



MUTANT CHRONICLES

COLLECTIBLE MINIATURES GAME

MUTANT CHRONICLES NOTES, ERRATA, AND FREQUENTLY ASKED QUESTIONS - 08-06-2008 - VERSION 1.0

This document contains the official rules clarifications, frequently asked questions, and errata for the *Mutant Chronicles Collectible Miniatures Game*. All officially sanctioned organized play events and tournaments will use the most recent version of this document to supplement the most recent rulebook, which is found inside the *Mutant Chronicles* starter set.

MUTANT CHRONICLES ERRATA

This section contains the official clarifications and errata for individual Unit Cards, Command Cards, and the *Mutant Chronicles* rulebook.

RULEBOOK ERRATA

Pg. 9 - The following armies should be used as the sample Skirmish armies for quickstart or demos instead of the armies listed in the rulebook.

ALGEROTH

Necromutant Defiler (gold unit)
Ezoghoul (silver unit)
Technomancer (bronze unit)

Gold order token
Silver order token
Bronze order token

Invoke Frenzy (gold command card)
Black Technology (silver command card)
Bestial Speed (bronze command card)

CAPITOL

Ranger Elite (silver unit)
Martian Banshee Sergeant (silver unit)
Free Marine Hero (bronze unit)

Gold order token
Gold order token
Bronze order token

Bait and Switch (Gold command card)
Command Intercept (Silver command card)
Fire at Will (Bronze command card)

Pg. 22 - The text on the graphical example illustrating how to use combined attacks on the bottom of this page incorrectly explains Accuracy. Accuracy is not determined by adding up the numerical values shown on the combat dice. Instead, the example on Pg. 22 should read: *"The Accuracy of an attack is equal to the highest single Accuracy value rolled (if multiple dice tie for the highest accuracy value, only one is used for the results). An attack hits the target if the Accuracy rolled is equal to or greater than the distance to the target. The Accuracy value rolled by unit C is 3, unit C is 3 hexes away from the target, so unit C's attack hits. The Accuracy rolled by unit A is 2, unit A is 2 hexes from the target, so unit A's attack hits. The Accuracy rolled by unit D is 1, unit D is 4 hexes from the target, so unit D's attack does not have Accuracy and deals no damage."*

Pg. 26 - Under the section titled "Playing Command Cards," the fourth paragraph should read: "The command card also explains its effect. For example, the card 'Bestial Speed' states..."

MUTANT CHRONICLES FREQUENTLY ASKED QUESTIONS (FAQ)

This section contains the most frequently asked questions about the Mutant Chronicles Collectible Miniatures Game. It is not necessarily a rules document from which direct rulings can be taken.

ARMY BUILDING QUESTIONS

Q: *Do the additional Necromutants that you put into play when higher ranked Necromutants are destroyed count as part of your original army build?*

A: No! The additional Necromutants are "free" in that they do not count against your initial army building slots. However, if an opponent destroys these "extra" units you receive when playing with the Necromutants, he still collects Victory Points, so be careful!

TERRAIN-RELATED QUESTIONS

Q: *If a double-based unit is positioned on only one hex of cover, does the unit's unprotected hex also receive the damage soaking benefit of the cover?*

A: Remember, you target the hex, not the unit. Also remember that you are allowed to target either hex of a double-based unit provided that you have LOS to the targeted hex. Thus you can target a non-protected hex that a double-based unit is resting upon and the double-based unit would not receive the benefit of cover in that particular hex. If you only have LOS to the hex that is in cover, you must target that hex, and the cover will soak damage from the attack.

LINE OF SIGHT QUESTIONS

Q: *Can a unit shoot "straight down the line" between two adjacent units?*

A: Yes, figures are allowed to trace line of sight down a hex line between two figures adjacent to each other.

COMMAND CARD QUESTIONS

Q: *When you add additional dice to the results of an attack, do the extra attack dice gained have to achieve Accuracy to be added to the result?*

A: No, because the extra dice are being "added to the results." If the card said the dice constituted a second or extra attack, then they would have to achieve Accuracy to be counted as a hit and do damage.

Q: *What are the grey-bordered command cards with the icons that don't match any of the four faction icons?*

A: The non-Faction specific cards with the grey icon border are "Specialist Cards" and they function in the same manner as other command cards except that they're delineated into one of four roles:

Marksmanship ⬠

Tactics ⬠

Dark Symmetry ⚔

The Art ✂

Q: *When I play the command card Noble Sacrifice, do I apply the armor value of the original target of the attack, or of the unit that is playing the Noble Sacrifice card?*

A: Noble Sacrifice is played between Step 6 and Step 7 of the attack sequence (see rulebook, pg. 16). Step 6 is "Count rolled Damage" and Step 7 is "Assign final Damage." Armor is applied during Step 7. So, only the armor of the unit playing the Noble Sacrifice card would soak damage, as it is the only unit being assigned damage.

MOVEMENT QUESTIONS

Q: *Are units moved by the Advanced Bio Giant's ability, "You may move enemy units damaged by Advanced Bio Giant's attack up to 3 hexes" affected by the movement restrictions of cover or hindering terrain? Can this "forced movement" trigger a guard attack?*

A: Yes, units moved by forced movement abilities, such as the Advanced Bio Giant's ability, have to follow all movement or terrain requirements and rules. A unit being moved in this way can also trigger a Guard attack.

VICTORY ZONE LOCATION QUESTIONS

Q: *How does the Communications Station work? Can I use the extra gold order token granted by the Communications Station to give an already activated unit another order this round or is the extra gold order only for inactivated units?*

A: This extra gold order token is simply an extra token, and its use follows all the rules and restrictions that apply to regular gold order tokens. You cannot break any of the normal order assignment rules when placing this order token. Also, you do not recycle this additional token into your order pool at the end of the round.

Q: *How does the Munitions Bunker work? Does the extra order token come from my pool? If I use a gold order token, do I get more than one attack, since that's all I'm allowed to do with this activation?*

A: The Munitions Bunker allows you to place a second order token (from your order pool) on an already activated unit. All the unit can do with this second activation is attack. Unless a special ability or card effect is applicable, the unit is still limited by the “one attack per activation” restriction, so using a Bronze order token for this second activation is usually the optimal choice.

A: Players can always win the game by completely eliminating all of their opponent's units.

ATTACK QUESTIONS

Q: *If multiple figures are making a combined attack on a double-based unit, and targeting different hexes of that unit where one hex is in cover and the other is not, what effect (if any) does the cover have on the attack?*

A: In a combined attack against a double-based figure with one hex in cover and the other hex not in cover, the hex being targeted by the unit leading the attack determines whether or not the target is considered to be “in cover” for the attack.

UNIT ABILITY / UNIT ACTION QUESTIONS

Q: *If I'm using the Great Grey Scout to transport a unit and during the transporting process the Great Grey Scout is destroyed by a Guard attack (e.g., an attack made by an enemy unit during my turn), where would the transported unit end up? Would the unit land in an adjacent hex to where the Great Grey Scout was destroyed or would he never have been transported in the first place?*

A: The transported unit would be placed in any empty hex (or hexes) adjacent to where the Great Grey Scout was destroyed. If this is not possible, place the unit on one of the two hexes that the Great Grey Scout occupied before it was destroyed.

Q: *Can the Great Grey Scout carry a double-based unit?*

A: Due to the use of the word "hex" in the Great Grey Scout's description of the Transport Unit Action, it may only carry single-hex units.

Q: *Do Unit Actions stack? For example, if you had 2 Ranger Elite units alongside another Ranger unit, would both +2 move bonuses apply?*

A: Yes, unit abilities that grant bonuses can stack. In the example, the third Ranger unit would add +4 to its base speed.

GENERAL QUESTIONS

Q: *What happens during a game if there aren't enough victory points available to reach the victory threshold?*