any remaining Reinforcements on an Alien occupied **Deployment/Yellow Square** as revealed models. This counts as their movement for this Turn. Models may be deployed as a unit providing there are enough remaining Reinforcement Points.

The Overmind Player must purchase units at the start of each Mission with their **Unit Points**; each unit type will have its own Points Value. Each mission in Narrative Mode will have a certain amount of points that must be spent. If the Overmind Player does not spend all of their unit points then they may add any additional points to their Reinforcement Pool instead.

***For example:*** The Overmind Player has 20 unit points for a mission and 4 Reinforcements. They only spend 18 unit points, then the Overmind Player must add 2 to their Reinforcement Pool.

All alien models just before deployment

Alien Upgrade Sheet in action

UPGRADING ALIENS: Units may be Upgraded with the use of **Upgrade Nodes**, which are obtained during missions by completing objectives. Upgrades can add additional bonuses to units. Upgrades apply to all models of that unit type.

***For example:*** If the Overmind Player upgrades a unit of Greys, that upgrade applies ONLY to units exclusively containing Greys. A Command unit that also contains Greys would not benefit from the Upgrade (as it is a Command unit, not a Grey unit).

Upgrades are marked with a Node Slot that matches the design of the Upgrade Token. An Upgrade Path is the collective 2-3 upgrades on the same side of the unit's picture. Each unit can only have one Path with Upgrade Tokens, the other Path is then closed off. The Overmind Player must choose upgrades in order from I up to III.

*GAME DESIGNER NOTE: Some Upgrade Paths branch into alternate abilities; when this happens, the Overmind Player may only select one of the available Upgrade Paths. Consider carefully before choosing a function - it could be the difference between victory and defeat!*

# BOARD FEATURES

The game map is made up of **sixteen 5x5 square tiles** placed in any formation. Each map includes a variety of game influencing features that both Players will have to navigate and use to their advantage.

**MEASURING, LINE OF SIGHT AND TERRAIN:** During the course of a game, Players will need to measure certain distances. These include the **Range of Shooting Attacks**. All measurements are made using a stated number of squares, from the starting square to the target square.

***For example:*** In the diagram (right), the Hero has a Shoot Range of 5. This shows some of the possible squares the Hero can target, 5 squares beyond the one they are stood in.

Walls and models also block movement unless there is a gap to move through, such as a doorway or opening of a Building. Some models and Items may have exceptions to this rule and will state this on their card.

**SPECIAL SQUARES:** There are also special squares on the board. Each will have unique effects when a model stops their movement on one:

**RED SQUARES** (broken shield) – These represent open ground that makes the model an easy target. Any models on a Red Square reduces its Defense Value by 1.

**GREEN SQUARES** (shield) – These squares provide additional protection. Any models on Green Squares increase their Defense Values by +1. Cover is directional; for example, a barrel only provides cover if the attacker fires from behind the green line (or lines).

**BLUE SQUARES** (spanner) - Any model that ends their movement on a Blue Square can make an Interact Action to pick up a Spanner Token that was placed on the square before the Mission started. This Spanner Token must then be traded for either an Item Card (Heroes) or an Abduction Token (Overmind).

**YELLOW SQUARES** (yellow arrow) – These indicate Deployment Square. On these squares, Players can place a model or a Blip Token at the start of the Mission. Once a model/Blip Token is placed on the Deployment Square, another model can be placed on an adjacent square. Deployment squares outside the Hero Deployment Zone can be destroyed (be the result of an Attack receiving 2 Wounds or 1 Critical). Destroyed squares cannot be used.

**HAZARD SQUARES** (flame) - Every Hazard Symbol that appears on the board indicate placement of a Hazard Token. If the Hazard Token is destroyed (by the result of an Attack, receiving 2 Wounds or 1 Critical), the Player who activated the Hazard must draw a card from the Hazard Deck and apply the effects as stated on that card. The Hazard Token is then removed from the map.

**ADJACENT SQUARES** - All squares that are directly next to a square in question are considered adjacent. This includes all orthogonal and diagonal squares.

In the diagram below, the Red Hero is shown with 8 highlighted adjacent squares. Adjacent Squares are referenced throughout the book (such as in calculating adjacency to an enemy model when making a Melee Attack).

# BUILDINGS

Before the start of each Mission, the Hero/Overmind Player will be able to set up the area in a variety of ways. Some Missions will have instructions as to how the layout of each map location will look. Each area will be populated with **Buildings** that can be explored.

During setup place a **Building Exploration Token** on each Building. If two or more Buildings are not separated by a pathway or an unbroken wall then they are classed as one whole Building.

However, each segment (separate tile) counts as a different room and must be explored as if you were exploring a new Building, this is classed as a **new room**. Place Ruined Wall Token on a joining square to show a doorway linking the two tiles. A Building may be entered through a break in the walls or through the door. When a Building/room is entered for the first time the player whose model/Blip Token is exploring the Building/room must draw a Building Exploration Card to reveal what is inside. The Building Exploration Token is then removed.

Moving into Buildings is a good strategy as it will provide Player models with a certain amount of cover from exterior Attacks. If an enemy model from outside of a Building makes a Shooting or Melee Attack to a target model **inside of a Building**, then that model suffers **a -1 Attack** penalty. A model will not receive any penalty for attacking a target while inside the same Building.

Buildings may have their walls destroyed by **XXL models** *(see XXL models section)*. When a wall is destroyed in this manner, the Building no longer provides a -1 Attack penalty to Attacks from outside.

# HAZARDS

The battlefield is littered with dangerous **Hazards** that could explode and cause mass amounts of damage to any unsuspecting passers-by. But with risk comes reward as these same Hazards could provide cover from an attacking foe. Some tiles will include barrels, cars or other object that may be attacked; place a **Hazard Token** on each of these.

A Player may target a Hazard Token for an Attack (Shooting or Melee) and must score at least two successful hits or one Critical Hit in order to destroy it. Once destroyed, draw a card from the **Hazard Deck**, remove the Hazard Token and apply the effects to any models within range.

# COMBAT

Combat consists of two phases, the Attack Phase and the Defense Phase. A player does not have to proceed to the Defense Phase if all of the preceding attacks missed, but can still make a Defensive Roll to activate an ability. There are three forms of combat: Melee, Shooting, and Psychic Attacks. Only one type of Attack can be selected each Turn. Any form of Attack or Defense using Combat Dice has the following results:

**HIT:** For each the attacker scores a Hit. Does not affect when defending.

**DOUBLE HIT:** For a the attacker scores 2 Hits. Does not affect when defending.

**CRITICAL HIT:** Criticals always scores a Hit that cannot be stopped by any defending Dice Rolls. Apply critical hit damage before a Defense Roll is made.

**DEFEND:** Cancel one Hit made by the attacker. Has no effect when attacking.

**DOUBLE DEFEND:** Cancel two Hits made by the attacker. Has no effect when attacking.

**BLANK:** Counts as nothing and has no effects for either defending or attacking.

**SHORT/LONG RANGE VALUES:** / A model's Shooting Attacks will change depending on how far they are from a target.

***For example:*** Chief Petty Officer Jack Clemson, with his Sniper Rifle, has a long range stat of 10 with 5 Attacks, and a Short Range stat of 5 with 3 Attacks. If a target is 5 or fewer squares away then the Player may only roll **3 Combat Dice** when shooting. However, if the target is more than 5 squares away, to a maximum of 10, then the player may roll **5 Combat Dice.**

Some models have a Shoot Attack Value of 0 but still have a Shoot Range Value, as this indicates **how far they can see**. Any model with a Shoot Attack Value of 0 cannot gain any benefits from Items or abilities that increase their Shoot Attack Value, nor can they use ranged weapons. Some models may only have one type of Shoot Attack, such as only Short or Long Range Attacks. If so, they cannot gain any benefits from Items or abilities that increase a type of Attack they don't have.

**NEON RUSH:** Each Player will have **6 Neon Rush Tokens** allocated to their assigned Heroes at the start of a campaign. These can be used to **perform dice rerolls when attacking** (not defending). Use 1 Neon Rush Token for each combat die a Player wishes to reroll. These can be replenished by using the double-sided Resource Tokens. Players will have to think carefully if they wish to use a Neon Rush Token since they are a limited resource and not easily replenished.

**MELEE ATTACKS:** When enemy models are adjacent to one another, they cannot make any form of Shoot Attack, but can make a Melee Attack.

If a Player's model shoots at an enemy model/unit that is in Close Combat with an ally model, then any **Blank dice** rolled will cause a **Critical Hit to the ally**. This is applied after any dice modifiers or rerolls have been made.

When the Combat Dice have been rolled, if the attacker is able to do so, they may modify certain dice results to increase their effectiveness (this will be stated on the Profile Card, Item Card or Mutation Card).

Regardless of modifiers, a Player may roll a maximum of 5 Combat Dice. If a Hero/Alien model's Attack or Defense Value exceeds 5 then 1 Blank may be treated as a Hit for every Attack/Defense value that exceeds 5. For example, if the model's Attack value is 7, then two Blanks may be changed to Hits.

After the Attack has been rolled and any additional modifiers to the results have been made, then the defender can roll to try to block the Attack. The defender then rolls the amount of Combat Dice that corresponds to their **Defense Value** to try and block the Attack, then apply any modifiers.

The number of Hits that the attacker has scored (and not been successfully defended against) is counted, and the defending model loses that number of Health. If a model lose it's last point of Health from an Attack, it is removed from the game.

***For example:***

A Hero Player makes an Attack.
The Hero's Shoot Value is equal to 4, and rolls 4 Combat Dice with the following results:

1 – HIT
2 – DOUBLE HIT
3 – BLANK
4 – SHIELD

The Hero's Special skill allows them to modify one shield to hit. They have scored 4 Hits.

The Defender has no skills to modify the Attacker's dice roll thus the final score is 4 hits.

The Defender, who is on a green square, now makes a Defense Roll. The model's Defense Value is 3 and one more die is added for being on a Green Square.

1 – HIT
2 – DOUBLE DEFENSE
3 – DOUBLE DEFENSE
4 – BLANK

The Attacker has no skill to modify the dice roll, thus the final score is 4 hits to 4 defense. No damage is inflicted.

## SPECIAL COMBAT EFFECTS

Most successful combat results in the Attacker's target losing Health. Certain Items and abilities grant additional effects; these are detailed below:

**FEAR ATTACKS:** Some Aliens are so terrifying to behold that they can shake even the Heroes of Chronicle X's nerves and can make Fear Attacks. A model making a Fear Attack rolls a number of Combat Dice equal to their Melee Attack. If at least one Hit is scored, the target model loses no Health but suffers the Shaken special effect.

**SHAKEN:** A Shaken model/unit must make an immediate full movement directly away from the attacking model. The model/unit must move until they have reached their maximum Move Value, or another model, terrain or board edge blocks their movement. If a model suffers the effect during their Turn and still has any remaining Actions, that model is free to use them, but cannot target the model that caused them to be Shaken.

**STUN:** If a model suffers at least one Hit from an Attack with the Stun effect then that model is Stunned. A model that has been Stunned cannot act until they spend an Interact Action to recover from this effect. They can also not defend against Melee Attacks.

**KNOCK DOWN:** If a model suffers at least one Hit from an Attack with the Knock Down effect, then that model is Knocked Down. A model that has been Knocked Down must spend their next move Action to stand back up. May not Attack until stood back up.

**PUSH BACK:** If an Attacker can Push Back a defender, the Defender is pushed into one of the 3 adjacent squares directly behind them. The square must be unoccupied and cannot be blocked by terrain. Models affected by this effect do not suffer from Free Attacks due to this movement. If a model cannot be pushed back due to being adjacent to a wall then they suffer the Stun effect. If a unit is affected by a Push Back effect, then the entire unit is pushed back 1 square.

AREA OF EFFECT ATTACKS: Certain abilities and Items, such as Grenades, will allow a model **to affect a wide area**. If an Attack states it has an **Area of Effect**, the Player must choose a model to be the primary target. In addition, any models in adjacent squares that aren't blocked by terrain/walls will also be affected. The Attack's effect will be stated with the relevant card.

LEAVING COMBAT AND FREE ATTACKS: When enemy models are adjacent to one another, they are considered to be in Close Combat. Here **they are locked** in a bitter struggle to **fight to the death**. If things aren't going well for a model though, they can choose to leave Close Combat and move away. If a model does this, any adjacent enemy models may make a **Free Attack**, a Melee Attack against the fleeing model. The model leaving combat suffers **-1 to their Defense Value** against these attacks. A model may not move in any other way when in Close Combat apart from leaving combat. If the fleeing model is still alive after these Attacks, they may take their Turn as usual.

If a model is making any form of Move Action that would move them through an adjacent enemy's squares, they suffer any **Free Attacks** as if they were leaving combat.

TACTICAL RETREAT: Sometimes things turn bad for the Heroes, and they may feel that they need to salvage what they can rather than take any more injuries.

In this case, they may declare a **Tactical Retreat.** This can only be done at the start of a round before the first Hero has activated. The Mission ends immediately and is **awarded to the Aliens as a victory**, rewarding the Overmind Player with both Hidden Agenda rewards. In campaign play, Heroes cannot gain any Item Cards after the mission but all Heroes taking part are fully healed before the next Mission.

# XXL MODELS

There are certain models that are far larger than even the ferocious Devoli Ridgewalkers. These are referred to as **XXL models**, and occupy 4 squares (in a 2x2 formation). These are deployed in the same manner as any other model, as long as they are deployed on or adjacent to a Yellow Square and all squares are viable for them to be placed on (no squares cross walls, etc).

XXL Aliens will get a corresponding **Blip Token** that is used in the same manner as a standard Blip Token.

When models are making a Shoot Attack against an XXL model, they need to draw **Line of Sight** to any squares the model occupies.

**XXL models never suffer from status effects:** Knockdown, Shaken, Stun or Push Back.

DESTROYING WALLS: Using an Action, an XXL model can **smash a hole in a Building's wall** to be able to move in and out of the Building, as they are too large to fit through the door. When an XXL model has two or more of its squares adjacent to any squares of a Building's wall, they can use an Action to smash that wall. Place a **Ruined Wall Token** over the wall to indicate where the hole in the wall is. From then on, any models can enter or exit the Building via this hole.

If internal walls still impede movement, and if they can do so, an XXL model can destroy them to continue their movement through the Building.

***For example:*** The picture shows a Building surrounded by two XXL Aliens, an **Overmind Alien (Blue)** and an **Annihilator (Green)**. The Overmind Alien is adjacent to two squares of the Building's wall that are directly in front of it, and as such can Attack them. The Annihilator is only adjacent to, and directly in front of, one square of the Building's wall, so is unable to break it down.

# ITEM CARDS

When a **Blue Square** is Interacted with by a Hero Player, they must then exchange the Spanner Token for a randomly drawn **Item Card** immediately. Draw a random Item Card from the Item Bag. The Item is then placed in the **Hero's Backpack slot** next to the profile card. A Hero may also spend an Interact Action to **trade an Item** in their Backpack with an adjacent Hero.

The Item Card Deck contains the following types of Items. They can be equipped to gain Defense or Attack bonuses, or used to gain instant effects. Items can be taken back to the **Space Station**, and if stated on their card, can be **upgraded with Resource Components** to increase their effectiveness. They can be broken down into the following subcategories:

WEAPONS: These can increase the **Hero's attacking capability**, add modifiers or grant the Hero a special combat effect. Weapons can either be equipped and take up the Hero's **In Use Slot**, or placed in the Hero's Backpack, in which case the Hero does not gain the effect, but can take it back to the Space Station after the Mission.

ARMOR: These grant a Hero **additional Defense capabilities**, modifiers or Defense against special effects. Armor can either be equipped and take up the Hero's **In Use Slot**, or placed in the Hero's Backpack, in which case the Hero does not gain the effect, but can take it back to the Space Station after the mission.

CONSUMABLES: These are stored in the Heroes Backpack and **can be used** with either an Interact Action, such as using a First Aid Kit to heal depleted Health, or used freely alongside an Attack or Defense, such as using a bullet with a special effect.

RESOURCE COMPONENTS: Resource Tokens are obtained by trading unwanted Items for their **Resource Cost Value**. This is done during the Post-Mission Phase if a Hero spends their Turn in the **Warehouse** section of the Space Station. Resource Tokens can be used to expand the Space Station which will unlock new abilities and tactics, upgrade collected Items and can even be converted into Neon Rush Tokens.

EQUIPPING ITEMS: Heroes do not gain bonuses or effects of Weapons and Armor stored in the Heroes Backpack, only if they are **assigned to the "In Use" Slot**. All Items a Hero collects are put directly into their Backpack. Weapons and Armor must be placed in the In Use Slot to gain their effects. Spend an **Interact Action** to move one Item from the Hero's Backpack to the In Use Item slot. When the equipment is placed here, it is considered to be equipped and the Hero **can use its effects**. If a Hero already has an Item in their "In Use" Slot, then it can be swapped with an Item from the Backpack by using an Interact Action. A Hero may have only 1 Weapon/Armor/Item equipped at a time.

**A Hero will retain any Items gathered during a Mission.**

ADVANCED EQUIPMENT: When an Item is found that states it can be upgraded, it can be taken back to the **Space Station**. A Hero can then use any Resource Components that have been exchanged and upgrade the piece of equipment to the corresponding **Advanced Equipment version**. This may only be done if a Player's model spends their time between Missions in the **Warehouse room** of the Space Station.

# SPACE STATION ROOMS

These will allow Players to **store and exchange Items** for Resource Tokens, which are essential for building more rooms. Each room will have a Resource Value, this will tell Players what Resource Tokens must be used in order to build that room. Heroes may be **placed in rooms between Missions** in order to give them certain buffs during the following Mission.

A Hero may also use an Interact Action on a Deployment Point during a Mission to move to the Space Station. That model can move to any room and reap the benefits of that room during the Mission.

***For example:***

ROUND 1: Hero moves to Deployment (Yellow Square) and then uses an Interact Action, that model is then moved to any room in the Space Station.

ROUND 2: Use an Interact Action, move that Hero back to the board on either of the Hero's Deployment Squares. This Hero now gains any bonuses from the room selected. This counts as the Hero's Activation for this Round.

ROUND 3: The Hero model may now be activated as normal.

# CONQUEST MODE

In Conquest Mode Players will be charged with Liberating or Conquering regions on the Global Operation Map. Players will gather Resources and upgrades to increase their effectiveness in battle. The Hero Players will have access to 6 unique Heroes and all must be used during the campaign. The Overmind will have a number of points to use to purchase units.

**Normal** - *18 unit points*
**Fortified Overmind territory** - *22 unit points*
**Fortified Hero terroitory** - *14 unit points*

PRE GAME SETUP: Lay out the World Map. The Heroes and Overmind alternate claiming regions on the map, starting with the Heroes, until each team has 3 regions claimed. Use Team Tokens to mark the claimed regions. Afterwards, each team may add a Fortify Token to 1 of their regions.
Whenever a team claims a new region after setup, move their Conquest Tracker up 1 point.

Each game Round will be divided into these phases: Hero Global Operations Phase, Conflict Phase, Overmind Global Operations Phase, Conflict Phase, Resolution Phase.

GLOBAL OPERATION PHASE: During this phase, the current player selects a region of the World Map to either Liberate or Conquer. They may then Fortify one of their areas.
The Hero Team starts.

**Liberate an opponent's region:** Play an Annihilation mission.

**Conquer an uncontrolled region:** Play a Capture and Control Mission.

**Fortify a region you control:** Add a token (max. 1 per team) to a region the team controls, or move the one already placed.

CONFLICT PHASE: Depending on the chosen option, Liberate or Conquer, play the matching mission type as described above. No matter the choice, the Overmind Player draws two Hidden Agenda Cards and keeps 1. Their objective is to complete both agendas on the kept card. If playing in the Overmind's Fortified region, the Overmind player only needs to complete the first objective of their Hidden Agenda Card.
The Hero Team's objective depends on the mission type chosen:

**Capture and control:** Starting with the current team, each team will choose one Building on the map to occupy. To win this mission, the Heroes must control the other Overmind's Building at the end of the 5th round by having more models in the building than the Overlord.

**Annihilation:** The Heroes must kill all Alien opponents on the map.

MISSION SETUP: A standard 4x4 map is created for the game based on the option chosen.

**Liberate:** The player that controls the region builds the map and decides on its setup.

**Conquer:** Starting with the current team, each team selects and places 1 tile at a time until the map is finished. The first tile placed should be one of the corners of the map.

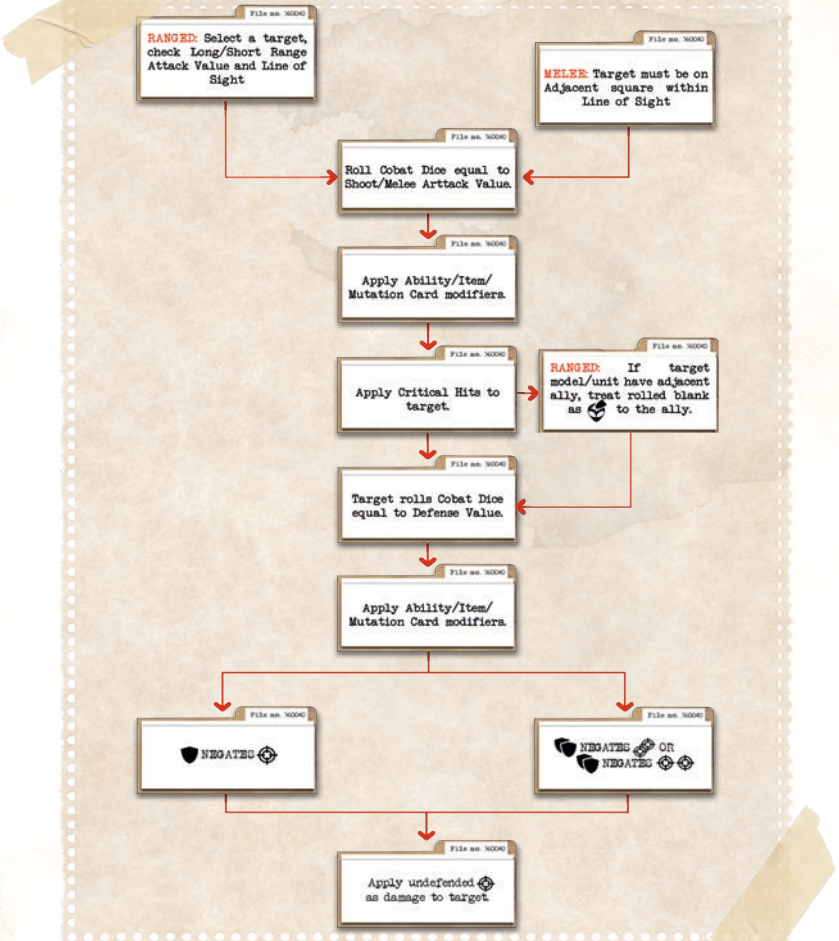
**Fortify:** Do not forget that the Overmind player's unit points are based on region fortification. See the top of this.

RESOLUTION PHASE: Once the Overmind Player completes their Conflict Phase, the Resolution Phase begins. Each team will receive certain Resources or Abduction Points for each map location under their control. Heroes will gain different Resource Components: Metal, Power Cells or Electronics from each location under their control. The Overmind will receive a different amount of Abduction Points per controlled region. Additionally, whenever a team gains a new region, move their Conquest Tracker up 1 point.
Hero Players will no longer be able to trade Items for Resources via the use of the warehouse, but may still store Items in this room. Heroes must instead gather Resources from regions of the map. The

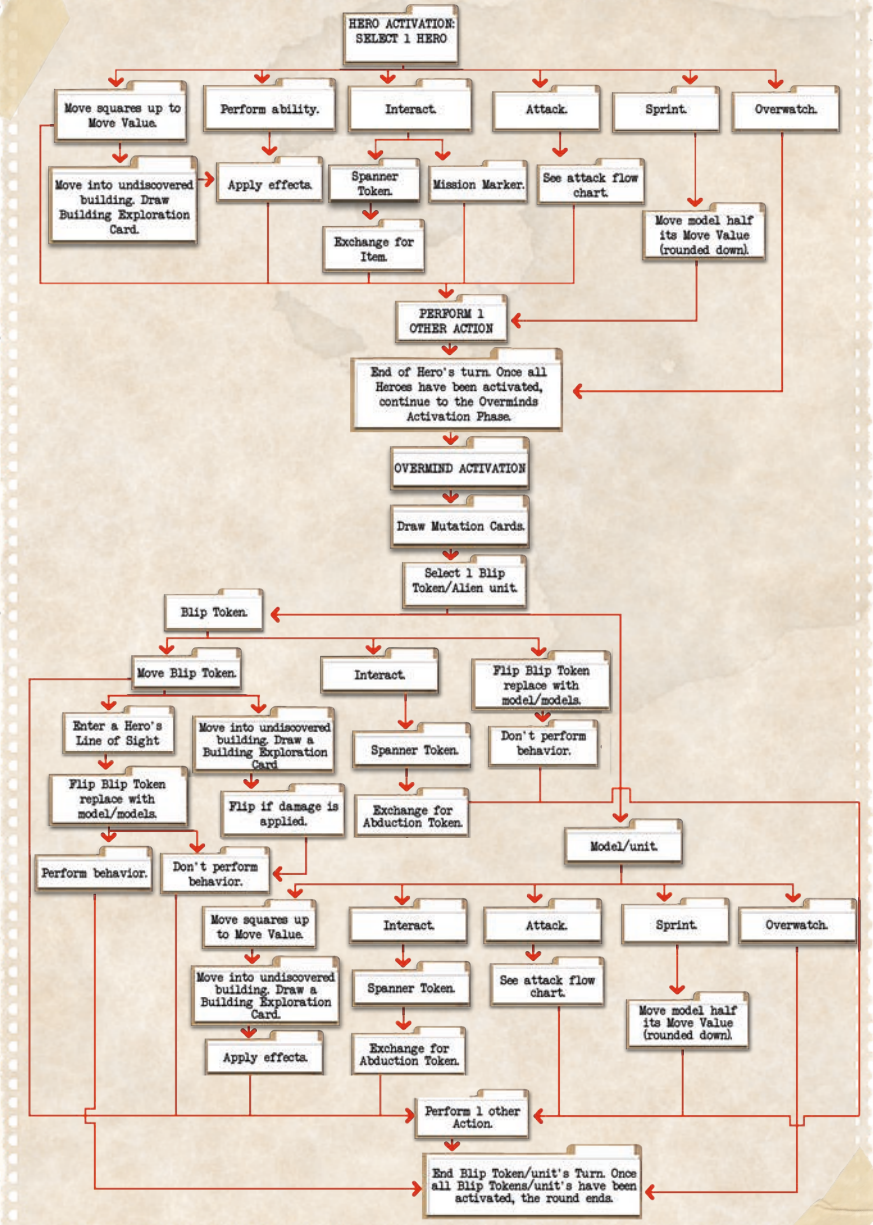
Overmind will not be able to exchange Spanner Tokens for Abduction Points, but may still earn Abduction Points through any other method.

Once the Resolution Phase has been completed and the rewards have been allocated, the game round ends and a new one begins (starting with the Hero team's Global Operations Phase). The game ends after the 5th game Round and the winner is the team with the most points on their Conquest Tracker.

# FLOW CHART - COMBAT



# FLOW CHART - HERO ACTIVATION



# QUICK PLAY

**Select mission:**

- Hero Players play a Mission based on the mode selected.
- Overmind Player draws 2 Hidden Agenda cards and selects 1 to play. This is done after the Hero Mission has been selected.

**Deployment:**

- Deploy Hero models on 2 Yellow Squares, 3 Heroes on each within 1 square.
- Deploy Alien Blip Tokens on Yellow Squares, within 2 squares.

ROUND 1:

**Activate Heroes**

- Activate a Hero model and perform up to 2 Actions: Move, Sprint, Overwatch, Attack and Interact.
- Activate all Hero models 1 at a time.
- Explore Buildings (draw Building Exploration Card).
- Interact with Blue Square to collect Resources (replace with Item Card).
- Eliminate Hazards (draw a Hazard Card).

**Activate Aliens**

- Draw 5 Mutation Cards.
- Activate a Blip Token and perform up to 2 Actions: Move, Flip Blip Token and Interact.
- Activate an Alien model/unit and perform up to 2 Actions: Move, Sprint, Overwatch, Attack and Interact.
- Activate all Alien models/units 1 at a time.
- Explore Buildings (draw Building Exploration Card).
- Collect Resources (replace with Abduction Points).
- Eliminate Hazards (draw a Hazard Card).

ROUND 2:

**Activate Heroes**

- Continue activating Hero models, 1 at a time.
- Overmind Player may interrupt by discarding 2 Mutation Cards.

**Activate Aliens**

- May discard up to 2 unwanted Mutation Cards.
- Draw up to 2 Mutation Cards (must have max hand of 5).
- Continue activating Aliens/Blip Tokens.

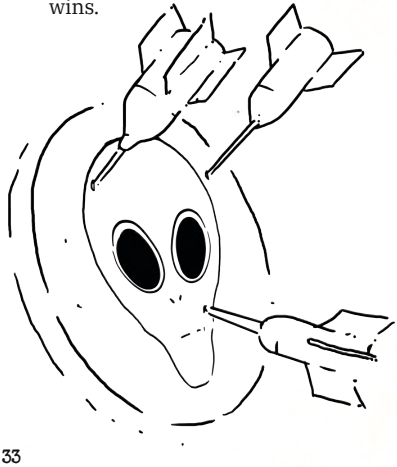
SUBSEQUENT ROUNDS:

**Activate Heroes**

- Continue with previous steps until the mission objective has been completed.

**Activate Aliens**

- Complete first objective on Hidden Agenda card, reveal the card to the Hero Players.
- Completing the second Hidden Agenda will end the Mission and the Overmind wins.



# INDEX


**A**
Abduction points ..... 14
Adjacent squares ..... 10
Advanced Equipment ..... 28
Alien abilities and stats ..... 19
Alien actions ..... 14
Alien activation ..... 13 - 14
Alien behavior actions ..... 20
Alien profile card ..... 19
Alien rewards ..... 15
Alien unit attack ..... 21
Alien unit defense ..... 21
Alien units ..... 21
Alien units merging/splitting ..... 21
Alien unit points ..... 22
Alien unit size ..... 19
Alien upgrades ..... 14, 22
Alien upgrade nodes ..... 22
Alien upgrade sheet ..... 8
Alien reinforcements ..... 22
Area of effect ..... 27
Armor ..... 28
Assigning Heroes ..... 11
Attack and defense values ..... 10
Attack and defense roll ..... 10

**B**
Behaviors ..... 19-20
Building exploration token ..... 6
Buildings ..... 11, 24, 26
Building your Space station ..... 11, 14, 29
Blip token actions ..... 14
Blip token assignment ..... 11
Blip tokens ..... 8
Blue square ..... 23

**C**
Combat ..... 25
Combat dice ..... 8-9
Conquest mode ..... 5, 11, 30
Consumables ..... 28
Critical hit ..... 25

**D**
Decoy tokens ..... 11
Defend ..... 25
Deployment ..... 12
Destroying walls ..... 27
Discarding mutation cards ..... 14
Double hits ..... 25
Double defend ..... 25

**E**
Equipping items ..... 28
Experience points ..... 18
Extraction ..... 13
Extraction (mid mission) ..... 29

**F**
Fear attacks ..... 26
Flow chart - Combat, Hero Activation ..... 31-32
Forced/ultimate mutations deck ..... 8

**G**
Game components ..... 8-9
Gathering resources/items ..... 14
Green squares ..... 23

**H**
Hazard tokens ..... 8-9
Hazard squares ..... 23, 24
Hero actions ..... 12
Hero activation ..... 12

Hero profile card ..... 16
Hero rewards ..... 15
Hero stat dial ..... 17
Hero stats ..... 15-16
Hits ..... 25

**I**
Interact ..... 13
Interruption ..... 14
Items ..... 28

**K**
Knock down effect ..... 26

**L**
Leaving combat ..... 27
Level tracker ..... 17
Line of sight ..... 10

**M**
Measuring line of sight ..... 23
Movement ..... 12, 14 , 17,
Mutation card hand size ..... 13
Mutation card, playing mutation cards ..... 13

**N**
Neon Rush token ..... 8-9
Neon Rush Tracker ..... 16
Neon Rush ..... 25

**O**
Overwatch symbol ..... 10
Overwatch token ..... 8-9
Overwatch ..... 12

**P**
Post mission resolution ..... 15
Push Back effect ..... 26

**Q**
Quick play ..... 33

**R**
Red squares ..... 23
Reinforcements ..... 22
Resolution phase ..... 15
Resources ..... 28

**S**
Set up ..... 11
Shaken ..... 26
Solo mode ..... 5
Space Station rooms ..... 29
Spanner tokens ..... 11, 13
Sprint ..... 12
Starting a game ..... 11
Stun effect ..... 24
Supreme Mutation cards ..... 13

**T**
Tactical retreat ..... 27
Tokens ..... 8-9
Trade items ..... 28

**V**
VIP Blip tokens ..... 8-9

**W**
Weapons ..... 28

**X**
XXL models ..... 27

**Y**
Yellow square ..... 23

What is an aliens favorite place on a computer?

The space bar.

Your jokes are so unfunny it truly hurts.

You just don't get it girl.

Have you heard the one about the flying spaceship?

Please stop.

Nevermind, its over your head.

don't worry
be happy :)

TOP SECRET

What kind of music
do planets sing?
Neptunes.

# CHRONICLE X

VERSION 1.2