



MUTANT CHRONICLES

COLLECTIBLE MINIATURES GAME

MUTANT CHRONICLES

NOTES, ERRATA, AND FREQUENTLY ASKED QUESTIONS - 04-22-2009 - VERSION 1.2

This document contains the unofficial rules clarifications, frequently asked questions, and errata for the *Mutant Chronicles Miniatures Game*. It is based mainly on questions asked to game designer, Nate French, and some consensual answers from the official Fantasy Flight Game forum. Feel free to contact me coral.beach@wanadoo.fr to enhance this document.

MUTANT CHRONICLES ERRATA

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

REFERENCE CARD ERRATA

Freedom Brigadier Sergeant -The Freedom Brigadier Sergeant has not the TACTICIAN trait. This is a typo error from previous betatesting.

Ice Golem -The reference card of this unit should have the unit number 54 (and not 55).

Mercurian Spawn -The reference card of this unit should stat the following attributs : DARK LEGION. MONSTER.

Templar of the Wheel -The healing ability of this unit will only trigger with allied HERETIC units.

COMMAND CARD ERRATA

Seizing field -This card affect only allied  units.

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 Trooper (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 FAQ

(FREQUENTLY ASKED QUESTIONS)

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. Ho-

wever, if an opponent destroys these “extra” units you receive when playing with the Necromutants, he still collects Victory Points, so be careful!

Q: Do the additional Ezoghoul Shade that you put into play when Reanimated Ezoghoul is destroyed count as part of your original army build?

A: No! Like *Mutation* special ability, the additional Ezoghoul Shade is “free” in that it do not count against your initial army building slots. And like *Mutation* special ability, if an opponent destroys this “extra” Ezoghoul Shade, he still collects Victory Points.

Q: Do the cards attached to the Karak’s Command Tent are counted in your army building? And will the tent bypass the rule of the 3 copies of the same command card limit?

A: Yes, the tent allows you to play with extra copies of cards that are not counted against your army building limits, including the 3 copies rule.

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.

Q: Are two hexes adjacent if separated by a wall?

A: No, they are not considered adjacent.

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.

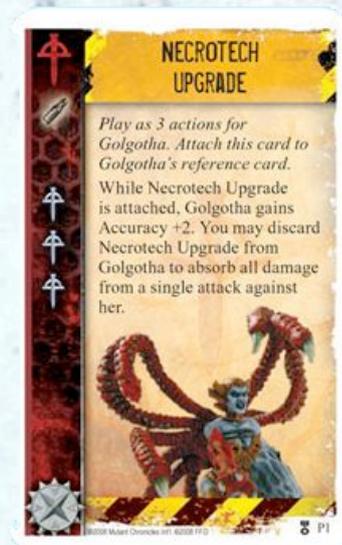
Q: May I play the command card Invoke Frenzy with the Gommorian Emascuator unit action Barrage (in its game text the unit action is referred as an attack)?

A: "Play before the chosen unit attacks" refers to the chosen unit taking an attack action. Using the Barrage action does not interact with this play restriction.

Q: How are played the promotional cards like Plasma Handcannons or Necrotech Upgrade? Will Karak the Keeper may have several cards attached to him at the same moment? Would the command card Invoke Frenzy be cumulated with Bloody Sword for a devastating attack?

A: These unique command cards start the game in your hand. In order to attach them, they are applied the limit of one command card played per turn. So the first time you activate Karak, you can attach one command card, next round, when you activate him again, you could attach a different card, and so forth.

Once attached, a card may apply its effect for free. So yes, Alakhai the Cunning with Bloody Sword attached will roll 4 extra yellow dice for one attack if he plays Invoke Frenzy card.



Q: When I play the command card Ministry of War, does the bonus cumulate with an existing armor keyword?

A: Yes, the gained armor is cumulative with any other armor the figure already has. So if it already had armor 1, it now has armor 2. And so forth.

Q: When I play the command card Invoke Terror, do the unit attributes are deleted too?

A: No, the unit attributes such as INFANTRY, RANGER, or DARK LEGION by example, are kept. Invoke Terror command card deletes only keywords, special abilities and unit actions.

Q: Do the Quickdraw command card permit to the chosen unit to destroy an active enemy unit before it attacks and so cancel this enemy attack? And what happens if the enemy unit is leading a combined attack?

A: The Quickdraw command card is played between step 2 and 3 of the enemy attack action (after the chosen target is declared). If the enemy unit is destroyed following the free attack, then the attack is cancelled (no supporting units has been declared yet). If the enemy unit survives to the free attack, it continues the enemy attack action with step 3 "Declare supporting units".

Q: Will Trick shot permit to attack a unit out of LOS moving enemy unit with a guard action?

A: The Trick Shot command card applies its effect only for the attack itself (step 1 of the Attack action) and not for the guard action triggering. So no, you can't.

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 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.

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 / 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: Will a unit transported by the Great Grey Scout be attacked by a guard attack? Will the figure be used as a human shield for the vehicle during the transport?

A: The transported figure does not follow the Great Grey Scout during its movement. It stays on its hex and block normally LOS. This is only when the vehicle has finished its movement the transported figure is taken from its start hex and placed on an adjacent hex of the Great Grey Scout. This placement cannot be object of a guard attack.

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.

Q: Do a subdued unit lose its special abilities? For example, if you had a Ranger Commander subdued by the Bear Trooper, would its +2 green dice bonus still apply?

A: Passive (non action) unit abilities are not shut off by subdual. Thus, keywords like armor, grapple, effects like Etoilles Mortant's "Camouflage," and the mentioned bonus of the Ranger Commander are not turned off by Subdual.

Q: Some units have a special ability which triggers when you play a command card. But do a unit need to play itself the command card to trigger its special capability?

A: No, any command card played by your army will trigger the special ability. Plus, if you have several units of this kind, a same command card played will trigger all of them!

Q: Do Mitch Hunter remove a wound token from a figure? If so, regardless of its value?

A: Mitch Hunter can remove an order token, ice token, dark or light WILD token or a wound token from a figure. If a wound token is removed, only 1 wound can be removed with per activation of this ability. So if the figure has a "3" wound token on it and you use Mitch's ability, you would replace the "3" token with a "2" token.

Q: Do the Obsidious Bolt from Archimagus Valpurgis rolled dice must attain accuracy to damage each target?

A: No, this unit action bypass any rules concerning LOS and accuracy restrictions. The damages inflicted may be normally absorbed by armor and cover.

Q: Is Praetorian Behemoth considered as a double based unit concerning damage bonuses from units like Martian Banshee Sergeant or Free Marine Tank Hunter ?

A: Yes, four based units have the same vulnerabilities than double based unit regarding Martian Banshee Sergeant or Free Marine Tank Hunter (or any units which are specialised in double based unit fighting).

Q: Do Praetorian Behemoth may pass through walls ?

A: Like a "Flying" unit, the Praetorian Behemoth may pass through hindering terrains and walls but can't end its movement on a wall terrain.

Q: Do Praetorian Behemoth may move though other units if it ends its movement in four unoccupied hexes ? I see for double based unit a restriction pg. 14 of the rulebook when both halves of the unit is moved in a single direction.

A: The four based units do not apply the same restriction because of their size. They are like "flying units" which disregard any movement restrictions. But yes, a four based unit must end its movement in unoccupied hexes (empty of any walls or units)

Q: Do Nepharite of Ilian may support a combining attack ?

A: As the combat dice used by this unit are provided by a special ability, the Nepharite of Ilian won't have a base roll to support the combining attack.

Q: Do Ranger Sniper may use its special ability once per activation or have multiple free attacks succeeding ?

A: Second proposal. The Ranger Sniper will continue attacking as long as it scores damages.

Q: Do the attacks made against the Scion of Ilian consider blank result as a "0" accuracy value for determining the lowest roll?

A: Yes. As stated pg. 19 of the rulebook : "no accuracy value means that the die has rolled 0 accuracy."

GENERAL QUESTIONS

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

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

Q: In smaller game than Tournament, are Victory Points counted from victory zones without victory token? If we play a 6/6/6 game with only one victory token at the center of the map, will we have interest in holding the other victory zones ?

A: The number of points scored for each victory zone held doesn't depend of the existence of victory tokens on them. So in a 6/6/6 format, you score Victory Points even if there is no victory token on them. As written in the rules, this is only in Skirmishe mode the victory zones are not used.

Q: Do the commands cards are kept hidden from your adversary? Some game effects suggest it but there is no mention in the rules.

A: Opponents generally cannot see your command cards until you play them, unless an effect or ability reveals the cards or exposes your hand.

LEXICAL QUESTIONS

Defeat a unit : Defeating an enemy unit means destroying it and removing it from the board.

Discard a card : The discarded command card goes to the same pile as the rest of the command cards you have played and not bought back. The discarded card can still be retrieved through effects and abilities. You cannot buy this cards back, however, because buyback only applies "when you play a command card with a buyback price".

Place an order token : Placing an order token on a figure through a game effect does not "activate" the figure unless the game text specifies that it activates the figure. However, players still cannot activate a figure that already has an order token assigned to it, so these effects will prevent a figure from being activated that game round.

Retrieve a card : Contrary to buyback, TACTICIAN units retrieve command cards *immediately* after destroying enemy units.

Special Thanks : Les following persons have participated, by their remarks, questions or answers, in the redaction of this FAQ :

- Nate French,
- Tony Dulac,
- Brian Schomburg,
- Damien Hartmann,
- Léon Luka
- Dominique Meynard.