



file CX/OI/000013



big ugly bastard

file CX/04/289407

CHRONICLE
X

TOP SECRET
FILES



NY. 4/15/89

file CX/07/150182







T O P S E C R E T
F I L E S

VERSION 1.1
APRIL 2021

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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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STRETCH GOAL COMPONENTS

MINIATURES:

- 1 x CX-001 Glitch
- 1 x Dr. Emilia Quaint
- 1 x Dr. Henrik Eriksen
- 1 x Hayden Walker
- 1 x Itharak
- 1 x Jericho Mardas
- 1 x Jerk
- 1 x Marco the Rose
- 1 x Pentagon
- 1 x Tanya Hollow
- 1 x Tavin Kane
- 1 x The Macro
- 1 x Wilt
- 1 x Wylek
- 1 x Slipsteel Sentry

- 3 x Grey Tall Men
- 3 x Devoli Reptilians
- 3 x Grey Assassins
- 3 x Grey Heavy Infantry
- 3 x Arbiters
- 1 x Karoth Riverfiend
- 1 x Devoli Ridgebeast
- 1 x Annihilator
- 1 x Rameri
- 3 x Navo Warrior
- 1 x Gremulus
- 1 x Greymaster
- 1 x Ralavar Streamcaller
- 1 x Ralavar Wildsflower
- 2 x Ralavar Waterbound

TOKENS:

- 26 x Blip Tokens

CARDS:

- 15 x Hero Ability and Equipment Cards
- 30 x Item Cards
- 18 x Alien Spawn Cards
- 14 x Hero Dial Cards
- 16 x Alien Stat Cards
- 1 x Slipsteel Sentry Stat Card
- 6 x Space Station Room Cards

OTHER:

- 1 x Top Secret Files book
- 2 x Alien Upgrade Sheet
- 4 x Broken Wall terrain features
- 4 x Tree terrain features
- 4 x Christmas tree features
- 1 x Chronicle X Calendar



Alien Upgrade Sheet



Space Station Cards



Hero Cards



Alien Stat Cards



Hero Dials



Slipsteel Sentry Stat Card



Alien Spawn Cards



Item Cards



Broken Walls



Trees



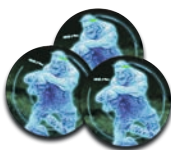
Christmas Trees



Calendar 2021



Grey Tall Men
Blip Tokens



Devoli Reptilians
Blip Tokens



Grey Assassins
Blip Tokens



Grey Heavy Infantry
Blip Tokens



Arbiters
Blip Tokens



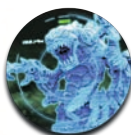
Karoth Riverfiend
XXL Blip Token



Devoli Ridgebeast
XXL Blip Token



Annihilator XXL
Blip Token



Rameri XXL
Blip Token



Gremulus XXL
Blip Token



Greymaster XXL
Blip Token

SOLO/CO-OP PLAYER RULES

If you wish to play this game alone, or no player wants to take the role of the **Overmind** player, use the following rules to govern the **Overmind** forces. These rules will only apply to the Narrative mode.

SET UP

Make sure to have the **Alien Spawn Deck** available and within reach, along with all available **Blip Tokens** arranged face down in a stack.

SPAWNING ALIENS

At the start of the first round, draw three **Alien Spawn Cards**. These will tell you how many **Blip Tokens** will spawn and where to spawn them. Make sure that the **Blip Tokens** are shuffled face down into a stack. Each time an **Alien Spawn Card** is drawn, place a **Blip Token** on the **Yellow Square** on the tile indicated.

At the start of each round, draw an **Alien Spawn Card** and spawn the **Alien Forces** accordingly.

When an **Alien Spawn Card** says x2, draw two **Blip Tokens** and place one on the corresponding **Yellow Square** and the other on an adjacent square to the previously placed **Blip Token** and closest to the centre of the map.

If an **Alien Spawn Card** is drawn that does not have an allocated map tile, discard that **Alien Spawn Card** and draw another **Alien Spawn Card** instead, continue doing this until you can spawn an **Alien** model/unit.

A **Blip Token** may not be placed on a **Yellow square** (deployment square) that is occupied by a **Hero** model, if this happens, draw another **Alien Spawn Card**.

If models are not available for the player to spawn once the **Blip Token** has been flipped, draw another **Blip Token** in exchange, continue doing so until a model/unit can be placed.

For XXL models, when an XXL Spawn Card is drawn, draw an **XXL Blip Token** from the shuffled face down XXL stack, make sure this is a separate stack to the standard **Blip Token** stack.

Once a **Blip Token** is flipped and replaced with a model/models, place the **Blip Token** at the bottom of the **Blip Token** stack.

Blip Tokens may be moved on the round that they are spawned, during the **Overmind** turn.

AI PRIORITIES:

The bullet points below are divided into sections and are arranged in order of priority.

ALIEN ACTIVATION:

- Closest to the center of the board/map first. Highest unit cost.
- Most attack.

ALIEN MOVEMENT AI:

- Always move the quickest route towards a target in Line of Sight, including through buildings. Must move an alternate route if the quickest is blocked by an allied unit.
- Models/units with a Shoot Range above 0 move within maximum Shoot Range.
- Move to the optimized Shoot Range to make the most of attacks.
- Models/units with Shoot Range of 0 move as close as possible to the target.
- **Blip Tokens** may not be flipped unless revealed by moving into the **Hero's** Line of Sight.
- Move towards **Mission marker/VIP**.
- Move towards the nearest **Hero**.

ALIEN COMBAT AI:

- All Close Combat Attacks are resolved before Ranged Attacks.
- The first attack during the **Overmind** turn must target the closest **Hero**.
- The first attack during the **Overmind** turn must target the **Hero** with least defense.
- The first attack during the **Overmind** turn must target the **Hero** with the least health.
- The first attack during the **Overmind** turn must target the **Hero** with the highest attack.
- If a **Hero** is slain, then a new target is selected based on the above priorities.
- All other **Alien** models must attack the same **Hero** model if in range. If a **Hero** is slain, then a new target is selected based on the above priorities.
- If a model/unit is unable to attack during this turn due to not being in range, that model/unit must perform an **Overwatch** action instead.
- If a Long/Short Range Shooting Attack targets a **Hero** in Close Combat with an **Alien** ally, that **Alien Ally** suffers from the friendly fire rule.

BEHAVIOR AI:

- Attacking behaviours.
- Interact Action ability.
- Movement behaviours.

XXL MODEL:

- Destroy wall.
- Attack.
- Interact Action ability.
- Move.



MUTATION DECK:

At the start of each round, draw up to two **Mutation Cards**, apply the effect of a card to the first activated unit. **For example:** If *"Quick reflexes"* is drawn, then the first model unit/**Blip Token** to move in that round may Move an additional 2 squares. Once a card has been activated it is discarded. Draw cards each round until there are two. There may only be 2 available **Mutation Cards** in each round.

NARRATIVE MODE MISSIONS

All level 4 missions will take place aboard the **Overmind's** spacecraft. In this mission, spawning will work differently.

For the sake of this example, the **Yellow Squares** are lettered A, B, C and D; top left is A, top right is B, bottom right is C and bottom left is D. You will notice that this forms a clockwise circle. In the first round (before the game starts) spawn 4 random units in the bottom two spawn points C and D (2 **Blip Tokens** on each). Then every following round, spawn 1 **Blip Token** as shown below.

Round 1-2 on C and 2 on D

Round 2-1 on A

Round 3-1 on B

Round 4-1 on C

Round 5-1 on D

Repeat this process until the mission has been completed.

If a **Yellow Square** is occupied, spawn the **Blip Token** on the next available **Yellow Square** in a clockwise direction. All level 5 missions will take place in the Overmind's control room. **Alien** spawning is controlled by the **Overmind**. Use the following priorities to govern the **Overmind's** AI:



OVERMIND PRIORITY

- Heal, when at 50% health or lower, select the unit with the least amount of models. If equal amounts then select the closest unit.
- Move only when on a Red Square.
- Move towards the nearest occupied tractor beam.
- Summon unit (randomly select a **Blip Token** from the stack).
- Attack.

SLIPSTEEL RULES

This model may only be played after building the **Slipsteel Control Room** in your team's Space Station. A controlling Hero must be placed in the **Slipsteel Control Room** during the mission in which the Slipsteel Sentry is active. Between missions, place any number of obtained Power Cells in the **Slipsteel Control Room**. Each turn this model is active will cost 1 Power Cell.

Unlike the Heroes, the **Slipsteel Sentry** does not have a Hero Dial. Its Stat Values do not change as it loses Health. **Slipsteel Sentry** does not regain Health naturally **between missions**, if it loses all of its Health it cannot be used until repaired. To repair the **Slipsteel Sentry**, spend any number of Metal Tokens to restore an equal amount of Health. It can only be repaired between missions. The **Slipsteel Sentry** may not be healed during a mission by the effect of an ability or Item Card.

This model may collect and trade items with other Heroes but may not use any items.

This model may not be used in the Twilight expansion.

If used in the Abyss expansion, this model does not need to use an Oxygen Tracker.

This is an XXL model and can destroy walls.



BONUS MISSION

This mission can be played at any point during the Narrative campaign, between standard missions. Make sure to note which mission you were playing previously as well as which mission should be played after the Bonus Mission.

Location: Essen, Germany
Overmind unit points: 16
Alien Decoy Tokens: 2
Alien Reinforcement points: 4

"We will need more resources if we are going to win this fight. Grab whatever materials you can find and wipe out any alien resistance in the area. But be careful, we have very little intel on the location. Early reports suggest that there was a large resistance there, however, their efforts to liberate the area were not successful. We don't know what kind of attack was launched by our Grey adversaries and how it affects the location, so watch your butts."

After set up, but before the mission starts, roll 1 Combat Die to determine the effects of the location:

Hit = The resistance was able to wipe out most of the Alien forces. The **Overmind** player does not have access to reinforcements or Mutation Cards.

Shield = This area is heavily defended, The **Overmind** player receives +2 unit points.

Double (shield or hit) = A deadly, alien, micro-particle dust wave has engulfed the area. Every model/unit not inside a building by the end of each round takes 1 Combat Die damage (roll for each model/unit). Applies to both Hero and Alien models/units.

Critical = The whole area is rigged to explode, your team has 4 rounds to get in and out, any **Hero** model not extracted by the end of the 4th round will take 3 Combat Die damage.

Blank = No effect.

Gather as many items as you can by spending an Interact Action at a Spanner Token. Then extract

from the area.

At least 3 **Heroes** must be extracted to complete the mission. If a **Critical** was rolled during setup, the area must explode in addition to the extraction before the mission ends.

The **Overmind** player does not select a Hidden Agenda for this mission and must instead try to wipe out the Chronicle X Heroes.

MAP SET-UP:

any	D2	B5	any
any	any	any	any
any	any	any	any
any	D1	B4	any

D2, B5 – Hero deployment
D1, B4 – Alien deployment



DIFFICULTY SETTING

EASY MODE:

- When interacting with a Spanner Token, the Hero player draws two Items from the Item Bag, keeps one and returns the other to the bag.
- Hero players will gain 4 Item Cards after successfully winning a mission and receive 1 Item Card if they fail the mission.
- Hero players do not lose access to the Space Station and extraction after the 3rd round of missions and can also use the Bonus Mission for resource gathering.
- In Solo play, draw 2 Alien Spawn Cards instead of 3 at the beginning of a mission.

NORMAL MODE:

- Hero Players will gain 3 Item Cards after successfully winning a mission.
- Hero players lose access to the Space Station and extraction after the 3rd Round of missions, but may still take advantage of the Bonus Mission for resource gathering.
- In Solo play, draw 3 Alien Spawn Cards at the beginning of a mission.

HARD MODE:

- Hero players will gain 3 Item Cards after successfully winning a mission. If a Hero is removed from play when their HP drops to 0, that Hero loses all Items in their equipment slots and Backpack.
- Hero players lose access to the Space Station and extraction after the 3rd Round of missions, but may still take advantage of the Bonus Mission for resource gathering.
- In Solo play, draw 3 Alien Spawn Cards at the beginning of a mission.

PERMADEATH

Each difficulty can be further adjusted to include **Permadeath**. During standard play (with **Permadeath** deactivated), players can select an alternative Hero (from the roster of unselected Heroes) to use.

Choosing another Hero between missions will allow other Heroes at low Health to Heal in the Space Station. However, if you decided to play with **Permadeath**, then any Hero who's HP drops to 0 is removed from play and may not be used for the rest of the campaign. The controlling player may then chose another Hero (from the roster of unselected Heroes) to use. If all available Heroes have been incapacitated (HP reduced to 0) then the Hero team loses the chosen campaign.



CHRONICLE X NIGHT FIGHT MODE

Night mode is an optional mode that can be used to add some further variety and challenge to your campaign. In Night mode, day and night is determined by a dice roll before Mission set up. Hit, Double Hit and Critical Hit count as Day mode and will function as normal. Defence, Double Defence and Blank will count as Night mode.

Night mode can be played in Missions: 3h, 3d, 3c, 3a, 2c, 2b, 2a, 1.

In Night mode, Players must use the specially made "Night Tiles" to indicate that the mission is taking place at night. When playing on a Map with Night Tiles, all Heroes and Aliens are unable to use their Long Range Shoot Attack but can still use their Short Range Shoot Attack.

NIGHT TILES



CHRONICLE X FAQ

Q) Do models block line of sight?

A) Yes, models (both Hero and Alien) block Line of Sight.

Q) Can Alien units be placed in a building when the Blip Token is flipped?

A) Yes, they can; a Building Event Card is drawn if the building has not yet been explored.

Q) How can buildings be joined? How are rooms added?

A) As long as there is at least one opening on the touching walls, those can be considered as joined. An opening on one tile will negate a solid wall on another tile (as long as they are touching).

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) How do you destroy extraction points?

A) Extraction points can be attacked in the same manner as Hazards. Mission specific extraction points (Yellow Squares) cannot be attacked and are not counted in regards to certain Hidden Agendas.

Q) Do you have to be adjacent to or on a Spanner Token to collect it?

A) A model must be on Spanner Token to collect it.

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.

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) 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) Does the AI Overmind have reinforcements.

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

Q) Does the AI have 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.

Q) Where do Heroes deploy?

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).

We should have a holiday called Space Day,
where lights are to be shut off for at
least an hour at night to reduce light pollu-
tion, so we can see the galaxy.

YES, I like this.





What kind of music
do planets sing?
Neptunes.



VERSION 1.1