

MUTANT CHRONICLES V

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MUTANT CHRONICLES

WELCOME TO THE FUTURE DARKNESS

The inner planets are being swept clean by the violent onslaught of the Dark Legion's monstrous hordes and undead soldiers, whilst Heretics devoted to the destruction of mankind stalk the dark backstreets and gloomy alleyways of the enormous cities of the distant future, spreading their teachings of greed, jealousy, and war.

Strap yourselves in for a full-throttle diesel-punk ride through a techno-fantasy solar system beset by fratricidal corporate intrigue and the invasion of the ever-hungry Dark Legion. With technology failing due to the insidious effects of the Dark Symmetry, mankind must fight back against the Dark Legion hordes whilst dealing in fighting and conspiracy.

Since its inception in the early 1990s, **Mutant Chronicles** has spawned two previous editions of the roleplaying game, several miniatures games (including *Warzone* from Prodos Games), a collectable card game (*Doomtrooper*), several novels, and even a movie!

Previous editions of the roleplaying game were focused on heroic battles by freelancers, Doomtroopers and corporate military against the overwhelming hordes of the nightmarish Dark Legion on the battlefields of Mars, Venus, and beyond. These themes are still very much present within **Mutant Chronicles**, but the background has also been expanded to include new arenas for epic adventure that will introduce two separate eras of play, a revisit to the former cradle of humanity, and battles for both body and soul that stretch to the limits of our known solar system and beyond.

TIMELINE

Mutant Chronicles 3rd Edition expands upon the previous versions of the roleplaying game by providing a backdrop across two distinct time periods:

- The Dark Symmetry period:** In this exciting time you will be able to experience the very first appearance of the Dark Apostles and battle right through to the end of the First Dark Legion War. The start of this period could be considered as the apex of technology, though the Dark Symmetry itself works rapidly to bring ruin to the marvels of the human race. The introductory scenario included in this *Quickstart* pack is an extract from the *Fall of Von Holle* adventure; a mini-campaign that is set during the very first days of the Dark Symmetry period.

- The Second Dark Legion War:** Long-time fans will recognise this as the setting for both the original roleplaying game and the *Warzone* miniatures game. **Mutant Chronicles** 3rd Edition expands upon the original storyline by introducing new elements to both the timeline and the secrets of the solar system. The *Dark Legion* and *Dark Eden Campaign* books will offer a fascinating look at the height of the conflict as some of the answers to questions that eluded previous editions are finally revealed!



CLASSIC MUTANT CHRONICLES

DIESELPUNK: The corrupting power of the Dark Symmetry has tainted the machines and advanced technologies of man, turning them against their maker. Old technologies have been dusted off and patched up to ensure humanity's survival, whilst ancient ships are patch-repaired and kept operational long after they should have been retired. Unless you have been absorbed by Cybertronic, a well-worn and reliable gun is your best friend. The vast and sprawling megalopolis that is Luna City covers much of Earth's moon in a disparate union of ideals as gargoyles fight for space alongside neon signs and corporate adverts in a world that is one-part noir, and one-part occult horror.

TECHNO-FANTASY: A blend of dystopian cyberpunk intrigue in a larger-than-life world where the shoulder pads are big and the hair is even bigger! In the universe of **Mutant Chronicles**, mankind fled a devastated Earth before colonising and terraforming Luna, Mars, Venus, Mercury, and much of the Asteroid Belt. Their hubris led to their own downfall however, as the Conquistadors of Imperial scoured Pluto and discovered the First Seal of Repulsion; an event which has doomed the solar system to a seemingly endless war. Heroes can be forged and powers unleashed that will determine the fate of mankind, lest all fall before the ancient and powerful Dark Soul that threatens to unravel the fabric of reality and enslave the entire human race.

MUTANT CHRONICLES PRIMER

THE CORPORATIONS

Humanity in the **Mutant Chronicles** universe is divided into a number of factions that are all haunted by the spectres of mankind's insatiabab nature. Huge, greedy, and duplicitous, the megacorporations vie endlessly with each other as they attempt to dominate society and the solar system. In their rush to escape a dying Earth, they swallowed up the dual roles of nation state and international conglomerate to form something new, each with their own distinctive tone and character:

CAPITOL

Big, brash and confident. First upon Mars. Capitol is the epitome of the American dream, bringing together the culture of North, Central and Latin America. Viewing itself as the natural leader of humanity, Capitol aims to bring peace, prosperity, and a bold new future to the solar system. Unfortunately, none of the other corporations share the Capitolian vision of the future. Most outsiders view the Capitolians as narcissistic and profit driven.

BAUHAUS

Traditional, ordered, and cultured. Homebuilders of Venus. Bauhaus has been strongly influenced by Germanic, Scandinavian, and European society. Bauhaus has a strong belief in the inherent correctness of its system. Everything should have a place, and there should be a place for everything. This design aesthetic applies to everything they make; from the smallest pistol, to the greatest skyscraper. Citizens of Bauhaus pride themselves on their efficiency, although this is often mistaken as arrogance by outsiders.

MISHIMA

Honour, duty, and sacrifice. Masters of Mercury. Mishima embodies a clash of oriental cultures that combines disparate elements of Shogunate Japan, Imperial China, the might of the 20th Century industrial giants, and the distinctive underworlds of all three. Mishima

favours the good of all above that of the individual, and is the undisputed industrial leader. Tradition and honour drive daily life, though the corporation is considered to be polluted and myopic by outsiders.

IMPERIAL

Aggressive, proud, and expansionistic. Clans of Damnation. A coalition of bickering Clans with a strong British and Commonwealth accent, Imperial views itself as the underdog corporation, and will grab any chance to grow. Imperial's Conquistadors were the catalyst that unwittingly freed the Dark Legion from its ancient prison during their exploration of the outer reaches of the solar system. Imperials are mostly considered to be quixotic and heedless by everyone else.

CYBERTRONIC

Cold, aloof, efficient. Architects of mankind's destiny. A virtual newcomer to the scene (quite literally) during the Dark Legion time period, Cybertronic spawned overnight from elements of Bauhaus and several smaller "contributions" from the other corporations. It embraces technology in a universe where technology cannot be trusted. Viewed with suspicion by many outsiders, and treated with outright hostility and contempt by the Brotherhood, Cybertronic offers a striking and enigmatic vision of humanity's potential.

WHITESTAR

Devoted, resolute, unforgiving. Wardens of the cradle. Led by their beloved Tsarina, the Whitestar Federation provide a blunt, no-nonsense counterbalance to the conspiracy and backstabbing of the megacorporations. The Tsarina's people took shelter within the hardened bunkers of Eastern Europe and Siberia during the corporation's abandonment of Earth, though her warriors and Resectors now seek to redress the balance as they range out across the icy wastes and the cold depths of space in search of lost tech. Outsiders view them as insular and vengeful.

THE BROTHERHOOD

As one of the few sources of social aid in the Dark Symmetry time period, the philanthropic Nathaniel Durand and his brothers toiled selflessly in pursuit of charitable works as they sought to provide



GOOD RELATIONSHIP

NEUTRAL RELATIONSHIP

BAD RELATIONSHIP

a counterpoint to the pure capitalism of the corporations. By the time of the Dark Legion period they have become the religious order known as The Brotherhood and have anointed themselves as the self-appointed guardians of humanity's soul. Able to tap into the awesome power of the Light and wield the supernatural powers of the Arts, they are one of the few capable of standing firm against the Darkness. Their war against the Dark Soul, however, can often consume the innocent.

THE CARTEL

Originally conceived as a neutral meeting and mediation body for the corporations, the Cartel is frequently paralysed by its own diversity and has instead become a hotbed of espionage and intrigue. One of the few true achievements that the Cartel can—and often do—allude to is the creation of the elite Doomtrooper force. Chosen from the best of the best, the Doomtroopers take the fight to the very hearts of the Dark Apostle's Citadels whilst fully aware that their excursion is usually a one-way ticket.

LUNA PD

Originally founded by Capitol as an act of civic patronage, Luna PD is one of the only true inter-corporate organisations that actually manages to function in some capacity. It brings together investigators seconded from each of the megacorporations with cops recruited from the population of Luna. Tragically under-funded and subject to conflicting corporate masters, Luna PD frequently hires freelancers for their unique skillsets.

FREELANCERS

Freelancers are those who, for one reason or another, have left the service of the corporations and struck out on their own. Some do it because they became frustrated by corporate obstinacy and blindness when it comes to the threat posed by the Dark Legion, some because they were on the wrong side of political games that outstripped their pay grade, and others because they were motivated by an entrepreneurial spirit or a desire for more

adventure. Whatever the reason, the life of a freelancer is hard; stripped of corporate safety nets, they are dependent upon the 'off-the-books' work for disreputable executives, contracting for Luna PD or the Cartel, or "charitable task" for The Brotherhood. Yet, almost all agree that the loss in terms of safety is outweighed by the gain in freedom.

THE HUNGERING DARKNESS

THE DARK SOUL

Despite all of the pain and agony that the megacorporations inflict upon each other through their internecine machinations, the greatest danger by far that humanity has to contend with is the Dark Soul and its seemingly endless Legions. At once both frighteningly insidious and horrifyingly conspicuous, the Great Darkness finds a way to seep into every aspect of life within our solar system, on both a spiritual and physical level. Working through its five Apostles and their Legions, the Dark Soul itself exists outside of our time and space. Formless and incomprehensible to the human mind, the only certainty that can be related to the Great Darkness is that it seeks to enslave or devour the entirety of the human race.

THE DARK SYMMETRY

The Dark Symmetry is an invisible energy, a dark and corrupt force that surrounds the entities of the Dark Legion like a sickening and ominous aura. It is the gate and link to the Dark Soul, and it is from this complex, yet primal, weave of energy that the Legions draw their power. From the Apostles and Nepharites at the apex of the Legions, to the ritual priests of the Dark Cults; all draw their energy from this force in order to fuel their evil deeds and Dark Gifts. Heretics and lesser beings are given their dark blessing by these higher entities, which initiates them in the use of the Dark Symmetry.

Each of the five Apostles is intrinsically tied to certain aspects of the Symmetry, and it is these aspects that define the very nature of the Apostle and their mission. Each and every minion of the Apostles is



ILIAN



ALGEROTH



DEMNOGONIS



SEMAI



MUAWIJHE

directly influenced, partly created from, or shaped by their master's Symmetry pattern, which leads to a radical difference between the minions of the Apostles, as their powers, outlook, methods, and appearance are all a reflection of their masters. Not only do they serve their Apostle's will, in a sense they are an extension of that will.

THE DARK APOSTLES

The breaking of the First Seal of Repulsion unleashed the Big Scream; a discordant cacophony that will forever be recorded in history as the trumpet note for the subsequent collapse of technology. Worse than this though, the horrifying sound also heralded the arrival of the first of the Dark Apostles: Ilian, Mistress of the Void. She did not have to wait long, however, before her brothers strode from the Darkness to join her, as the other Apostles arrived from their alien dimensions hell-bent on the conquest and corruption of all who stood in their way; humanity is simply their latest victim. The five Apostles that wage war upon mankind in the name of the Dark Soul are:

- ◆ **Ilian**, Mistress of the Void and Gatekeeper of the Dark Symmetry. It is only through her that access is gained to the Gifts that the Dark Soul can bestow.
- ◆ **Algeroth**, Apostle of War and Dark Father of Black Technology. His endless legions stride relentlessly into the weakening defenses of the megacorporations, while his corrupt foundries toil unceasingly to the whim of their master.
- ◆ **Demnogonis**, The Befouler and Herald of Pestilence. His diseased touch has brought pain and death to untold millions, before raising them again to serve in his shuffling corpse-legions.
- ◆ **Semai**, The Great Perverter and Lord of Spite. The most insidious of the Apostles, he constantly cajoles and prods the susceptible into utilising any means to achieve their goals and dreams.
- ◆ **Muawijhe**, Demon of Screaming Insanity and Lord of Visions. He treads the dream realms in order to inflict pain and torture through unending nightmares, all so that he may absorb the shattered minds of those who succumb into his crazed and frothing legions.

HERETICS

Heretics are tainted souls who have bound themselves into the service of the Dark Apostles. Almost all work towards the fall of humanity, yet not every Heretic sets out to betray his race. Many who serve the Dark Apostles do so unwittingly and would perhaps be horrified if they realised the true consequences of their actions. Some even begin with good intentions, though they choose to step outside of the harsh realities of the corporations in order to atone for them. Whatever the reason, those with a grudge to bear are in good company and are often sought out by other like-minded people; thus ever so slowly, the seduction and corruption of the Dark Symmetry seeps in. Heretics often bear the dark gifts of their masters.

THE SOLAR SYSTEM

EARTH

The **Mutant Chronicles** setting spans our entire solar system, with one notable exception: Earth. Largely considered to be lifeless, corrupt, and unpredictable, vast tracts of the globe remain unexplored. Only the Tsarina's iron grip over the motherland and the determination of the Federation's citizenry ensures the survival of Whitestar. All others have died or are yet to show their hand. Earth does not welcome visitors.

LUNA CITY (MAIN SETTING)

Orbiting the dead planet like a baleful spectre, Luna has rapidly grown into the hub of humanity. The partially terraformed satellite now houses the greatest city that mankind has ever known, one that sprawls to engulf almost the entire surface of the moon. Known simply as 'the City' to local inhabitants, only off-worlders use its full name.

All of the corporations have major facilities in the City, although Luna City will have also become home to the first of several Brotherhood Cathedrals and the Cybertronic headquarters by the time of Second Dark Legion War, making it both the centre of worship for the entire solar system and a hub for the technical renaissance of mankind.

Luna City encompasses five vast sectors: The Ancient Heart, Perimeters, Industrial Districts, Spaceports, and the Outskirts, although they are supplemented by the unofficial districts of The Undercity, and Spaceship Graveyard; hidden corners abound, allowing the Dark Symmetry plenty of opportunity to take root. Luna is the setting for the *Straffar Gatan 39* adventure that accompanies these *Quickstart* rules.

INNER SYSTEM (VENUS, MERCURY, MARS, AND ASTEROID BELT)

Colonised by the Corporations, the Inner System worlds are all largely terraformed—to one extent or another. The lush jungles and frozen poles of Venus, mighty cities and baking plains of Mars, sub-surface colonies of Mercury, and myriad different environments in the Asteroid Belt are home to the millions of people that collectively call themselves the megacorporations.

OUTER SYSTEM (JUPITER, SATURN, NEPTUNE, URANUS, PLUTO, AND NERO)

Never heavily colonised prior to the Dark Symmetry being unleashed by the Imperial Conquistadors, the Dark Legion readily conquered its way across most of the colonies and outposts here during the First Dark Legion War and came to be considered as the heartland of their operations. Cybertronic and Imperial have re-established forward bases within this region by the time the endless Legions plunge mankind into the Second Dark Legion War.

MUTANT CHRONICLES