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Welcome to Mutant Chronicles WikiEdit This wiki dedicated to the Chronicles of Mutants in all its various iterations. This will include various CCGs and miniature wargames, but with a focus on the main RPG (hoping to see the final revision and re-release of any company or other). Using all the different reference materials will hopefully present a more complete and thorough gaming experience for the RPG player. Mutant Chronicles InstallationIt the Solar System is the roaring chaos of death and war. The surfaces of the inner planets were swept away by the brutal onslaught of the attacking hordes of Nefarites, Necromutants, Razides, Pretorian Stalkers and undead Legionnaires. In the vast cities of the distant and distant future heretics dedicated to the destruction of humanity, haunted by dark streets and gloomy alleys, spreading their teachings of greed, jealousy and war. Mutant Chronicles RPG brings you an impressive techno-fantasy setting where you are heroes. In the covers of this book, you'll find all the information you need no matter if you want the adventure to take place in the shadow of the moon's scyscrapers and cathedrals, the rotten jungle of Venus, or the hostile deserts of Mars. With over 20 different character backgrounds, you have complete freedom to create your own investigator, soldier, inquisitor or freelance character. - From Mutant Chronicles RPG - 2nd edition - Installation merges science fiction, fantasy, cyberpunk, post-apocalypse, pulp, film noir, horror, and military genres into one dystopic vision of the future. Hi there, just to let you in now we're launching the 3rd edition of the Mutant Chronicles role-playing game later this year. You can find out more on www.facebook.com/mutantchroniclesrpg or please ask us any questions here if you like :-)

Character Sheet (ENG) Creatures Stats (ENG) Utility Bone on PC (open with browser) Mutant Chronicles 2 Faq (ENG) Kijoenen Adventure 1st Part (ITA) Kijoenen Adventure 2nd Part (ITA) Kijoenen Adventure 3rd Part (ITA) Three Adventures of Sebman.Com (ENG) Mutant Chronicles Additional Rules (ENG) Mutant Chronicles - Rule 1st Edition (38MB ENG) Mutant Chronicles - Rule 2nd Edition (102 MB ENG) Mutant Chronicles - Algeroth Source (93 MB ENG) Mutant Chronicles - Bauhaus Handbook (74 MB ENG) Mutant Chronicles - Brotherhood Source (71 MB ENG) Mutant Chronicles - Capitol Handbook (67MB ENG) Mutant Chronicles - Cybertronic Handbook (85 MB ENG) Chronicles - Freelance Handbook and Gamemaster's Screen 10 MB ENG) Mutant Chronicles - Ilian Source (40MB ENG) Mutant Chronicles - Imperial Source (68 MB ENG) Mutant Chronicles - Mishima Source (21MB ENG) Mutant Chronicles - Operation Kirkwood (12MB SWE) Mutant Chronicles Skills No, no, no, Rules (ENG) Utility Space Travel Calculator (ITA) Venus Apocalypse Part 1 (35MB ENG) Venusian Apocalypse Part 2 (36MB ENG) Venusian Apocalypse Part 3 (43 MB ENG) Wolfbanes Rules (ENG) Adventures on French (FRE) Adventures in Swedish (SWE) Story Line (FRE) Mutant Chronicles Of Arms (ENG) Von Daniele Beratto (ITA) Mutant Chronicles III Unofficial Version of Coral Beach (FRE) Various Elements (FRE) **HOME PAGE** Mutant Chronicles is a pen and paper role-playing game established in a post-apocalyptic world, originally published in 1993. It spawned a franchise of card games, miniature war games, video games, novels, comics and a film based on the game world. The fantasy flight games were released in August 2008. Mutant Chronicles was developed by Swedish company Target Games as a successor to their previous Mutant RPG series. The rights to the game now belong to Paradox Entertainment. Initially, Mutant Chronicles filled the void left by the absence of Warhammer 40,000 RPG. Setting up Mutant Chronicles is obviously influenced by the sci-fi settings of Games Workshop, but it also managed to carve out its niche with a rather unique approach to the various genres that it included. The main failure, if it can even be considered a failure, only compared to the more established universe of Games Workshop. Mutant Chronicles simply haven't had a chance to work out all their various kinks in the manner of Warhammer 40,000 (which has retconned itself many times in its 20-year history). Unlike the Warhammer 40,000, The Mutant Chronicles had a much grander approach in terms of marketing and gaming; Target Games has developed an integrated RPG, CCG, Miniatures Wargame system. Other companies gradually developed different formats for their material, but only Target games had the first idea to develop everything at the same time. Unfortunately, Mutant Chronicles hasn't really been given the opportunity to develop a truly cohesive and consistent universe, due to its many licensing challenges over the years. The game takes place in the distant future, where the Earth has long been plundered by the desert, and humanity has spread to the worlds of Venus, Mars, Mercury, the Moon (the first settlement after the exodus from Earth) and the asteroid Belt. Over the centuries, the traditional nation states of the world have united in huge corporations, five of which are large enough to be called megacorporations: Bauhaus, stylized as the culture of continental Europe, the U.S.-influenced Capitol, Mishima in the Japanese theme, the British imperial and cybertronic, all of which use the private armed forces to fight for resources. The moon itself is considered a neutral land and is home to a massive city-state known as Luna City. Another the power of this universe is the Brotherhood, a fanatical religious religious formed to meet the threat of the Dark Legion, an ancient evil consisting of five Dark Apostles and their hordes of hideous mutants. In these efforts mankind somewhat organized under the banner of the cartel, which fields the multi-corporation Doomtroopers. Description Edit The History of the game takes place in the distant future, where the Earth has long been plundered by the desert, and humanity has spread to the worlds of Venus, Mars, Mercury, the Moon (the first settlement after the exodus from Earth) and the Asteroid Belt. Over the centuries, the world's traditional nation states have merged into huge corporations, five of which are large enough to be called megacorporations: Bauhaus, stylized as a culture of continental Europe, An American, influencing the Capitol, the Japanese Misimu, the British Imperial and Cybertronics, which use the private armed forces to fight for resources. The moon itself is considered a neutral land and is home to a massive city-state known as Luna City. Another major force in this universe is the Brotherhood, a fanatical religious organization created to meet the threat of the Dark Legion, an ancient evil made up of five Dark Apostles and their hordes of hideous mutants. 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Owned for Trade Want in Trade Wishlist Comments of the Year Published Category: Accessories (bones, cards, screens, Maps) Alternative Rules (Variant Core Rules) Setting up a campaign (game world) Basic rules (min required to play) Non-Game Book (but RPG Related) Non-Rankable Item (item won't show in ranking) Fast Start/Fast Game Rules Scenario/Adventure/Module Software (for maps, char sheets, etc.) Solitaire Adventure Sourcebook (rules/ options to enhance play): Action/Adventure Action/Adventure (Gangsters/Mafia) Action/Adventures (Nautical) Action/Adventure (Pulp) Action/Adventure (Sports) Action/Adventure (Superheroes) Action/Adventure (Swashbuckling/Pirates) Adults/Mature Animal Animals (Anthropomorphic) Animation/Comics (Western Cartoon/Comics) Children's Comedy /Satirical Crime Corporation (Conspiracy) Crime (Criminal/Law Enforcement) Crime (Mystery/Detective/Noir) Low Fantasy) Fantasy (Modern Urban Fantasy) Fantasy (Science Fantasy) Fantasy (Sword and Witchcraft) Common/Universal History Story (Alternative) History (American West) History (American) History (America) History (America) History (America) History (America) History (America) History (America) History (Europe) History (Medieval) History (Prehistoric) (Prehistoric) (Victorian Era) History (Vikings) Festive Themed Horror Horror (Cthulhu Mythos) Horror (Supernatural) Horror (zombie) Kaiju Children's Martial Arts Mecha Modern (Near Future) Modern (Pop Culture) Modern (Urban) Multiverse Mythology / Folklore Mythology / Folklore (Tales) Post Apocalypse Science Fiction (Space Opera) Science Fiction (Time/Travel Measurement) Social (Relationships/Romantics) Steampunk War Weird / Surreal Stats RPG Rank: 560 Num Ratings: 39 Average Rating: 6.13 Standard Deviation: 1.64 Num Views: 7669 GeekBuddy Analysis: Similar View. Вес игры: 2.8 Вентиляторы: 9 Файлы Название Горячие Недавний «Обзор» »Upload File » Язык: Все африканские албанско-американский язык жестов (ASL) Арабский азербайджанский баскский белорусский белорусский боснийский болгарский каталонский каталонский хорватский хорватский датский голландский английский эсперанто эстонский филиппинский филиппинский филиппинский финский французский греческий иврит хинди венгерский исландский индонезийский ирландский ирландский ирландский ирландский ирландский литовский литовский mutant chronicles rpg pdf. mutant chronicles rpg review. mutant chronicles rpg pdf download. mutant chronicles rpg character generator. mutant chronicles rpg 3rd edition pdf. mutant chronicles rpg forum. mutant chronicles rpg wiki. mutant chronicles rpg adventures

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