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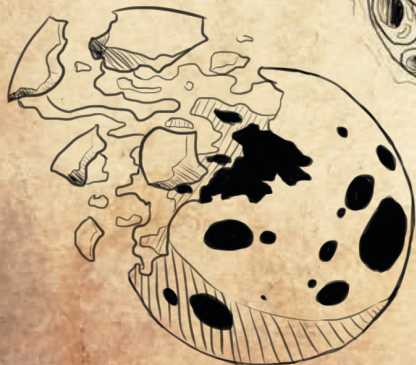
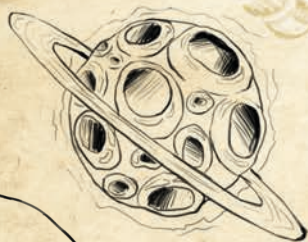
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CHRONICLE X TWILIGHT AT AREA 51 RULEBOOK



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CHRONICLE X

TWILIGHT AT AREA 51 RULEBOOK

VERSION 1.1
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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 the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

Rules, mechanics and game system - Archon Studio.

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GAME COMPONENTS

MINIATURES:

3 x Grey Tall Men

TOKENS:

3 x Blip Tokens

10 x Flare Tokens

CARDS:

1 x Alien Profile Card

20 x Twilight Event Cards

9 x Hidden Agenda Cards

15 x Item Cards

15 x Mutation Cards

2 x Space Station Cards

28 x Spawn Cards

1 x Alien Upgrade Sheet

OTHER:

28 x Board Tiles

1 x Twilight Tracker



Grey Tall Men Tokens



Flare Tokens



Twilight Tracker



Alien Profile Card



Twilight Event Cards



Hidden Agenda Cards



Mutation Cards



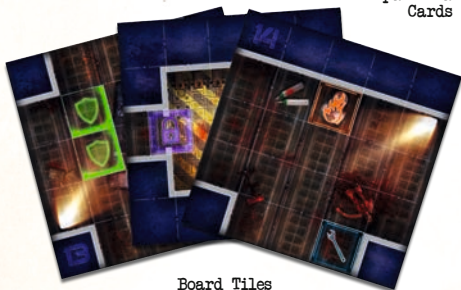
Item Cards



Space Station Cards



Spawn Cards



Board Tiles



Alien Upgrade Sheet

MAP SET UP

Remove 4 random Deployment Tiles and any tiles stated in the mission briefing, then shuffle the remaining map tiles. The four Deployment Tiles are then randomly assigned to each team, two for the **Hero** team and two for the **Overmind** team. The map tiles are then placed face down on the table in a 4x4 formation with the **Hero** and **Overmind** deployment tiles placed face up at opposite ends of the map edges. *For example:*

MAP SET-UP:

Any	H	H	Any
Any	Any	Any	Any
Any	Any	Any	Any
Any	O	O	Any

H - Hero deployment
O - Overmind deployment



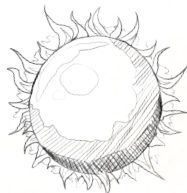
There will be some tiles that are not used, these are the Reserve Tiles and may be implemented in a multitude of ways. Please note that any mission specific tiles may not be removed from the board by the use of an event card. If this would happen, ignore the effects of that event card.

FACE-DOWN TILES

The face-down tiles represent the lack of light. When a **Hero** or **Overmind** model/Blip token moves to a square adjacent to a face-down tile, that tile is flipped to reveal the underside. Once flipped, place any relevant tokens on the tile and draw a **Twilight Event Card** from the **Twilight Event Deck**.

The player flipping the face-down tile may decide on the orientation and rotation of the tile.

Models may only be targetted if a clear Line of Sight can be drawn across flipped map tiles. If a face-down tile lies between two opposing models, then an Attack may not be made (regardless of range).



FLARES

Both teams (**Hero** and **Overmind**) have three Flares each, these can be used to light up undiscovered areas, as well as providing areas that are unaffected by certain Twilight Effects. Flares may be thrown up to 6 squares from any selected model, doing so will cost one Action. If thrown onto a face-down map tile, that tile is flipped and a Flare Token is placed anywhere on that tile. Draw a **Twilight Event Card** if the tile is flipped in this manner. While on this tile, models are not affected by the Twilight Tracker effects.

TWILIGHT TRACKER

The **Twilight Tracker** represents the fading light in the facility as the power slowly dies and the team are plummeted into darkness.

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. The effects are cumulative:

TWILIGHT TRACKER LEVEL	EFFECT
1	-1 to Long Shoot Range.
2	-1 Movement.
3	-1 to Long and Short Shoot Range.
4	When collecting an Item Token from a Blue Square, roll 1 Combat Die. On a Blank, you are unable to pick it up, and the action is wasted. The card remains on the board and can be attempted to be collected in future turns.
5	-1 Melee Value.
6	Models may no longer flee from combat.

TILE DO OVER

If the flipped tiles are placed in such a way that makes it impossible to complete a mission (for example: all tiles with locked doors are surrounding the Hero deployment) then the Hero players may chose to negate one locked door on any of the placed tiles, use the unlocked door rule (see the Locked Door section below).

TWILIGHT EXPANSION SOLO MODE RULES

Alien models/units may not always be able to spawn on a Yellow Square due to the ever shifting map tiles in the Twilight expansion. If this happens, spawn the Alien model/unit on the tile with the Alien Spawn Point stated in the Twilight Narrative mission.

TWILIGHT ALIEN MUTATION CARDS

When playing the Twilight missions, remove 15 Mutation Cards from their deck at random. Then shuffle the 15 Twilight Mutation Cards into the deck.

TWILIGHT HAZARDS

There are no new Hazard Cards for Twilight. Continue to use the Hazard Cards from the core set when playing the Twilight Missions.

LOCKED DOORS

In the Twilight expansion, there are doors that require colour-coded key cards to unlock. Once a door has been unlocked, it will remain unlocked. Place a Room Exploration Token (from the Chronicle X core set) on the door to indicate that it is now accessible.



MISSION 1

HELLEVATOR

This mission can be played after the "Escape from New York" mission.

Overmind unit points: 15

Alien Decoy Tokens: 2

Alien Reinforcement points: 4

"Our base in Nevada (Area 51) has been hit hard, reports say that a portal was opened up from within the facility and an attack force flooded through. We lost contact with the base several hours ago and our attempts to regain communications have failed. We suspect that this is due to a massive power drain on the facility caused by the opening of the portal. The facility will be on emergency power and lighting for a short time.

Your mission is to get a team to the lower levels of the base and activate the auto-destruct sequence. We can not allow the portal to remain open, or the Overmind to gather any of our reversed engineered technology. You will have to restore power to the elevator system and make your way to the lower levels first. Good luck team."

- Locate the elevator (tile 12) and the Elevator Control Panel (tile 17).
- Spend an Interact Action while at the Elevator Control Panel (tile 17) to restore power to the elevator.

• Have at least 2 Heroes in the elevator to activate it, once the power has been restored. Before setting up the map, return tile 23 to the box and set aside map tiles 12 and 17. Set aside 4 randomly selected Deployment Tiles. Randomly draw 10 other map tiles and shuffle them together with tiles 12 and 17. Refer to the grid with regards to how to place the tiles. The Deployment Tiles should be placed face up. The other 12 tiles are placed face down.

MAP SET-UP:

Any	H	H	Any
Any	Any	Any	Any
Any	Any	Any	Any
Any	A	A	Any

H - Hero deployment

A - Alien deployment

Heroes win: Move to Twilight Mission 2A.

Overmind wins: Move to Twilight Mission 2B.



MISSION 2A

BOOM BOOM, SHAKE THE ROOM!

Overmind unit points: 18

Alien Decoy Tokens: 2

Alien Reinforcement points: 4

"Now that your team have reached the lower levels of the base, you will have to locate the portal and shut it down. To do this you will have to plant two matter bombs on either side of the portal. Once this is done your team will have a short amount of time to escape."

- Get to the portal (tile 23) and use an Interact Action at both bomb squares.

- After both bombs have been set up, the Hero players have exactly 5 turns to return to the elevator (tile 12) and end the mission. Any Hero not in the elevator at the end of the fifth turn will have their HP reduced to 0.

Before setting up the map, return tile 17 to the box and set aside map tiles 12 and 23. Randomly draw 14 other map tiles.

Refer to the grid with regards to how to place the tiles. Tiles 12 and 23 are the Hero and Alien Deployment Tiles, respectively, and should be placed face up. The other 14 tiles are placed face down.

MAP SET-UP:

Any	Any	H	Any
Any	Any	Any	Any
Any	Any	Any	Any
Any	A	Any	Any

H - Hero deployment (tile 12)

A - Alien deployment (tile 23)

After completing the mission, return to standard mission selection.



MISSION 2B

LABYRINTH

Overmind unit points: 18

Alien Decoy Tokens: 2

Alien Reinforcement points: 4

"Access to the lower levels has been locked off. The portal is distorting space-time to such a degree that the rooms and corridors are shifting. We had better resort to plan B: We have managed to secure a stable extraction by pin-pointing a nearby computer terminal. Get to the extraction and get the heck out of there. Once extracted we will cut our losses and nuke the facility from orbit."

- Heroes must locate the Yellow Deployment/Evacuation square on tile 16. At least 3 Heroes must be extracted.

- Collect at least 5 items from Blue Squares, in total.

Before setting up the map, return tile 23 to the box and set aside map tile 16. Set aside 4 randomly selected Deployment Tiles. Randomly draw 11 other map tiles and shuffle them together with tile 16.

Refer to the grid with regards to how to place the tiles. The Deployment Tiles should be placed face up. The other 12 tiles are placed face down.

MAP SET-UP:

Any	H	H	Any
Any	Any	Any	Any
Any	Any	Any	Any
Any	A	A	Any

H - Hero deployment

A - Alien deployment

After completing the mission, return to standard mission selection.



alien starts abducting me with thier spaceship
Me: woah, woah, woah. Hold on. Let me ask my mom
about this first.

Alien: that's okay, take your time.
Me: thanks. *shouts* MOM. CAN I GET ABDUCTED BY
THIS ALIEN?!?!

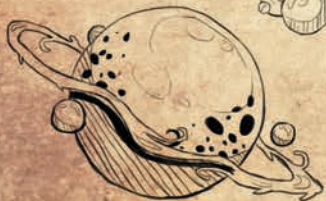
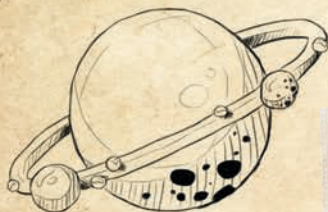
Mom: *shouts back* YEA SURE, JUST BE BACK BEFORE
DINNER!!

Me: aight man. She said it's cool.

Alien: cool.



UFO caught on
tape



Seriously, what if.....

...the asteroid that hit the Earth and
killed all the dinosaurs was a UFO...
...and were the aliens

don't worry
be happy :)



What kind of music
do planets sing?
Neptunes.



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