

# Mutant Chronicles 2 FAQ

## Main Rulebook

**Armor** : Clarification : Armor pieces named none (like some Dark Legion creatures) means the armor don't be reduced to 0 with the armor solidity rule.

**Roll against Armor Value** : Rule change : pg. 89, this rule is taken over by the Armor Solidity (presented in freelancer Handbook) and the new Shoulder Pads management (see below).

**Blessing of the light** : Rule change : pg. 110, this rule unbalance the game so use the artefact rules provided in Brotherhood Sourcebook.

**Mystic**: Clarification : pg. 61, archetype MST Basic Capability, this Capability is determined by adding 10 of the two dice rolled and may exceed 20 at the start of play (this represent the full potential of the mystic character).

**Mishimese Archetypes** : Errata : pg. 57, Spy and Triad Social Standing is determined with 1d4+1 (from commoners to guildmen in Mishima Sourcebook).

**MST**: Clarification : If character MST reaches 0, the character is dead. For Brotherhood characters dye only if its MST reaches -1.

**Nimrod Autocannon** : Errata : pg. 224, damages inflicted are 1d6+6/1d10.

**Handed Grenades** : New Rule : pg. 90: their maximum range is STxSquares.

**Shoulder Pads** : Clarification : pg. 203, these pieces provide supplemental pieces of armor in case of defective of the normal ones, ie if a Blood Beret has shoulder pads (AV 9) and chest plate (AV 9), the resultant armor is 9 (none 27) but if the chestplate value is reduced to 0 (Armor Solidity Rule), one shoulder pad may rely the chest piece localisation (in fact you have three two supplemental pieces of armor for head and chest).

**Archetypes and sourcebooks** : Clarification :

Archetype doesn't restrict the corporation from which the character is issued. Ie a trouble shooter like Mickael Mc Bride may come from Imperial or a bauhauser character may choose capitolian Archetype if he will choose to join the corporation during the character creation. The birth corporation or freelance determine which sourcebook to choose (the birth corporation is never Cybertronic, Cartel or Brotherhood).

Archetype system is awkward with some sourcebooks using. Freelancer, Capitolian, Brotherhood, Cartel, Mishimese may be used without problems. Others have their proper compatibility system:

- **Bauhaus**: only MST and PER are determined following the sourcebook method. Social Standing is determined by the Archetype Social Standing roll. (this rule takes over the 2d4+2 determination).
- **Cybertronic**: TIFF Archetype is taken over by the sourcebook system. VAC character may use Goodwill ambassador and Research scientist as normal.
- **Imperial**: Use only the bonuses provided by the Archetype. Basic Capabilities, Social Standing is determined by the Imperial sourcebook.

**Total carried weight** : Clarification : the number is expressed in kilograms.

## Bauhaus Sourcebook

**HG-12** : Errata : Stats presented pg. 73 are HG-25's.

W	L	MC	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
0,7	17	7	N	N	N	S	20/30	6	1	7	1d4	2000

**AG-11, HG-25 and Bergdahl Stoneclaver** : Errata : pg. 72-73, JF are respectively of 7, 8 and 9 due to the technologies employed.

## Brotherhood Sourcebook

**First Level of Perfection** : Clarification : pg. 8, the First Level of Perfection is acquired when the character has access to every Brotherhood Background at the exception of Missionary and Trooper/Elite Trooper (they may acquire it only with a Special Event).

**Inquisitor** : Clarification : pg.16, 18-22, Revisor, Mortificator, Sacred Warrior, Fury Elite Guardian, Valkiry, Archangel and Inquisitor (Majores too) are considered assimilated to Inquisitor concerning the same name Archetype.

## Capitol Sourcebook

**Missile** : Clarification : pg. 19, damage stat is the number of hit point the missile has, it inflicts always 1d20+1d10 damages.

## Cybertronic Sourcebook

**Attila** : Clarification : pg. 62-63, armor value concerns endoskeleton only. The Cuirassier may (following his assignments) have additional pieces of armor (trenchcoat) or full plated armor (like mirrormen).

**Magmascorcher** : Clarification : pg. 71, the damage stat of 3d20+20 is correct, don't forget Flame-Thrower range follow the damage result. So that, the maximum range of this weapon is 240 meters.

## Imperial Sourcebook

**Wolfbanes, Highlanders** : Clarification : pg. 49-50, these backgrounds belong to Defense Forces Troopers (corporate forces) and no to Special Forces (clan forces)

## Mishima Sourcebook

**Deathbringer school** : Errata : pg. 27, the listed Ki powers available from the Deathbringer school contains mistakes. Like the Deathbringer Kao pg.79, The power Mongoose's Artful Dodge is taken over by The Mongoose's Dodge. And the power Shadow Walk take place between The Crow's Percing Glance and the The Mongoose's Dodge in the order of apprenticeship.

**Mercurian Maculator** : Errata : pg. 73, a Mercurian Maculator is proposed to intervene in the "Hard Times in Undercity" scenario without fleshing its statistics. Its full description is given below.

Mercurian Maculator has been first sighted few years ago. Seveval mishiman patrols have been decimated to the last element by only one of these creatures. The few survivors described a green-skinned covering bone structure giant beast. With a tang color, he popo up the water surface to surprise its victims.

The first Maculator appearance caused some worries, because it shown an unknown threaten for humankind. Investigation show these creatures came from one alien specy recruited by Algeroth to fight alongside his troops. Maculator are armed with a gatling autocannon Atachia but it fights with its bulky fists.

Capabilities	Location	Body Points	Armor
STR 65	Head	6	None (6)
INT 12	Arms	11	None (6)
COR 9	Stomach	11	None (6)
PHY 65	Legs	12	None (6)
MST 10	Chest	12	None (6)
PER 20			
Move :7/500	Attaques : Ashnagaroth or Fists ( 2d3 + OB )		
OB : +7	Skill fields : Combat 16, Fireweapons 14,		
Action/round : 3	Communications 5, Movement 0, Technicals 0		
Dodge/Parying : None	Biotechnologic Gifts : Self-repair (1BP/round except Head and Critical Wounds)		

**Warning blade** : Errata : pg. 61, the Warning blade has the Yuroji's True Sight power and not Kuroji's True Sight one.