



ERRATA & FAQ

DOCUMENT
30/11/2021

CORE ERRATA

This section contains all the latest errata for Chronicle X. Points here take precedence over the printed components. Most commonly, these changes affect only parts of a sentence, however at some cases the sections have been re-worked.

PSYCHIC ATTACK

page 13

Change the level to be a subsection of Attack (remove numbering of 6, restructure Interact & Extraction as 1 number lower).

Change the text to read:

“Some models have abilities or special rules with the “Psy, Psychic or Psionic” words in their title. Attacks affected by these powers are considered Psychic Attacks, and benefit from the following rules: Psychic Attacks require no Line of Sight, and no dice are rolled for defense against them unless the Players have built the Meditation Room (see more on page 29).”

DEPLOYMENT

page 12

Disregard the image – it shows incorrect deployment.

Change the section to read:

“The Hero Players select two Yellow Squares (Deployment Squares) and place one Hero in each. Then, they place the remaining Heroes in squares Adjacent to the Heroes placed first, split as evenly as possible (Heroes on a Large Base only must occupy at least one such Square). Then, the Overmind Player selects two Yellow Squares (Deployment Squares), however they may place their Blip Tokens any way they like within 2 Squares of the chosen Yellow Squares. They may not select Yellow Squares that are on Tiles adjacent to Tiles that contain the Hero Players’ Yellow Squares.”

Add the following sentence to the last paragraph:

“Keep in mind however, that some Missions in the Mission Book may instruct you to perform a different deployment; where such is the case, the Mission Book’s instructions must be followed.”

MEASURING, LINE OF SIGHT AND TERRAIN

page 23

Add to the end of the 1st paragraph the following text:

“Walls, models and Blip tokens block Line of Sight”.

RED SQUARES

page 23

Change the text to read:

“These represent open ground that makes the model an easy target. Any models on a Red Square reduces its Defense Value by 1. If one or more Red Squares interrupt a wall, additionally to being Red Squares, these are treated as pathways via which a model may move and draw Line of Sight to other models through the wall.”

YELLOW SQUARES

page 23

Change the text to read:

“Deployment squares can be destroyed and marked as such by placing a Broken Wall Token on them (be the result of an Attack receiving 2 Wounds or 1 Critical). Destroyed squares cannot be used for Extraction. Note however that, unless a Mission specifically indicates otherwise, Yellow Squares indicated as Hero Deployment Squares and Yellow Squares marked as objectives (for Extraction for example) are an exception to this rule and cannot be destroyed.”



Change the section to read:

“During setup place a Building Exploration Token on each Building. If two or more Buildings are adjacent (i.e. they have walls “connecting” both buildings) and at least one of the touching walls have an opening, they are treated as a whole Building.

However, each segment (separate tile) counts as a different room and must be explored as if you were exploring a separate Building when entered. Place a Ruined Wall Token on each wall edge between two squares with a wall opening connecting the two rooms to indicate a pathway through where models may move and draw Line of Sight. A Building/room may be entered through a Ruined Wall Token or through the doors or windows (openings).

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, and resolve the card's effects. 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 an Attack that requires Line of Sight to a target model inside 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.

Note that Buildings may have their walls destroyed by XXL models (see XXL models section page 27). When a Building has 2 or more connecting Ruined Wall tokens (one next to another) on one or more of its walls, it counts as a Ruin and it no longer provides a -1 Attack penalty to Attacks from outside.”

XXL MODELS

page 27

Add the following paragraph as second:

“XXL models measure Line of Sight from any square they occupy. When moving, XXL models must be moved one square at a time before continuing up to their allowed movement in the same manner. During each step, the XXL model must occupy at least one of the squares it occupied in its previous position. In addition, through each step the model cannot cross over unbroken walls or other models.”

DESTROYING WALLS

page 27

Change the section to read:

“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 normal openings. When an XXL model is orthogonally adjacent to two or more squares of the same Building's wall, they can use an Interact Action to smash that wall. Place a Ruined Wall Token on the wall edge of each square of that wall that is adjacent to the XXL model performing the Action; this is similar to pathways in connected Buildings and the Building is considered a Ruin (see page 24). For example: The picture shows a Building surrounded by two XXL models, an Alien Overseer (Blue) and an Annihilator (Green). The Alien Overseer is adjacent to two squares of the Building's wall that are directly in front of it, and as such can smash the wall. The Annihilator is only orthogonally adjacent to only one square of the Building's wall, so it is unable to break it down.



TWILIGHT AT AREA 51 ERRATA

This section contains all the latest errata for the Twilight at Area 51 expansion. Points here take precedence over the printed components. Most commonly, these changes affect only parts of a sentence, however at some cases the sections have been re-worked.

TWILIGHT TRACKER

page 6

Change the first sentence to read:

“At the beginning of the second round, set the Twilight Tracker to 1. At the beginning of each subsequent round, move the Tracker up 1 Space. After the Tracker reaches 6, you no longer move the Tracker and all of its effects apply for the rest of the game.”

ABYSS ERRATA

This section contains all the latest errata for the Abyss expansion. Points here take precedence over the printed components. Most commonly, these changes affect only parts of a sentence, however at some cases the sections have been re-worked.

OXYGEN LEVELS & OXYGEN TRACKER

page 6

Add the following paragraph as first:

“At the beginning of an Abyss Mission, set all Oxygen Trackers to 6, and place Oxygen Tokens on the relevant O2 squares with their O2 Tank side up.”

After the sentence “Sea Pod can only move once per round.”, add the following in the same paragraph:

“The Sea Pod occupies 4 squares, and may hold up to 4 Heroes on normal base or 1 on a large base. Moving onto or out of the Sea Pod costs 1 movement point, and Heroes may move onto or out of it from any adjacent square.”

FAQ

This section contains answers to questions asked often.

Q: Within the rulebook and components, we see "Range/Ranged Attack, Shoot/Shooting Attack". What is the difference?

A: They all refer to the same thing. All instances of these phrases should be read as "Shooting Attack".

Q: Which Attacks are considered "Psychic"?

A: Some Models have abilities containing the words "Psy", "Psionic" or "Psychic" in the ability's name. Attacks affected by such abilities are considered Psychic.

Q: There is a reference to both Abduction Points and Abduction Tokens. Is there a difference?

A: They all refer to the same thing. The Abduction Tokens are used as a reminder of how many Points you have, so if you wish for example to purchase an Alien Upgrade Node, you may spend 5 Abduction Points (i.e. discard 5 Abduction Tokens).

Q: Short/Long Range is mentioned, but I do not understand which symbol indicates each range band.

A: Consider the symbol with a dot and one semi-circle as "Short" symbol, while the one with the dot and two semi-circles is "Long", matching the example with CPO Jack Clemson.

Q: Can Alien units be placed in an adjacent building square when the Blip Token is flipped, even if a wall separates the squares?

A: Yes, they can, provided that there is an opening; a Building Event Card is drawn if the building has not yet been explored.

Q: What is the purpose of the Armoury Room Card?

A: This card was changed to the Soda Bar, disregard the Armoury Room Card.

Q: Can a Blip Token act after it has been deployed and has moved 5 Squares?

A: A Blip Token can perform two of three possible Actions: Move, Interact or Flip. So after moving, the Blip Token may still perform another Action.

Q: Can a Blip Token flip as an Action and then use a behaviour?

A: No. If the Overmind chooses to Flip a Blip Token during their turn, then the behaviour is not activated as stated in the rules.

Q: How many reinforcements does the Overmind start off with each mission?

A: The Overmind has 4 Reinforcement Points at the start of every mission, but may upgrade to have more, using the Alien upgrade tree.

Q: Where do Heroes deploy when not specifically stated?

A: If the Deployment for the Heroes is not stated in the Mission Book, and there is no highlighted diagram, then the Heroes will spawn in two teams of three, on adjacent tiles on the board edge. Hero deployment must be more than two tiles away from the Alien Spawn point (also at the edge of the board).

AI

Q: Do AI Blip Tokens stack and repeat?

A: Once a Blip Token has been flipped, the Token is then placed at the bottom of the Blip Token stack so it can be spawned again later.

Q: Does the AI Overmind have reinforcements or access to upgrades?

A: No, this feature is only accessible to the Overmind player.

Q: In the AI rules it says "The first attack during the Overmind turn must target the closest Hero". Does the first attack mean a Melee or Close Combat Attack?

A: Close Combat/Melee Attacks take priority over Shooting/Ranged Attacks. However if a Close Combat/Melee Attack can not yet be made by any available Aliens, then a Shooting/Ranged Attack is made instead.

TWILIGHT AT AREA 51

Q: How do I use the Twilight Event Cards?

A: The Twilight Event Cards replace the normal Building Cards during a TA51 game. Their cardback indicates them as Twilight Building Cards, although they are revealed each time a dark room is flipped instead of following the normal Building rules.

Q: When does the countdown start at mission 2A?

A: The countdown of 5 turns starts from the next Hero turn.

Q: Can I remove a tile with models on it, or tiles with an objective?

A: No, you cannot. If you are unable to target any other tiles, ignore the card's instructions.

Q: Do Grey Tall Men treat all Red Squares as Green or only those they are standing on?

A: Only those they are standing on.

ABYSS

Q: How do I use the Abyss Event Cards?

A: The Abyss Event Cards replace the normal Building Cards during an Abyss game. Their cardback indicates them as Abyss Building Cards and they follow the normal Building rules.

Q: How do I use the Abyss Hazard Cards?

A: The Abyss Hazard Cards replace the normal Hazard Cards during an Abyss game. Their cardback indicates them as Abyss Hazard Cards and they follow the normal Hazard rules.

Q: Mission 2B states that we have 5 Turns to extract and at the end we receive 4 damage. What happens if the Heroes survive?

A: The heroes have 5 turns to extract safely.

Q: Which weapons' range does the Diving Mask card increase?

A: The Diving Mask card changes the Maximum range of Shooting Attacks during Abyss Missions.

Q: When does a Hero drown?

A: Heroes drown when they lose their last HP as a cost to take an Action.
