

Another game aid

by Universal Head



THE ESOTERIC ORDER OF GAMERS

www.orderofgamers.com

Tabletop game rules summaries, foamcore box plans, articles, interviews, reviews and lots more at www.orderofgamers.com

[@EOGamers](https://twitter.com/EOGamers) [gplus.to/EOGamers](https://www.gplus.to/EOGamers) [facebook.com/EOGamers](https://www.facebook.com/EOGamers) [YouTube](https://www.youtube.com/channel/UC...) EsotericOrderGamers

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: MUTANT CHRONICLES: SIEGE OF THE CITADEL	v1.2 Mar 2014
Publisher: Pressman Toy Corp. (1993)	
Page 1: Rules summary front	
Page 2: Rules summary back	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

Universal Head. Design That Works. www.universalhead.com



MUTANT CHRONICLES™

SIEGE OF THE CITADEL

Setup

Choose a Single Mission or a Campaign Game:

Single Mission: Select a mission, choose at what Rank you want to play, set Promotion Points at the minimum number for that Rank, and take 2 Credits for every Rank level.

Campaign Game: In a **mini-campaign**, the player with the highest number of Promotion Points at the end of 2 or 3 missions is the winner. In a **long campaign**, the first player to reach a set number of Points is the winner.

Game Setup

Sort the cards into their 5 types. Each player picks a **Corporation** and takes its tray, the identification marker and the two Doomtrooper figures.

Randomly draw one of the players' identification markers to choose the **Dark Legion** player for the mission.

The Dark Legion (DL) player sets aside his tray and troopers and takes the appropriately ranked Reference card. (**Rank 1-2** to begin, **Rank 3-4** when at least 2 Corporation teams have reached Rank 3 or more, and **Rank 5-6** when at least 2 teams have reached Rank 5 or higher.)

Select a Primary Mission and lay out the board sectors. Select **Secondary Missions** if required.

The DL player randomly deploys one face down **Force card** on each gameboard sector, and the remaining cards on any sectors adjacent to the Citadel walls.

The DL player shuffles the Event cards and draws one card for each round of the mission to form the Event card deck.

Beginning with the player to the left of the DL player, Corporation players pick weaponry and equipment one at a time from the **Equipment Bunker**.

Each Corporation player receives 2 random **Doomtrooper cards** which are kept secret.

Missions

When the **Primary Mission** is accomplished only players with at least one surviving Doomtrooper will share in the Credits, but *all* players receive Promotion Points.

Secondary Missions are only used when directed by the Primary Mission and there are more than 2 Corporation teams. Randomly draw two identification markers from the pool of Corporation player markers. These players are assigned the Primary mission, and the other players each draw a Secondary mission, which are kept secret. Some Primary missions direct all players to draw a Secondary mission.

Sequence of Play

Player order for the round is determined by randomly drawing an identification marker from the pool of markers for each player turn (including the Dark Legion player's marker). Once all players have taken a turn a **round** is completed.

The first time a Corporation player takes a turn, both troopers must enter from off board through the same entrance.

Corporation Player Turn

Each Doomtrooper may perform 2 actions, **MOVE** and/or **ATTACK** in any order. So a trooper may move twice, or attack and then move, or attack twice, etc.

All actions for one figure must be completed before those of another figure. A trooper may not perform more than 4 actions in a turn.

A team also has a number of **Extra Actions** they can use during the mission, depending on their Rank.

The Dark Legion player reveals **Force cards** after a trooper moves into a new sector.

Dark Legion Player Turn

Draw an Event card, follow the instructions and discard it. Any reinforcements, if available, are placed at entry points off board.

Each creature may perform 2 actions, **MOVE** or **ATTACK** in any order. The Nepharite and the Ezoghoul may perform 3 actions.

Movement

Figures may move up to 3 squares in any direction per move action, diagonally. You may move diagonally between two figures.

A figure moved off the gameboard sectors is out of play for the rest of the game.

Combat

A Doomtrooper can make only 1 attack per Attack action.

The number of dice a figure rolls to attack depends on its weapon or Reference card listing, and the color of the dice depends on the trooper's Rank or the creature's listing.

Firearm combat

All firearms have a range of 24 squares.

Attackers must not be adjacent to an enemy. Attacker must have line of sight to the target, i.e. a clear line between the centers of the two squares. *LOS is not blocked if the line goes through the shared point of two diagonal squares with figures in them.*

Figures on the bottom two squares of the **stairs** only have LOS to the top of the stairs. Those in the middle two squares can only attack the other stair spaces, and only with close combat.

Close combat

If a figure wishes to attack an adjacent figure he must use **close combat** to do so.

Hits

If you roll more hits than a Dark Legion figure's Armor Factor, it is eliminated and returned to the Dark Legion player to be used again.

Doomtroopers have an Armor Factor of 1. However any time a trooper receives two or more hits, roll the appropriate Rank color die. If a Hit symbol is rolled, two hits are absorbed by the trooper's armor instead of one.

Each Doomtrooper starts with **5 hit points**. When the Doomtrooper is reduced to zero points, it is out of action for the rest of the mission.

Force Cards

When a gameboard sector is entered by a Doomtrooper for the first time and once the move action is complete, any **Force cards** in the sector are revealed.

The Dark Legion player places the creatures listed on the cards, if available, in any square in the sector, except those right next to a trooper. They may not move or attack until the Dark Legion player's turn. Dark Legion reinforcements can only enter a gameboard sector which has two of its sides along the Citadel walls.

Doomtrooper Cards

A Doomtrooper card may be played at any time but only one of the effects on the card may be used, and its effect must be completed before another is played. Once a card is played it is discarded. They cannot be saved from mission to mission.

Special Corporation Abilities

Bauhaus

Crack Shots. Roll 1 extra die when attacking with firearms.

Imperial

Intuition. Gain 1 Extra Action at the start of each turn.

Cybertronic

Advanced Armor. Roll 2 dice to absorb hits.

Capitol

Superior Tacticians. Start each mission with 1 extra Doomtrooper card.

Mishima

More Agile. Move 4 squares per Move action.

Campaign Play

Each of the Missions may be played as a single game or one or more may be played in sequence as a campaign.

Promotion Points

A Doomtrooper team receives **Promotion Points** for eliminating Dark Legion figures.

Figure Eliminated	Promotion Points
Legionnaire	1
Necromutant	2
Centurion	3
Razide	5
Nepharite	7
Ezoghoul	10

If Doomtrooper figure accidentally hits another trooper figure from any corporation, his team loses 3 Promotion Points for each hit.

At the end of a mission the Dark Legion player receives 1 Promotion Point for each hit on corporation Doomtroopers.

Doomtrooper Rank

At the start of a mission review Promotion Points to determine your team's **Rank**. Record the number of **Extra Actions** and note what color dice your team will use during the mission.

Promotion Points	Rank
0-9	1
10-24	2
25-44	3
45-69	4
70-99	5
100-129	6

When a team reaches 130 points it has reached the highest Rank possible.

Extra Actions

Each Doomtrooper has 2 actions per turn. The team also has a number of **Extra Actions** depending on its Rank.

A team's Extra Actions are the total number they may use during the mission, but can be spent at any time during the team's turn.

A trooper may not perform more than 4 actions in a turn. A team may not have more than 6 Extra Actions.

Credits

All Doomtrooper teams start play with 2 credits.

Each time a team completes a mission, they are rewarded with Credits if they successfully completed the mission and have at least one trooper alive at the end of the last round.

For each Doomtrooper lost during a mission, the team loses 1 Credit. If the team has no Credits, they lose 5 Promotion Points instead.

Buying Credits

Before determining your team's Rank at the start of a mission, you may buy 1 Credit, and only 1, by losing 5 Promotion Points.

Equipment

At the start of a mission, a team's Credits total determines what equipment they may checkout from the **Equipment Bunker**. The Credits are not actually spent.

A Doomtrooper may only have one Weapon card, but any number of Equipment cards.

Valerie Duval, Sean Gallagher, Coral Beach, Mitch Hunter and Yojimbo are close combat specialists, and must always be armed with a close combat weapon able to attack with 3 or more dice.

Special Weapons

The **Gehenna Puker** inflicts hits on all targets in a straight line in range (24 squares). Roll the attack dice once; all figures in the line of fire whose Armor Factor is less than the number of hits rolled are eliminated.

The **Violator Sword** can be used to attack one target, or swung in a circle to attack all figures in adjacent squares. In the latter case roll the attack dice once; all figures in the adjacent squares whose Armor Factor is less than the number of hits rolled are eliminated. However, the attack will stop when the swing strikes a wall.

The **Nimrod Autocannon** can target one or two figures in line of sight with the same attack. If you fire at one target, roll 6 dice; at two targets, roll 3 dice against each.

The **Grenade Launcher** mounts on a Plasma Carbine. It inflicts hits on a target square in line of sight and all figures in adjacent squares not protected by walls. Roll the attack dice once; a figure in the target square receives the full number of hits, and the effect of the blast is reduced by one in the adjacent squares.

Completing the Mission

When the last Event card is drawn, this is the final round of the mission. If playing a Campaign, collect rewards, adjust Credits, select another mission and start the next adventure.

2, 3 or 4 Players

Event cards: Before the Dark Legion player draws an Event card, the player must state if he wants to call for the reinforcements; otherwise they are ignored. He may call once if there is one Doomtrooper team, twice if there are 2 teams, and 3 times if there are 3 teams.

Force cards: When placing Force cards at the start of the mission, randomly reduce the number of cards by 1 if there are 3 Doomtrooper teams, by 2 if there are 2 teams, and by 3 if there is 1 team. Key Force cards for the mission are always kept.