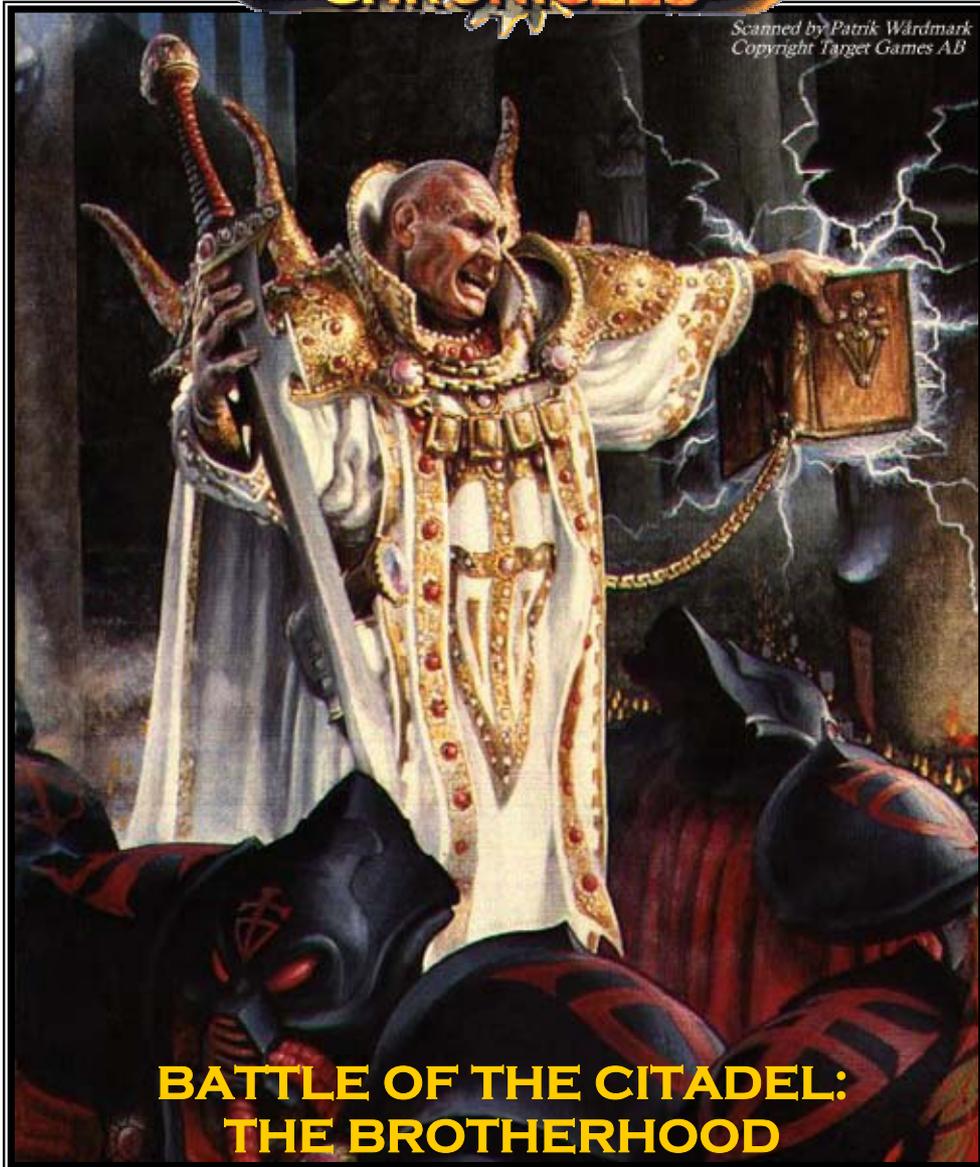
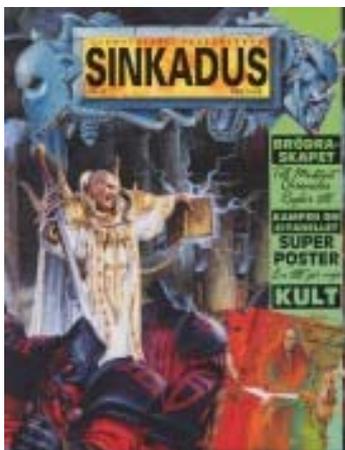


MUTANT CHRONICLES™

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BATTLE OF THE CITADEL: THE BROTHERHOOD



This expansion came with the Swedish magazine Sinkadus #41+42. Since it was published as a giant poster instead as a traditional magazine, few copies were sold, so this issue is very rare. On top of that, the publisher of the game and the magazine, Target Games, went bankrupt 1999. This was their one and only expansion made for Battle of the Citadel.

The game is still played, why I decided to produce this digital version for the afterworld.

I have also translated it into English as the original version was Swedish only.

Best Regards JemyM jemym@home.se

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Changes V1.01b: Fixed Pretorian's stats according to errata. Also, the reward for "Eliminate The Twins" was incorrect.

NEW RULES

The Dark Symmetry» is the name of the Dark Legion's magic powers. Each of the five dark apostles controls their own art within the Dark Symmetry, and each art represents one unique kind of magic. The art created by Ilian, Mistress of the Void, focus on manipulation of time and space; the ones created by Muawijhe, Lord of Visions, affects peoples senses that often leads to insanity; Lord of Spite, Semai, have spells that allows the user control over dead victims; the art that belongs to Algoerth, Apostle of War, are powerful offensive magic that tears, boils, burns or slashes his enemies; Demnogonis, The Defouler, at last, uses an art that summons diseases, aging, plagues or undead zombies.

THE DARK SYMMETRY

When at least two of the Doomtrooper players have reached a rank of 4, the legion player may start to use the Symmetry cards. Before each mission he randomly draws three cards. The cards can only be used as long as there is a nepharite in play. When two or more players have reached rank 5 the legion player may use four symmetry cards instead of three. He may never play more than one card per turn. All the cards (except «Aura of Terror») shall be cast instantly after using it, and may not be used again during the same mission.

Apostle of war, Algoerth, is also the Lord of Dark Technology. There are three types of Dark Technology, and here we list six different objects created by Necro Technology, the repulsive science that crafts an object of dead organic matter and is then given life through a demonic soul that is bound to the object.

NECRO-TECHNOLOGY

When at least two of the players reach a rank of four, the Legionplayer may start to use the Necro-Technology cards. He may use one card less than the number of players of rank 4 or more. If three players are rank 4 or more, it means that he can use two ($3-1=2$) cards. Sometimes special rules are listed in the missions that overrides this rule. The cards affects all types of creatures declared by the »user«. Often there are more alternatives, like Legionaries or Necro-Mutants.

Example: Four Doomtroopers have reached rank 4 or more.

The Legion player may then pick three Necro-Technology cards, and he choose Alakhai's Life Extinguisher for his legionaries, Necro Armour for his Necro-Mutants and Enervator's for his centurions.

ART-CARDS

The Brotherhood uses "Art-Cards" instead of Doomtrooper cards. They work just as normal Doomtrooper cards; they can be used anytime, but each card can only be used once. When the card is played an Art is chosen, and the other can then no longer be used.



ADVANCED RULES

For you who wish to have more variety in »Battle of the Citadel« we here offer several optional rules that may be used if you like them.

AUTOMATIC FIRE

By spending two actions the miniature may fire a long, forceful burst that allows him to do an attack against all miniatures in his line-of-sight. The miniatures have their armour raised by 1. Very effective in a corridor filled with legionaries. Automatic Fire may be done by all weapons except the Genehena-Puker and the Grenade Launcher. The miniature may decide when he wishes to interrupt this action, since there is risk to hit one of his own.

AIMING

By spending two actions the miniature may aim extra carefully and fire a very well-aimed shot. Roll one extra dice and re-roll one dice of your choice. You may not aim with the Genehena-Puker or the Grenade Launcher. You may also not aim if you start your turn next to an enemy miniature.

PUSH

Sometimes it's easier to push (if you prefer, tear) away another miniature than to kill it, especially if you only wish to get past it. Very useful in a situation where a competing Doomtrooper blocks your path.

A push is executed as a traditional melee attack, but the pushed miniature also rolls his attack dice. If the pushed miniature rolls less hits than the pushing one, the miniature is moved to an adjacent square of his choice.

If the pushed miniature rolls more hits than the pushing one, nothing happens, but if the pushed miniature rolls double the amount of hits than his pusher, the pusher moves one step backwards. You may not push more than one miniature at a time.

THE STAIR OF SEMAI

In the Stair of Semai (section 8) the Necro-Energy is extra strong. Dark Energy flows from the Semai symbol, which allows all legion miniatures standing upon those squares, as well as all adjacent squares, to re-roll one dice per attack.

ALGEROTH'S TEMPLE

Also in Algeroth's Temple (section 3) the power of the citadel lord is very strong. The Dark Energy that flows in the section allows all legion miniatures within the room that contains the Algeroth Symbol to roll one extra attack dice in every attack they make.

DIMENSION PORTALS



In the Meltdown, Labyrinth and Stair of Semai (Sector 5, 6 and 8) are dimension portals (squares with burning circles with three small burning dots in it) that are used by the Legion's leaders to quickly move to places within the citadel where they are needed the most.

The dimension portals cannot be used by legionaries or the ezoghoul, but all other kind of forces may use them. The portals is activated when the Legion are at rank 4 or more. The portals may be destroyed, but have armour of four (it takes 5 hits in one single attack to destroy one). A destroyed portal is marked by one of the markers below.

By walking to a dimension portal and spend one action, a miniature may instantly move to one of the other two portals. The movement from one portal to another takes one action. If there already is one miniature in the dimension portal you move to, both miniatures needs to do a melee attack. The miniature that survives still stands on the dimension portal after the battle. If both survives the miniature that previously was located on the dimension portal stays, the other returns to the dimension portal he came from.

Doomtroopers may also use the dimension portals, but with a great risk for their own life. When a Doomtrooper wants to use one, roll two red dice. For each "hit" he takes one damage. Armour and other protective equipment may not prevent this damage, and he may not make a roll to use his armour. If he survives he may move as normal, but if there already is one legion miniature upon the dimension portal he moves to, he must fight as usual. A Doomtrooper may never move to another dimension portal where another Doomtrooper is already standing.



INQUISITOR NICODEMUS

Even if all inquisitors have extremely impressing bodies, much because of their old-style armour and flapping cloak, Nicodemus is more respect-giving than most of them. He is a tall man with broad shoulders, and his athletic appearance is also reflected in the way his armour have been custom-built to fit his massive body. The Inquisitors face is often covered by his closed helmet, and that's how he likes it.

Nicodemus is a very sensitive person, and he is comfortable behind his mask, knowing that his face cannot betray him. This, however, doesn't stop him from using his low-pitched, forceful voice when its needed.

He is a narrow-minded man. Everything he sees is the destruction of the Dark Legion. He has dedicated his entire life for this purpose, and give little to those that have not done the same. Of course; what can be more important than saving all of humanity?



The person that works under Nicodemus often tastes his anger, since he quickly loses his temper, but just as quick to forgive. Those that betrayed him have wisely requested transfer to another branch of the Brotherhood; else they would have ended up in the crematoriums. Few people dare to miss them.

Here we see Nicodemus in his armour – an Inquisitor Majores armour, but also with the red cloak and the robe that signs Nicodemus title as an Arch-Inquisitor. On his shoulder pads and inquisitor's stole we see the Brotherhood Emblem, which also reappears as a golden cross over his heart. In the edge of a golden platinum chain hangs a Mortificators version of Codex Cardinalis. The large buckle on his belt contains a miniature of the Inquisitor's Codex, and the other clasps contain other useful equipment.

His weaponry is the inquisitors standard issue weapon; an AC-40Justifier, and behind the long ammo-belt we can also see a glimpse of Nicodemus Nemesis-pistol.



Inquisitor miniature from Heartbreaker

SEBASTIAN CRENSHAW



The name Crenshaw is legendary among all the worlds' assassins. No mortificator in the Brotherhood history have been able to show more successful eliminations of so many well-defended targets. The legends speak that Crenshaw never fails – at least not when he works alone.

The legends are true.

Crenshaw is close to fifty, and appears as a true gentleman. He also tracks his heritage to the Imperial clan Crenshaw, but is long since expelled by his family that sees him as their black sheep. His upbringing shines through thou. His emphasizing and bombastic voice leads to thoughts about times long past, filled with paladins and gloomy castles of stone, and his movements is as refined as his philosophy and intellect.

His moustache and hair is white as snow, like the bushy eyebrows above his glittering pale blue eyes.

The shadow of a smile seems to always play in the corner of his mouth, and he always has a fitting word of wisdom up his sleeve.

In the field he is a whole other man. When Crenshaw pulls on his mortificator armour he becomes cold and business oriented. There is no honour in assassinating another being, but since he has both the stomach and the talent, he does it.

Above we see Crenshaw in his typical mortificator armour. On his back he carries two mortificator swords, and in his right hand he holds his Punisher Pistol – a weapon he personally prefers in front of his Nemesis pistol. On his forehead and both his shoulder pads we see the mortificators emblem. Around his waist he stores other useful equipment for field missions, except for the visible gas- and flash grenades, the grappling-iron, first aid equipment and extra ammunition. His helmet, the so called “Brothermurderer”, have built-in communication equipment and a protective filter.



Mortificator miniature from Heartbreaker

HALL OF THE LOST SOULS

Deep, deep down in the citadel's most inner regions lies the Hall of the Lost Souls, which became to be something of a monument over the citadel lord's unbelievable evilness. In the chasm that's located in the middle of the room, are the souls after numberless amount of corporation soldiers that have fallen in battle. They are trapped in a forever lasting darkness, to suffer spiritual torture of a kind yet unknown for the, in the Legions eyes, unspoiled and weak humanity. Their meaningless, agony filled shrieks for help echoes constantly through the citadels endless corridors and fills every man that hears them with horror and a feeling of hopelessness. From this enormous and never ending source of agony and despair Alakhai fetches much of his power.

The Hall of the Lost Souls is very important for Alakhai, and therefore he have constructed four statues of himself, and placed them around the chasm to guard it. Place some kind of miniature in each of the four red circles that surrounds the chasm to symbolize the statues. Its best, of course, with miniatures that can be bought in a toy-store. Otherwise, plastic markers, dices or rubbers work as well.

SPECIAL RULES: Between the four Alakhai statues flows an incredibly strong force field that surrounds the chasm (the chasm is 4x4 squares, except for the four squares with red circles, occupied by the statues). It's impossible to throw something over the chasm, or shoot over it as long as the force field is up, but it's still possible to see miniatures on the other side. To deactivate the force field at least one of the statues must be destroyed. It has armour-value of 4, so it takes five hits in one single attack to destroy one of them. When the force field is deactivated the space over the chasm counts as open spaces and does not block line-of-sight (but the remaining statues still counts as ordinary miniatures). A miniature that for some reason enters the chasm-spaces is treated as "destroyed" and is instantly taken out of the game. The Hall of the Lost Souls is also treated with the same rules as The Stair of Semai and Algoth's temple (see advanced rules).

If a doombrooper is teleported to one of the chasm spaces, he is instantly taken out of game, unless he isnt instantly is teleported out from there as well.

MISSION: THE SUFFERING OF THE DAMNED

ORIENTATION: Man har lyckats lokalisera De förlorade själarnas sal djupt under citadellet. Salen är en av nefariten Alakhais främsta kraftkällor och dessutom plågas ett otal korporationssoldaters själar i avgrundens djup. Nu vill man att ni skall tränga så djupt in i citadellet ni någonsin kan och om möjligt förstöra De förlorade själarnas sal för att försvaga Alakhai och dessutom befria era vapenbröders själar från deras eviga lidande. Doomtroopergrupperna kommer in via sektor 4.

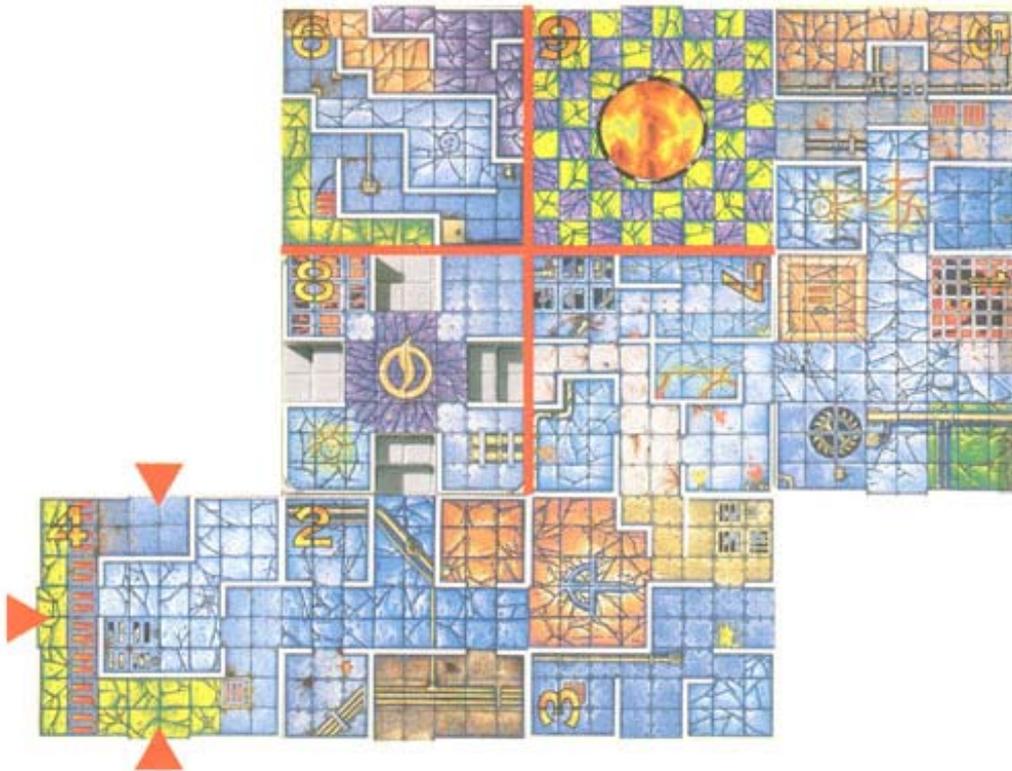
MISSION: Each Doomtrooper couple is equipped with an extremely powerful bomb that is represented by a half mission counter. Which one that carries the bomb is up to you. It can be moved between the miniatures like normal. For the mission to succeed at least two bombs must be thrown down into the chasm before the time is up. Its enough to have line of sight to the chasm to throw it down, but don't forget the force field.

TIME LIMIT: 9 combat rounds, in this mission section 9 can never be moved.

RESOURCES OF THE LEGION: Monstercard 1-10 and 12. Necro-technology and Dark Symmetry by the rules.

REWARD: The Doomtroopers earns 3 credits if the mission is successful, else the legion player earns 2 credits.

MISC: The corporation players should be at least rank 4 for this mission.



MISSION: OPERATION DEMON-DISTORTION

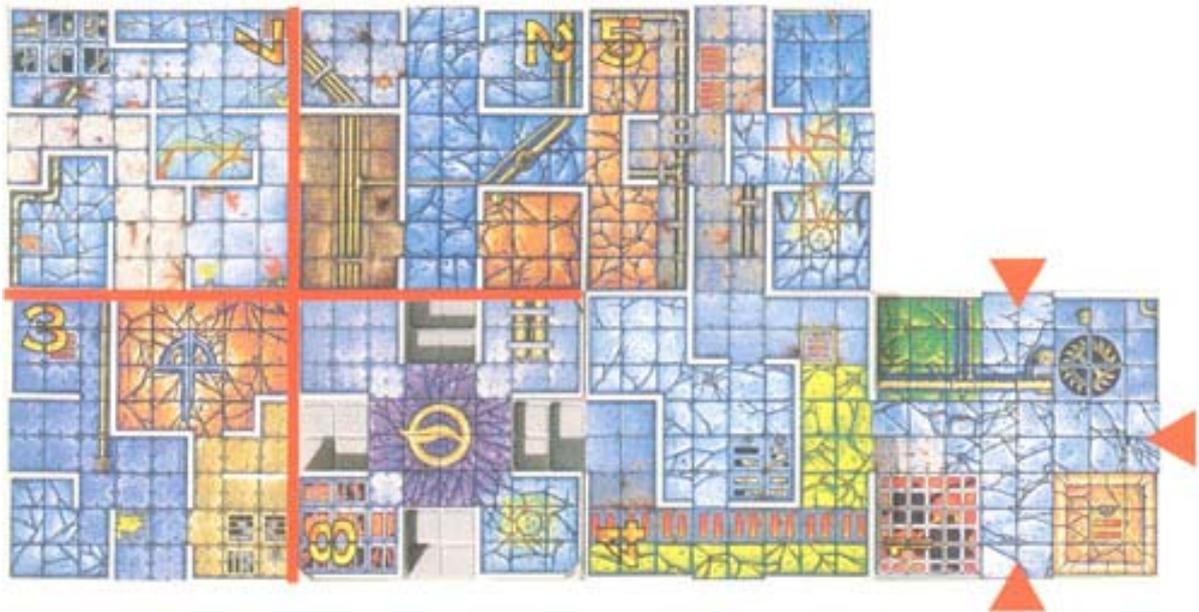
ORIENTATION: The command centre reports that there is reason to believe that the Dark Legion is trying to summon the dark apostle Algroth through a ritual that takes place in Algroth's Temple somewhere inside the citadel. To stop this they have decided to send you down into the citadel to destroy the nepharite responsible for the ritual, and thus stop the summoning. If you fail it's indeed possible that Algroth will manifest in the citadel and lead his forces to an undisputed victory against humankind.

MISSION: Reach Algroth's temple (sector 3) and eliminate the nepharite there. In the end of the mission no other nepharite should exist on the board. Each corporation player must also draw one secret mission card. The Doomtrooper-squad enters through section 1.

TIME LIMIT: 7 combat rounds (no reinforcements can enter between round 6 and 7).

RESOURCES OF THE LEGION: Monster card 1-10 and 12. Monster card 9 and 10 is placed in section 3, the others as usual. Necro-technology and dark symmetry is used according to the rules.

REWARD: The Doomtroopers earn 3 credits if the mission succeeds. If they fail the Legion player earns 3 credits.



MISSION: ELIMINATE THE TWINS

ORIENTATION: The Dark Legion have sent an elite-commando with a couple of two Pretorian Stalkers – formidable warmachines without comparison within the Dark Legion. Their bodies is technological masterpieces with mechanized limbs and servo-operated artificial organs. The Stalker is a machine through and through, the only organic part is their brain, encapsulated in the warrior's mechanical head. All sensitive organs and nerve connections is safely shielded behind several layers of hull.

Your mission is to eliminate both of them before the mission is over!

MISSION: You must eliminate both Pretorian Stalkers. All corporation players (not the Brotherhood player) must also draw a secret mission card.

TIME LIMIT: 6 combat-rounds

THE LEGIONS RESOURCES: Monster cards 1-10, 12, 13

REWARD: The Doomtroopers gains three credits if their mission succeeds, and the Brotherhood gains 2. If they fail the legion player gains 3 credits.

NAME OF THE SECTORS:





AURA OF TERROR

By the dark energy that surrounds the citadel, the Nepharite creates a forcefield that surrounds him and causes fear in whomever looks upon him.

The Nepharite's armour increases by two red dice on Rank 4, and two black at rank 5-6. This effect remains during the remaining of this mission.



ILIONITIC TIMEPOCKET

This dark gift is a part of the apostle Ilian's art within the Dark Symmetry. The spell opens a timerip, through which the Nepharite may move while everything else stand still.

The Nepharite may take two extra movement actions during this round.



ILIONITIC TIMEPOCKET

This dark gift is a part of the apostle Ilian's art within the Dark Symmetry. The spell opens a timerip, through which the Nepharite may move while everything else stand still.

The Nepharite may take two extra movement actions during this round.



MUAWIJHES CONFUSION

A wave of Muawijhes Dark Symmetry sweeps across the battlefield and paralyses everyone standing in its path.

Doomtroopers standing in the Nepharites line-of-sight when this card is played may not take any actions during their next turn.



SEMAITAN BRAIN CONTROL

Brain Control is one of Semai's dreaded gifts. It creates a link between the user and the victim, that must obey his new masters wishes.

The Legion player takes control of a Doomtrooper of his choice, and may do two free actions with that Doomtrooper. This Doomtrooper may attack other Doomtroopers in close range.



ALAKHAI'S LIFE EXTINGUISHER

Alakhais life extinguisher is an an extremely effective and deadly Necro-Technological weapon that fires high-explosive ammunition of perverted matter.

**Damage: One extra dice in ranged attacks
Users: Legionaries or Necro-Mutants**



BATTLE DRUG

In the darkest parts of the citadel's chambers a new battle drug have been developed that gives the user extra movement. Its still in beta-stage thou, and needs to be tested in battle. Legionaries and Necro-Mutants may move 4 squares instead of 3 for every mvmovement action they take.

Rank required: 5



CYBERNETIC ARMOR

Your Doomtroopers have been given cybernetic implants, armour plates under the skin, that gives them one extra armour-dice to protect them with. (May not be used by Cybertronic.)

**Rank required: 3
Cost: 3**



NECRO-ARMOUR

A Necro-Armour is an armour crafted in perfect Necro-Technological material that under advanced processes within the deepest chambers of the citadel have been integrated into the body of a creature to give best possible protection. It increases the armour value with 1.

Users: Legionaries or Necro-Mutants



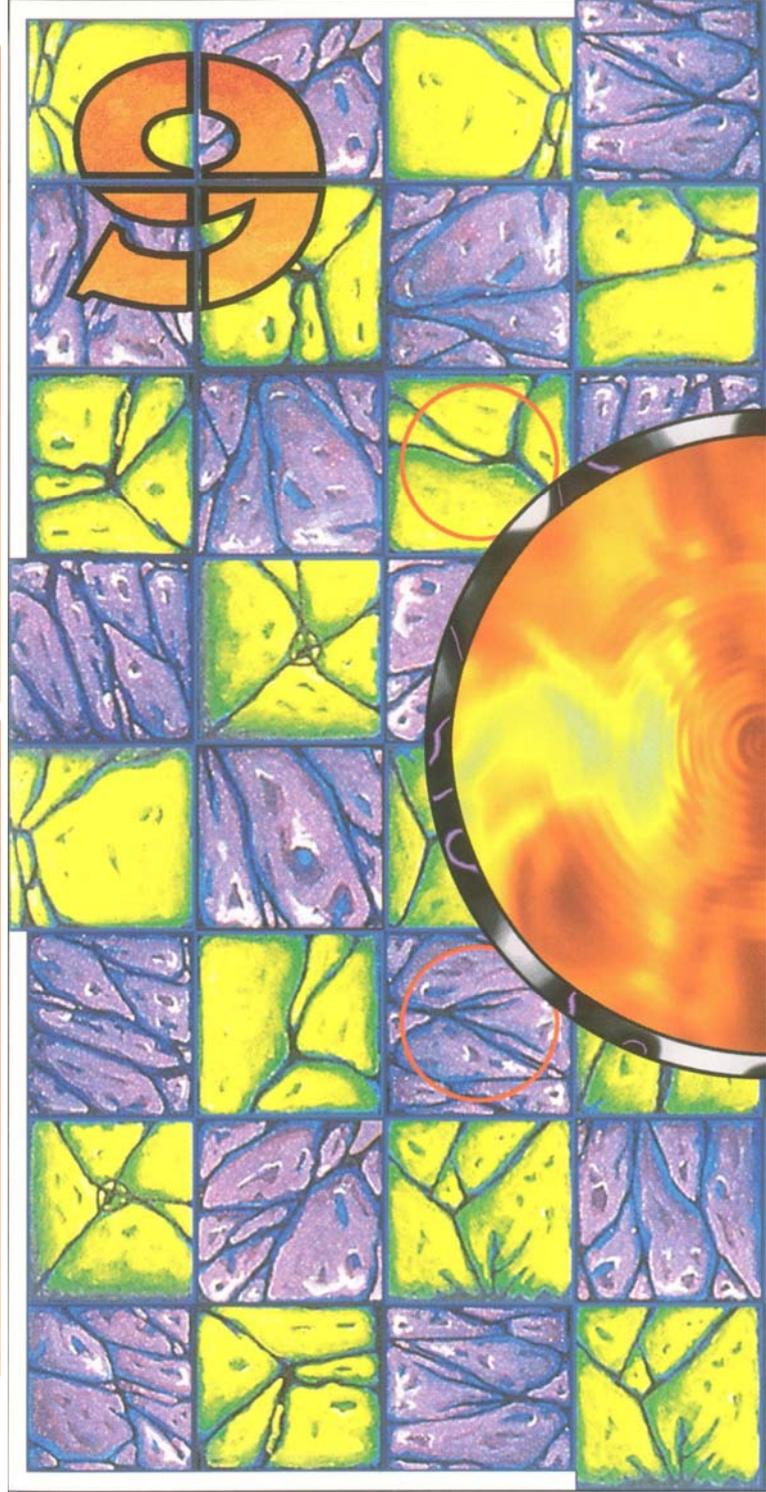
ENERVATOR

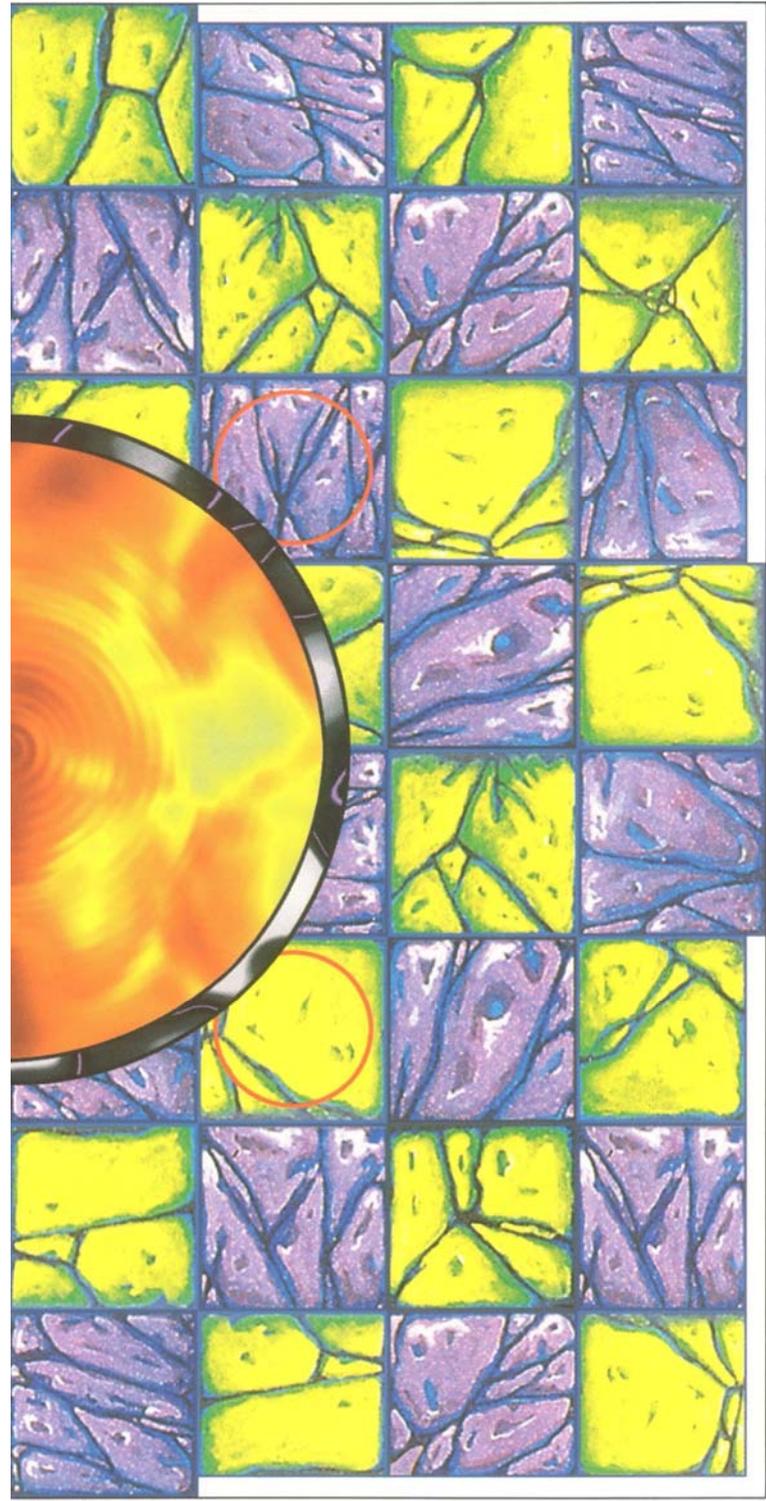
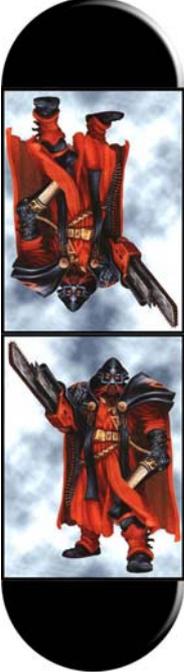
The Energator is a Necro-Technological grenade Launcher that fires paralysing Necro-Spores. If the attack succeeds the Doomtrooper is paralysed and loses all actions for their next turn. Extra actions may be used as normal, but may only be used for movement.

Damage: 3 black dice

Effect Radius: See Grenade Launcher in the rulebook

Users: Centurions





THE BROTHERHOOD

WOUNDS

5
4
3
2
1



NICODEMUS



The Brotherhood uses two corporation disks. They have the option to use up their actions when the first one is drawn, or when the second one is drawn.

WOUNDS

5
4
3
2
1



CRENSHAW

POINTS

0	10	20	30	40
50	60	70	80	90
100	110	120	130	140

0	1	2	3	4
5	6	7	8	9

EXTRA ACTIONS

0 1 2 3 4 5 6

RANK	POINTS	EXTRA ACTIONS	DICE
1	0-9	0	
2	10-24	1	
3	25-44	1	
4	45-69	2	
5	70-99	2	
6	100-129	3	

CREDITS

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

DATACARD

PRETORIAN STALKERS RANK 1-2

ARMOUR: 3

ACTIONS: 2*

POINTS: 12

MELEE:

FIRE ARMS:

PRETORIAN STALKERS RANK 3-4

ARMOUR: 3

ACTIONS: 2*

POINTS: 12

MELEE:

FIRE ARMS:

PRETORIAN STALKERS RANK 5-6

ARMOUR: 4

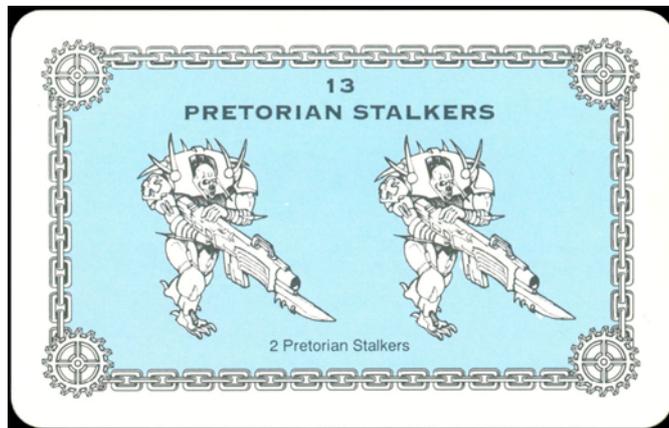
ACTIONS: 2*

POINTS: 12

MELEE:

FIRE ARMS:

*: As long as both Stalkers is alive they may do two actions per combat-round. When one of them is eliminated, the Legion player must roll two dice in the beginning of his turn - the last stalker may do one action per "hit".



CONTROL

When you use this Art you may do a free action with any Legion miniature located within the same area as you, or shrink his armour with 1. You may also affect a Doomtrooper, but then you must roll a "hit" with one dice of the colour that matches your rank.

EMPATHY

You may use this Art to cancel a successful attack against you (it has no effect).

PRESCENSE

When you use this Art you may look at all strength cards in the sectors that is adjacent to an area where one of your miniatures is currently located.

SCRY

When you use this Art you may look at a players Doomtrooper cards, or his Secret Mission cards.

STRIKE

When you use Art you may do one traditional ranged attack with four dice of the same color as your enemy's rank.

SHIELD

When you use this Art your armour is raised by 1 during the rest of the combat round.

CYBERNETIC ARMOUR

Your Doomtroopers have been given cybernetic implants, armour plates under the skin, that gives them one extra armour-dice to protect them with. (May not be used by Cybertronic.)

Rank Required: 3
Cost: 3

JUSTIFIER

The Justifier is a light assault rifle that is enhanced with a chain bayonet. Its held in one hand and is as deadly in close range as it is in long range. In melee it works like a violator sword (see the special rules in the rulebook).

Close Range: 4 dice
Long Range: 4 dice
Rank Required: 4
Cost: 4

MORTIFICATION COMBO

The Mortis Sword is the Mortificators own special weapon, and together with the Doomtroopers traditional Punisher pistol it gives the Mortificator an extremely deadly close-combat combination.

Close Range: 4 dice
Long Range: 4 dice
Rank Required: 3
Cost: 3