

Chron X: Second Edition Prototype Version 0.1 © 2021

THE STORY

In the year 2093, humanity is finally reaching its full potential. Through hard work, determination, technological advances, and spiritual awakening, the world is a better, safer, brighter, and livelier place than it has ever been. And now, it is your turn to walk among the stars as we go bravely towards humanity's newest horizons...

...or, at least, that is how things work for a small percentage of the world. For the rest of us in the year 2093, the Earth is falling apart socially, politically, and physically. Over 100 years of neglect by humanity's leaders have left the world hanging on by a thread. Leaders of the old world - the world as humanity knew it before The Tipping Point in 2029 - have either fallen apart or continue to limp along, a shell of their former selves. Humanity is crying out for a new way.

This is Chron X. The future is now, and power is everything.

THE GAME PIECES

- 165 cards (Split into five, 33-card decks.)
- Two player boards, to track resources
- A city card

You begin each game with a deck of 32 cards, and one **Headquarters Base** in play.

HOW TO WIN

There are two ways to win **Chron X: Second Edition**.

- **Military Victory** — Be the only player with a *Headquarters Base* in play.
- **Political Victory** — Have at least 15 *Power* at the start of your turn, and more Power than everyone else.

HEADQUARTERS BASE

Each player begins with a Headquarters Base in play, next to their deck. It represents the central power of your domain.

Each base lists the health it has, and if it ever accumulates that much damage, you are out of the game.

You'll notice that the Headquarters have a **Start of the game** ability, which sets your opening hand.


Each domain starts with a different amount of health and power, and a different arrangement of cards at the start of the game. Find the one that works the best for your style of play.


You'll also see that it has a **Start of your turn** ability. The base provides resources, which you can use to power your card effects.





RESOURCES


There are five types of resources in Chron X. Most of them carry over from turn to turn. Each player has a *player board* which tracks these resources, and provides reminders about how to play.

 **Influence** is used to play cards. This is the one resource that does not last between turns. Use it or lose it!

 **Military** resources are used to power card effects that directly damage your opponent's bases and assets.

 **Covert** resources represent political maneuvers... and secret actions to shape the battlefield.

 **CyberOps** resources are used to enhance programs and their users through connections we call "The Core."

 **Power** is used to track your progress towards global domination or salvation... currently there is no way to spend power, but future expansions might have that.



(A sample City card.)

CITIES and CONTROL POINTS




The game takes place in a city. (In games with more than two players, there are additional cities. See our upcoming full rulebook for details.) Each of the five domains of *Chron X* are struggling for control of the world, major city by major city.

Each player begins with zero control points in that city. Use coins or markers to keep track on the city card we provide.

Game effects can cause players to gain or lose control points. You can't ever go below zero and can't ever go above three control in any city.

When you have three control points in a city, you *control the city*. It is possible for more than one player to control the city – it is big enough for more than one of you!

If you control a city, when your turn starts, you gain 1 Power. Starting your turn with 10 Power, and more than everyone else, is one way to win the game! Note that you need to have 10 Power before anything else during your turn, including collecting Power from your cities.

If you do not want 1 Power, you can instead gain   . Those three resources may help you to power up your card abilities and win directly.

In the future, cities will also have abilities that you can activate during your turn, by spending one or more control points.

CARDS and HOW YOU PLAY THEM

There are three types of cards that appear in decks: assets, programs, and interventions.

Assets are people and mechanical things that carry out your plan for global domination, or global salvation. Whatever floats your boat.

Assets have **Firepower** and **Armor** values. These numbers are used during combat. When an asset has at least as much damage as its Armor, destroy it. (Put it into your discard pile.)

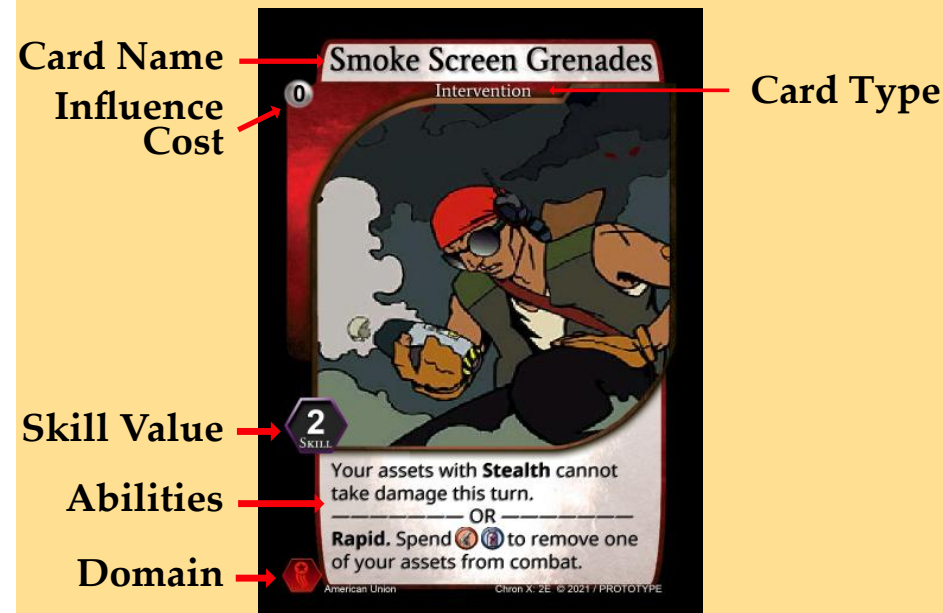
Many assets have abilities that require resources. Some abilities also require that you “tap” the card (rotating it sideways). If you can’t pay the cost, you can’t use the ability.

All cards in your deck have a Skill Value. They do nothing on their own, but many effects will reference this value during play.



Interventions are events that take place that have an effect on an asset, a base, a city, or the whole world. After you play the card, discard it.

Normally, you cannot play cards during combat. But some powerful interventions are played during combat. Look for the **Rapid** keyword for those.

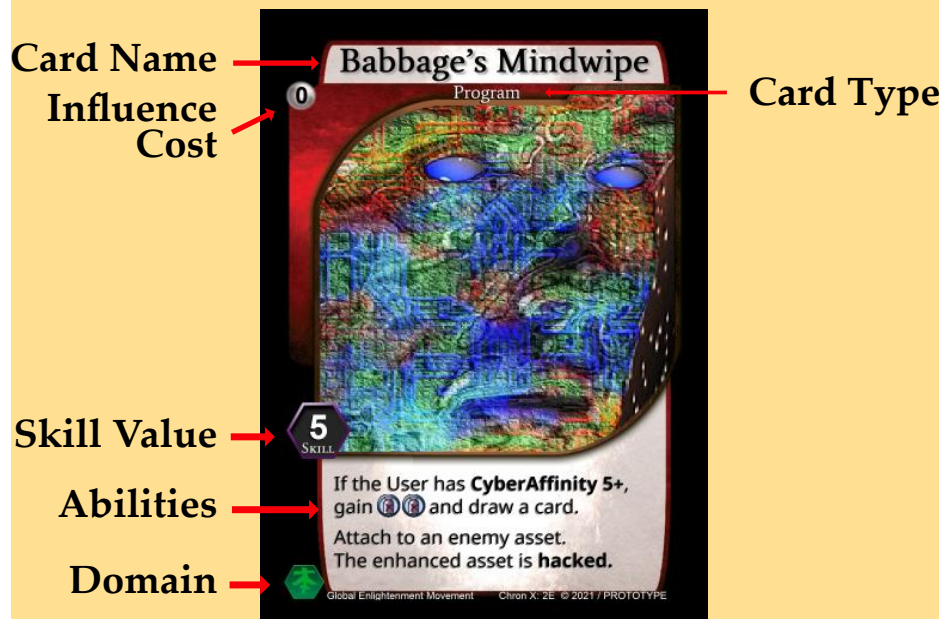


You'll notice that this intervention has two modes. When you see a card with an OR in the middle, you choose which mode you want at the time you play it. If only one half is Rapid, that is the only mode you can play during another player's turn.

You'll also notice that the bottom half of this card has a play requirement. You have to spend 1 to gain the effect. (Whenever you see the word “to” in the middle of an effect, you must do the first part to be able to get the second part.)

Programs are like Interventions, but require assets to use. Tap one of your non-Mechanical assets - that asset is the User.

Some programs are played and then go to the discard pile, while others "attach to an asset" (for instance) and stay in play.



Many Programs give bonuses based on the User's CyberAffinity. For instance, Babbage's Mindwipe gives 2 Covert resources if the User has 5 or more CyberAffinity.

Any non-Mechanical asset can run a program, even if it doesn't have any CyberAffinity. Mechanical assets cannot run them.

You'll notice that this program "hacks" an enemy asset. Terms like hacked and CyberAffinity that appear in bold text are described and on the player board, and in full near the end of this rulebook.

That was four pages of what you are playing with. Now a few pages for actually playing!

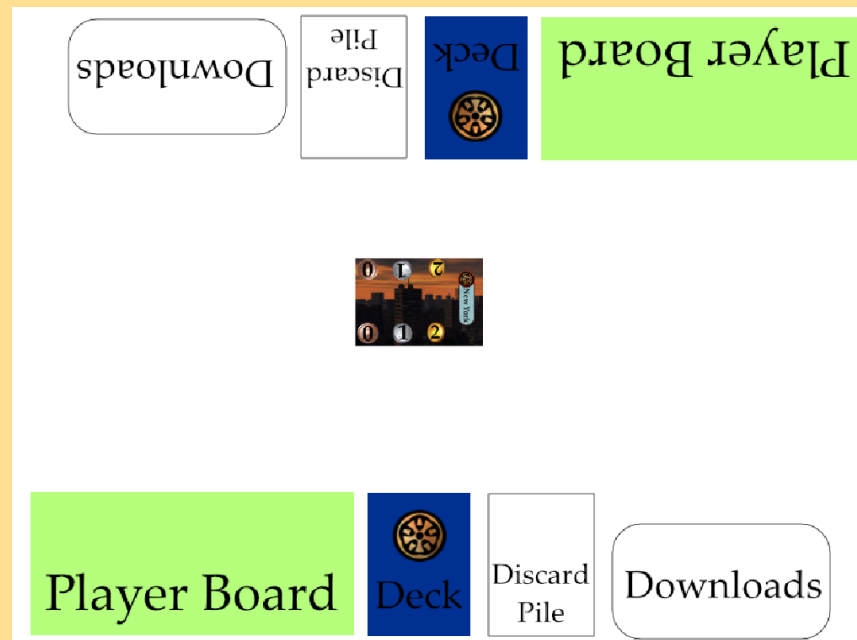
FOR YOUR FIRST GAME

Use the Corporate and the American Union decks for your first game. Take all 32 cards that have the Corporate logo in the lower-left corner, shuffle them and place them face-down as your deck. Take the Corporate Headquarters, with a bright yellow border, and put it on the table.

The other player does the same thing with the American Union cards. Then take the city card ("New York") and place it in the center of the table. And, finally, place the player boards down.

Leave room to the right of your deck for a discard pile, and room past that for your "downloads." (Those are cards that you search from your deck and add to your hand. Full details on page XX.)

When you are done, the table should look something like this:



START OF THE GAME

Randomly determine who goes first.

- Each player puts Headquarters cards into play.
- Each player gains some power and sets their opening hand as determined by their Headquarters card. (Usually this means getting a specific card from their deck and four other random cards.)
- Each player then shuffles their decks.
- The player going second gains one Influence. (They should spend it during their opponent's first turn.)

TURN SEQUENCE

Unless otherwise specified, only the player whose turn it is gets to do anything. There is no such thing as “acting in response” in *Chron X*. Here is what you do during your turn:

1. Reset your Influence total to 2. Untap your assets.
2. “**Start of your turn**” effects on cards in play happen in the order of your choosing. You must resolve all of them.
3. Draw a card from your deck. If your deck is empty, the player with the most Power wins! (This rarely happens.)
4. Use your **Main Phase**.
5. “**End of your turn**” effects on cards in play happen in the order of your choosing. You must resolve all of them.
6. Remove damage from all assets.
7. All “deploying” assets are now no longer deploying.

MAIN PHASE

During this part of the turn, you can take actions to try to control the battlefield and eventually win the game. You can do as many of these as you want, in any order, as often as you'd like... so long as you have the resources to make that happen.

Play a card

You can play a card from your hand (or from your downloads) if you meet the requirements of the card. Many cost influence, and some cost other resources.

If you play an asset, it enters the battlefield in a “deploying” state. Deploying assets cannot attack or take any other actions. At the end of each turn, all assets finish deploying.

Note that many cards have *triggered abilities*. Instead of paying a cost, you get the effect when something happens during a game. The most-common triggered ability is “When deployed”, which means “When you play this card from your hand or downloads, paying the cost to play it, you get the effect.”

You'll know it's a triggered ability if an arrow (→) appears in the text.

For instance, *CFA Trooper* has an ability that triggers when you deploy it. You could choose to draw a card (usually a good idea!), or you could choose to deal damage to enemy assets (sometimes a great idea!).

To be clear, “When deployed” always refers to that card itself, and not to other cards being deployed.



Use an ability on one of your cards

Many assets will have an **activated ability** you can use once it is in play. There will be a cost, followed by a colon, followed by the effect. If you pay the cost, you get the effect. You can only do this once each turn, unless the card says otherwise.

For instance, *Red Claw Visionary* has an ability that costs 1 Influence. If you spend 1, you get the effect listed. In this case, you would either destroy an asset in a city you control, or an asset that costs 0 if you don't control a city. (Note that in a two-player game, all assets are in the same city.)

Attack

This is how you destroy bases and the main way to win the game. You can attack multiple times per turn with your **ready** assets, individually or in groups. There are several steps:

1. Choose any of your ready assets and tap them, declaring the target of the attack. (Usually their Headquarters, though some cards give you the ability to attack an asset instead.)
2. Both players may make plays, starting with the attacking player.
 - "A play" is playing a card with the Rapid keyword, or using the ability on a card on the battlefield.
 - A player can make as many plays as they want in a row before passing.
 - If a player passes without making a play, they cannot make any more plays during this step.
 - Once both pass, continue to step 3.



3. The defending player chooses blockers and taps them.

- The defender can choose to block some, all, or none of the attacking assets, and may choose to block with more than one at once against any given asset.

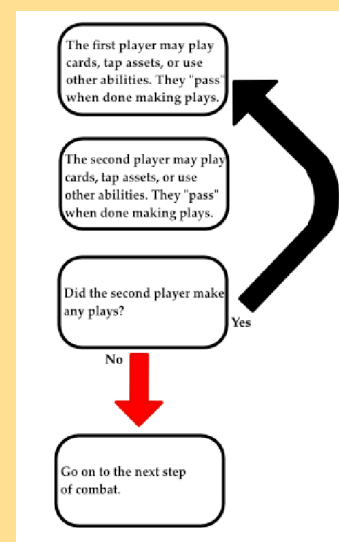
4. Both players may make plays, starting with the defending player.

5. Assets deal damage.

- If there are multiple assets involved in a block, the attacker chooses how their assets deal damage to the defenders, and vice-versa.
- Unblocked assets deal damage equal to their firepower to the target.


6. Return to the main phase.

Here's a simple chart to follow for "making plays." In step two, the attacker is the "first player." In step four, the defender is.



Take Control

This is how you gain Power, and is one way to win the game.

Control Points are important. If you have three Control Points in a city, it will generate 1 Power, or , for you at the start of your turn. You win the game if you have 10 Power at the start of your turn, and more Power than everyone else.

Taking Control works just like Attacking, except you can only do it with one ready, non-Mechanical asset and your opponent can only block with one asset (of any kind). If your asset is not blocked, instead of dealing damage you gain one control point in the city or destroy one of another player's control points there.

Important notes about Take Control:

- If you use the Take Control ability and succeed, you cannot use it again during that same turn.
- Some cards will grant the chance to Take Control to an asset. For instance, “**When deployed** → This asset attempts to Take Control.” This doesn't count towards your limit.
- Note that Mechanical assets can't Take Control.
- You can only attempt to Take Control, or block those attempts, with one asset at a time unless you have an effect that says otherwise.

Attempt to end the Main Phase

When you are done, tell your opponent that you'd like to end the Main Phase. They may then make plays. If they don't, the phase ends. If they do, when they are done you can still end the main phase, or resume it. If you resume it, they can make plays the next time you attempt to end the main phase.

IMPORTANT REMINDERS

Players of other strategy card games will recognize many of the concepts in *Chron X: Second Edition*. There are a couple of important differences to remember during the play.

Your resources are persistent, but Influence resets at the beginning of your turn. This means you might want to save resources to use during your opponent's turn, especially if you think they might be going for the win that turn!

Damage on assets are temporary, similar to damage being removed from creatures in games like *Magic* or *Yu-Gi-Oh!* Damage on bases are permanent, however. Think of your Headquarters Base like your health total in those games. Future expansions of Chron X will have other bases, and damage on those will also be permanent.

ADVANCED RULES and MULTIPLAYER

Veteran players of strategy card games looking for an additional challenge might want to give these rules a try.

Build your own deck

Instead of using the five provided decks, you can create one of your own. You can include one copy of any card that matches the domain of your Headquarters. (You can have only one HQ.) You also have 30 “deckbuilding points” to spend on other cards.

Each card has a skill value, and it costs that many deckbuilding points to include other cards in your deck. You can include a second copy of a card in your domain, and you can include one copy of cards from other domains.

Draft, “Sealed Deck”, and other formats

At chronx.com/2E will have full descriptions of many ways to play with “limited” formats.

Multiplayer

For all multiplayer games, the following rules apply:

Attacks — You may only attack the player to your left, and you may only block the player to your right. Anyone’s cards can target anyone, however.

Cities, Control, and Power — There is a city card placed between each player on the left and the right. For instance, in a three-player game, there are three cities. Players may Take Control in the two cities that are adjacent to them, one successful attempt in each city, during their turn. All of a player’s assets are said to be “in both cities” for the purposes of card effects. You need 12 Power to win in games with 3+ players, instead of only 10.

Leaving the game — When a player is removed from the game, all of their cards (including ones attached to other player’s cards) leave the game with them. All of their control points are removed from their cities. Randomly remove one of their two cities, and place the remaining player’s control points from the removed city onto the remaining city.

Multiplayer - Outer Circle

Someone wins the game when the player to their left has been eliminated. This is true no matter how they are eliminated! Someone can also win the game by getting to 12 Power.

Multiplayer - Last Stand

The game ends when only one player remains, or when someone gets to 12 Power.

TERMS, KEYWORDS, and ABILITY WORDS

Ambush - An asset attempts to attack an enemy asset (as opposed to a base). That asset cannot block, though other assets can. If the ambush is successful, the ambushed asset does not deal damage back to the attackers.

AntiTerrorism - When you block an attack (of any kind) with any number of AntiTerrorism assets, Research your deck. AntiTerrorism are also they only assets can block Sabotage assets.

Attachment - Any card that “attaches” to another card is an attachment. All enhancements are attachments by definition, but other cards can become attached as well. (Some programs “attach” to assets when they are run, and while they are programs, they are also attachments.)

CyberAffinity - This keyword does nothing on its own. Many programs check an asset’s CyberAffinity value to grant bonuses or additional abilities.

Destroy - Take the card in play and move it into its controller’s discard pile.

Download - Download is the word we use to complete the following action: “Search this pile or set of cards for a card. Put the found card into your downloads pile, then shuffle the other cards you searched and put them back where they were. You don’t shuffle a player’s hand or discard pile.” Cards in your downloads pile may be played as if they were in your hand.

First - Some cards or abilities may only be played as your first play in the main phase. Some cards gain additional benefits if they are done first. We indicate this with the word “First:” before the ability. This is technically paying the cost of “your first play.”

Hacked - A card that has been hacked is considered to have no rules text at all. Its firepower final values, after all other adjustments, are zero. Hacked cards cannot use their abilities, and may not attempt actions. (Blocking is not an action.)

Immunity - Cards with Immunity cannot be chosen as the target of another player's card or effect. Ambush and Assault are not stopped by Immunity.

Massive - Massive assets are so large, it takes a group to stop their actions. The defending player must block with three assets.

Mechanical - Mechanical assets may not tap to Take Control. They can block attempts to Take Control, however.

Perception - Assets with Perception cannot be Ambushed. They also reduce the Stealth of assets who are attacking you.

Precise - Resolve the damage of Precise assets before other assets. This might mean that non-Precise assets in combat are destroyed before they deal damage.

Rapid - Normally, you cannot play cards during combat. Rapid cards ignore this restriction. Also, assets with the Rapid keyword can perform actions right away. (You can play an asset with Rapid during your own turn, then immediately use it to Take Control, for instance.)

Research - Look at the top card of a deck, then put it on top or bottom of that deck. Some card effects will require you to reveal the card prior to putting it back on top of or on the bottom of the deck. (Note that revealing a card for skill checks is not researching.)

Sabotage - These assets can only be blocked by AntiTerrorism assets.

Stealth - Assets with Stealth cannot be Ambushed. Also, players must spend resources equal to the Stealth value to target them with an effect. (They can spend any resource in any combination to do this.)

Tap - A word we use to indicate that a card is no longer "ready." You may indicate that a card is tapped however you want, so long as you are consistent and all players understand.

COPYRIGHT and FINAL NOTES

Chron X: Second Edition (working title) © 2021 Thandrie Games, used under license.

Chron X: Second Edition would not be possible without the work of the original Chron X team at *Genetic Anomalies* from 1996 to 1999: **Shawn Broderick, George Moromisato, David Margil, Michael Johnson, Howard Brenner, BJ Johnson, Heather Wilde, Slava Zatuchny, Ian Schreiber, Michael Travers, Dan Collins, Pete Bodenheimer**, and many, many other creators, coders, developers, and producers over the years. It would also not be possible without the help of *Darkened Sky*: **Colin Davis and Matt Holden** kept the torch lit for many years. And, of course, thanks to every player, and to the people who have emailed over the last two decades.

I first played the beta of Chron X in December 1996. I fell in love with the game, and I've never really let it go. Even when I was forced to sell it by a former employer. :)

If you love this prototype, tell others. Otherwise, tell me. Links to our socials and discord can be found at chronx.com/2E.

The Future Is Now... a physical card game? Yes. For now.

- *Thandrie Davis* (formerly BSR-Andrea among other names)