

Crono

Prague, Duke of Luxembourg - Crono, death has no time

“He observed the mages from the heights of his grandeur. They could never have imagined that the wrath of the Black Rose, incarnated by that cold colossus, would soon reduce them to nothing but empty shells, a miserable simulacrum of their former selves.”



Crono



Medusa

Crono, the guardian of the deepest part of the lodge, is forced into the large central room by way of his enormous build.

Medusa, custodian of Crono, his first slave and now arch enemy.

Game Components

Hexagons of the Lodge Revenge Room (5)

These 5 hexagons make up the Lodge Revenge Room. The four side hexagons (Purple, Red, Yellow and Green respectively), together with the central hexagon (Black), form a single room, the fulcrum of the battle, where Crono will be positioned. The Lodge Revenge Room is considered to be one, undivided.



Room activation tokens (4)

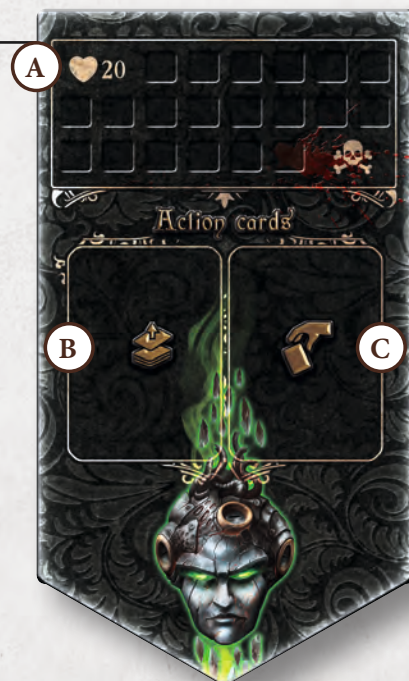
Similarly to the base game, these grant powers to the rooms. The activation tokens are positioned on the matching-coloured hexagon to indicate which power has already been activated.



Crono Sheet

A sheet with Crono's characteristics, a space in which to place Crono's action cards, to help manage Crono during games where he is involved.

- (A) 20 Health Points
- (B) Action cards
- (C) Action cards **discard pile**



Special Quests (12)

These have the same function as in the base game. They are dedicated to this expansion, but depending on their scope can also be used in the base game in addition to those already included.



Special Events (12)

These have the same function as in the base game. They are dedicated to this expansion, but depending on their scope can also be used in the base game in addition to those already included.



Evocation cards (2)

An evocation card to summon Crono during a game outside this expansion, and another one to summon the Disgrace of Crete.



Equipment cards (4)

The equipment cards are a type of evocation needed to empower the mages that summon them.



Crono action cards (30)

These cards are used to describe Crono's actions when he is activated. There are 10 for each Moon.



Each time a model enters and disturbs Crono's sleep, he will act in accordance with the description on these cards, which become more and more powerful as the moon grows. Each time a model enters the room, the player managing the model draws a Crono action card and applies its effects.

Spell Cards (39)

A set of 12 spells (3 copies each, 36 cards) forming the Myth School of Magic.

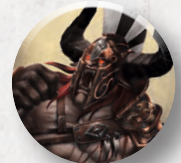


There is also 1 Custom Spell (3 copies) belonging to Medusa.

Myth School of Magic

Disgrace of Crete Token

This Token is used when the Disgrace of Crete is summoned by the corresponding Myth spell.



Medusa's Mage Sheet



Forgotten Spell

This powerful Forgotten Spell can be integrated with the Forgotten Spells deck of the core game, to summon Crono under your control. The colossus will be a mighty ally and he will help you to reach victory.



Game Setup

To play with this expansion, the following changes need to be made to the base game:

1. First of all, **remove** the following rooms, which must be replaced by the Revenge rooms:

- **Black Rose room**
- **Throne room**
- **Forge**
- **Sanctuary**
- **Alchemic Laboratory**

2. Position the **Revenge Room** at the centre of the play area, line up the other 4 hexagons of the Lodge Revenge Room so that the room illustration matches, and all the others randomly.

3. Position the **Activation Tokens** on the matching-coloured hexagons.

Place **Crono** at the centre of the Lodge Revenge Room. Crono will occupy the entire space.

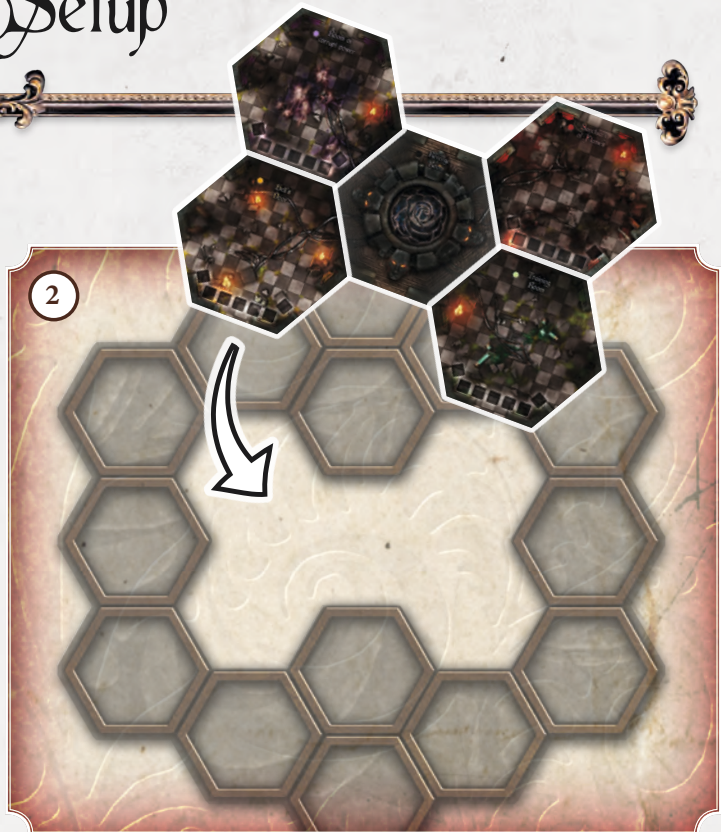
4. Mix the **Event decks** specific to this scenario into one, and place it in its space on the Event board.

Mix the **Quest decks** specific to this scenario into one, integrating it with the Quest cards from the base game (excluding all the Quests that refers to a specific room), and place it in its space on the Power board.

5. Place the **Crono Sheet** on the play table, in a space between two players: you cannot move it during the game because its position will influence the Action Phase (*see page 7*).

Place the **Crono Actions deck** corresponding to the 1st Moon on top, and the other 2 decks within arm's reach.

6. Create the **Library**, choosing 6 schools of magic from among those available, including the School of Myth in this expansion. Continue the set-up phase following the normal rules to select the mages and distribute the rest of the game materials (*see page 16 of the Rulebook*).



How to play

The Lodge Revenge Room

The Lodge Revenge Room is made of **5 different hexagons**, but is considered as one large room for the instability. Each hexagon is nonetheless differentiated by its corresponding colour.

When a mage or evocation **moves** into the Lodge Revenge Room, the model is considered to have entered the matching-coloured room (for any traps, missions or other effects tied to the colour of the room).

It is impossible to enter the **central room** insofar as it is completely occupied by Crono.

Depending on the hexagon where a mage is positioned, he/she can activate the corresponding **Activation token**.

● The Revenge room has an **Instability** resistance of 28.

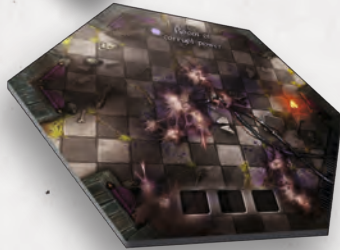
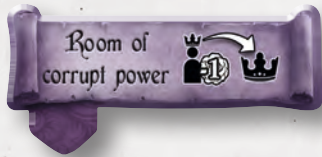
Remember that the Lodge Revenge Room is considered one large room, just for the instability, this means that it is not possible to destroy a single hexagon.



Rooms' effects

One of the **end-of-game** conditions of this Legendary scenario is the destruction of the Lodge Revenge Room (see page xxx).

Below are listed the 5 effects of the Room activation tokens:



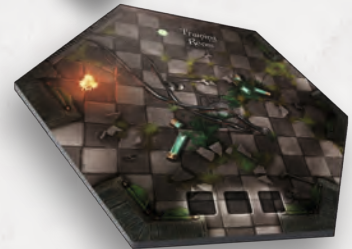
Room of Corrupt Power, allowing players that activate its effect to cause the player holding the Crown to lose 1 Power Point (if they have any) and to steal the first player token off him. Mirrors Room can't copy the effect of this room.



Sanctuary of Flames, allowing mages that activate its effect to draw 2 cards from their own Grimoire and inflict 1 damage for each Combat spell on a target within a range of 1 from the Sanctuary.



Hell's Door, which calls up a Bone Knight directly from the depths of hell, at the cost of 1 Power Point.



Training Room, where a mage that activates the room can immediately move and attack, healing one of their wounds for each damage inflicted.

Each of these 4 hexagons has an **alternative effect** that can be selected instead of those listed above (however the colour remains that of the activated room):

Revenge Room - discard 3 cards from your hand, draw 3 Forgotten Magic cards and keep one, reposition the others as you like, face down, at the top of the Forgotten Magic deck. This effect is available starting from the Second Moon.

Spell range diagram

The Lodge Revenge Room, as mentioned above, is considered a single room. However, when calculating the range of effect of your actions/spells, follow the normal rules, the line of sight rule still applies. The only exception is the Revenge hexagon hosting Crono. This hexagon is considered blocked and obstructs lines of sight. Refer to the diagram for all doubts on the range of spells.



Crono's characteristics

Crono is an **immortal** being. The only way to get rid of him is to bury him, making the room explode.

In spite of this, Crono is considered a model (it is neither a mage nor evocation). It can therefore be the **target of spells and effects** that don't target only mages or evocations. It is therefore possible to place him temporarily out of play.

Crono has **20 Health Points** before being considered out of play.

If Crono ends up out of play, he will not draw any cards from the **Crono Actions deck** until the end of the turn, given that he is occupied regenerating himself. Crono cannot suffer damages when out of play.

When Crono ends up out of play, assign players:

⑤ and ② in the room, to the player that will have inflicted the most damages on Crono. ② to all other players.

If Crono is out of play, reactivate him with all his Health Points at the beginning of the Black Rose Phase.

Crono's activation

Crono starts the game facing the room between the **Room of Corrupt power** and the **Sanctuary of Flames**.

Time has no mercy

At the beginning of the **Black Rose Phase**, turn Crono clockwise one hexagon, starting from the last orientation, then Crono will inflict ③ to each model present in each room in front of him.

During the **Action Phase**, Crono will activate again during "his round".

Crono's round

His order of activation, compared to the players, is determined by the position of his Sheet on the table.

Turn Crono clockwise one hexagon, starting from the last orientation, then Crono will inflict ③ to each model present in each room in front of him, exactly in the same way of the Black Rose Phase.



Please note that the orientation of Crono is not regular, and changes according to the Crono action cards effects.

Crono Action cards

When a model enters the Lodge Revenge Room, Crono acts by drawing a card from the **Actions deck**, which describes the effect. Each action card contains not only the effect, but also indicates the rooms influenced by the effect, striking every model inside each of those rooms and the orientation of Crono to perform the attack.






If the mage symbol appears inside the diagram of the affected rooms, the player that drew the action card must do his/her utmost to have the following targets in that schema (if possible) in order of priority:

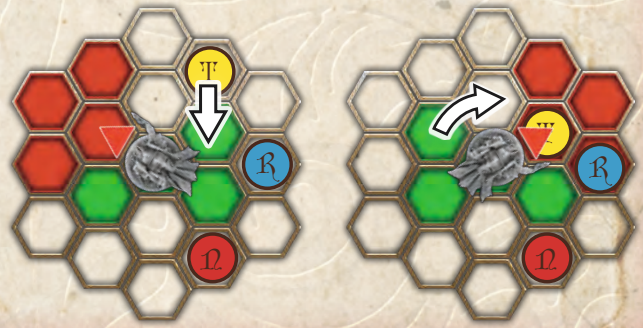
1. If a mage: the one that positioned the **most instability tokens** in the Lodge Revenge Room
2. The **model that activated Crono** by entering the Lodge Revenge Room

It may be the case that in order to strike the mage that positioned the most instability, the model that activated Crono remains outside his range of action, or that other models are involved in Crono's attacks. If two or more mages have positioned the same number of instability tokens in the Lodge Revenge Room, Crono turns towards the model that entered the Room.

If the action card shows an **area of effect**: the mage that forced Crono to activate can choose the orientation of the effect, facing Crono in that direction, according to the target mage rules. In case of any ambiguity, the player that drew the Action card can choose Crono's direction; see the example in the next page.

Example

Tessa moves into the Sanctuary of Flames, this immediately triggers Crono and an action card is drawn. The action card has an effect that involves 4 rooms. Looking at the instability of the Revenge of the Lodge Room, Nero  and Rebecca  have the same amount, therefore the mage with the most instability cannot be determined and Crono turns toward the model that entered the Room (Tessa ) and resolves the effect in the area described by the action card.



Equipment

The equipment cards are a type of evocation needed to empower the mages that summon them.

Just like normal evocations, they occupy one of the three dedicated spaces on the mage sheet.

Each equipment card shows the name of the object on the front, its Health Points and the game effect.

Equipment items do not use a token or miniature for identification; they are considered equipped by the mage and are identified by their card alone. Equipment is destroyed when it suffers an amount of damage equal to its Health Points.




When an equipment item is struck by an enemy effect, the owner assigns damage in the attacker's colour, just like a normal evocation.

When the damage tokens on an object reach the number of Health Points, the object breaks and its mage removes the corresponding card from his/her sheet. A mage can never be equipped with two equal equipment at the same time.

Scenario point scoring

Unlike normal Black Rose Wars games, in order to end the battle: **the Crono room must be made unstable or the Black Rose must reach 30 Power Points.**

If the Black Rose wins, all mages lose. If a mage or the Black Rose reaches 30 Power Points before the Lodge Revenge Room is destroyed, the Black Rose earns another 15 .

Rendering the Revenge room unstable will be helpful to achieve victory.

If the Lodge Revenge Room is destroyed by reaching 28 Instabilities, the mages will earn the following Power Points depending on their contribution to its destruction:

1st ranked 

2nd ranked 

Participants 

In the case of equal points for 1st and/or 2nd place, the tied mages will each earn the Power Points of their ranking -1.

Myth

The School

The school of Mythology originates from the Hellenic civilisation and was created thanks to the close ties of the Greeks with their deities, who in addition to knowledge and power, also gifted them several powerful artefacts. Much of this knowledge failed to survive the passing of the centuries, but a few excerpts of text concerning this warlike school managed to reach us. This school calls upon an immense force invested in battle and destruction, worthy only of the gods who created it.

The Gorgons harnessed this energy into powerful spells to call upon the force and impetuosity of Poseidon, the guile of Hades and the artefacts of Perseus who fell in the battle against Medusa herself, the first descendant of this dangerous species and ancestor of the mage still tied to Crono.

The magnificence of the lost generation can once again take to the stage in the Black Rose arena. Slimy snakes will gnaw at your enemies' feet as you magically crawl behind their backs, Crono's rage will lure them before your powerful trident, stabbing them to death.

You choose to arm yourself with the magical artefacts, moving swiftly around the arena until none of your enemies are left standing.

The symbol of this school is a tribute to art, but also the power and immortality of the proud Hellenic people.

Mages of the school of Mythology can choose to destroy the arena, using the mighty revenge of Poseidon, god of the sea, while evoking the powerful Minotaur of Crete to trap their adversaries in mental labyrinths.

Choosing this school of magic means choosing a close combat strategy or relying on the destruction of the Lodge.

Ways to make Power Points: Defeat other mages, Instability positioning

Key elements of spells: Close combat wounds, Physical wound combo, Equipments summon, Instability positioning, Movement with spells

Affinity with other schools: Transmutation, Destruction

Difficulty: Medium

Magister of the School: Medusa



Spell cards



Ade's Helm

Straight effect

Summon the Ade's Helm then you can draw 1 card from the library. The Ade's Helm has characteristics:

♣0 ♣0 ♣3

Until you have the helm as your evocation you cannot be the target of Single spells. Your helm can still be the target.

Reverse effect

Place your model in any room on the board. After that you can attack.



Artemis' Golden Bow

Straight effect

Summon the Golden Bow of Artemis. After that you can inflict 2 damages to a target within a range of 2. The Bow has characteristics:

♣0 ♣0 ♣2 and it cannot suffer Area Damage. Until you have the Bow as an evocation you can deal 1 damage at range 2 instead of moving.

Reverse effect

Inflict 4 damage to the target model.



Chains of Minos

Straight effect

Inflict 2 damages to the target model, then move him/her in an adjacent room.

Reverse effect

Inflict 1 damage to the target model. One of your evocations can act but only if its movement can reach the target model; otherwise it cannot act.



Crono's Rage

Straight effect

Place the target model in the room you are in and then inflict him/her 2 damage.

Reverse effect

Inflict 3 damages to the target model and move him in an adjacent room. If you move the model in a room with another model, inflict 1 damage to both.



Graie's Counsel

Straight effect

Look at the first 5 cards of a school of magic. Out of these 5 you may keep a maximum of 2 cards that have at least 1 instability symbol on it. Re-shuffle the others back into the deck.

Reverse effect

Until the end of the turn, every time a model enters the room you are in or you enter in a room with at least one model, place 1 instability in that room.



Labyrinth

Straight effect

Remove 3 cubes of instability of your color from the target room to summon in that room Disgrace of Crete, the minotaur. Take the token/miniature from the reserve. Disgrace of Crete has characteristic 0 3 1, every time it attacks place 1 of your instability in that room.

Reverse effect

The target mage skips its next activation phase. This means he/she will not play for an entire round. You then gain 1 Power Point.



Lucent Shield

Straight effect

Summon the Lucent Shield, you can do 1 step and attack. The Lucent Shield has characteristics:

0 0 1 until you have the shield you reduce all your damages by 1 and add this damage to the shield.

Reverse effect

Next time you suffer damage, you can trigger this protection: reduce the next damage you suffered by 2 damage and inflict 2 damages to your attacker.



Petrify

Straight effect

Place 2 instability in the target room, then all the mages in the target room lose all their Physical Actions unless they pay you 1 power point.

Reverse effect

Lose one of your Physical Actions: until the end of the turn, decrease by 1 damage all the damages you suffer. You cannot use this effect if you don't lose the Physical Action.



Poseidon Vengeance

Straight effect

Convert 1 instability in the target room. After this you can move all the instability in that room into an adjacent room (if there is enough space to move the instability). Unmoved instability remains in the room.

Reverse effect

Place 3 instability in the target room.



Snake's Blood

Straight effect

Inflict 2 damages to all models in the target room. Then 1 damage to all targets in adjacent rooms. After the damage is inflicted, place your mage in a room of one the targets hit by the spell.

Reverse effect

Place 2 Instability in the target room, then convert 1 instability in all rooms with at least one mage. You can elect instability of a color different from yours.



Tears of Perseus

Straight effect

A mage enters into a room with your instability you can trigger the trap: You can place your mage in that room and attack the target.

Reverse effect

When a mage places instability, you can trigger the trap: you can place 2 instability in the same room where the mage places his/hers.



Trident of the seas

Straight effect

Summon the trident of the seas that you can attack a model in range 1. The Trident has characteristics: 0 0 3, since you have this Trident equipped every time a mage enters the room you are in or you enter a room with a mage you can inflict 1 damage to him/her.

Reverse effect

Inflict 3 damages to the target model ignoring his/her protection that cannot trigger with this effect.

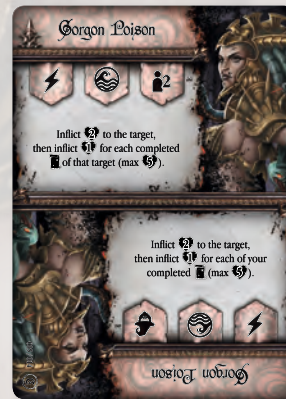
Medusa

Totally confused as to what was happening, the two soldiers frantically began to panic, staring terrified at their own bodies as they slowly turned to stone. Once the two figures had been completely petrified, assuming the appearance of two statues in a somewhat awkward pose, the slow slithering of Medusa's enormous snail tail could be heard echoing through the small corridor leading to the gate where the two soldiers had previously been on guard. The moment the sorceress entered, without so much as a glance at her victims, the nest of vipers squirming on her head began to utter a strange hissing sound, as if something about that room had stirred their fear. A gloomy semi-darkness enveloped the entire space, interrupted only by the sporadic glare of a few random torches hanging off the walls. Strange, musty-smelling fumes emitted by a network of thick pipes, winding all throughout the room, saturated the air, making it almost impossible to breathe. Well-accustomed to such inhospitable environments, Medusa ventured inside without batting an eyelid, side-stepping through the fragments of bone strewn across the floor until reaching the centre of the large room, where a gigantic circular effigy, almost three metres wide, portrayed an elaborate rose with black petals surrounded by four huge expressionless faces carved into the stone.

"Did you really believe I didn't know the truth?" the sorceress asked, speaking to the empty space. "For centuries I was forced to suppress an almost uncontrollable rage, hiding behind the servile face of a devoted priestess," she hissed as her tail deviously slithered through the intricate details of the black rose depicted on the floor, "but that time has finally come to an end, just as yours will, very soon, 'Supreme Lord of Time'". She tilted her head tauntingly. "But I warn you not to underestimate my words, because though I may have acquired great power, I am all too aware that confronting you here and now would be the end of me, just like it was for the reckless adventurers whose bones adorn this floor. No, I will return to this room alongside the most powerful mages of the Black Rose Lodge, and together with them, I will annihilate you." A reflective silence suddenly fell over her thoughts. "And then, after I tear your head from your body and spear it with my staff, I will have finally granted vengeance to my beloved mother, about whose similar macabre fate you had never spoken!", bellowed the sorceress with a surge of rage, before slowly making her way toward the exit. As the vipers began to writhe nervously on her head, from the corner of her eye Medusa saw a faint, reddish light in the eyes of the four stone faces surrounding the enormous black rose. Once outside, a sadistic grin came over her face. She knew she had just succeeded in obtaining the first result of her ambitious plan: Crono was waking up from his long slumber.



Medusa's Custom Spell



Gorgon Poison

Straight effect

Inflirt 2 damages to the target. If the target is a mage you inflirt 1 damage for each quest he/she already resolved.

Reverse effect

Inflirt 2 damages to the target. If the target is a mage you inflirt 1 damage for each quest you have already resolved.

Crono the Eternal



Forgotten Spell

Straight effect

Lose 3 Power Points to play up to 4 spells, from your hand. You can do it by replacing ready or revealed spells. You can replace spells only if present on the mage sheet (e.g. you can play only 2 spells from your hand, if you prepared just 1 quick spell and 1 standard spell).

Reverse effect

Summon Crono, (see evocation card)

0 0

His skill allows him, when activated, to assign up to 1 instability to each adjacent room.

Cannot be moved or removed by any effect.



Crono evocation card

Characteristics

0 0

Crono has 5 multiplied by the number of players.

Effect

Each time Crono activates, the mage can assign up to 1 instability to each room adjacent to Crono.

He cannot be moved or removed by any effect.

Table of Contents

Game Components	2
Hexagons of the Lodge Revenge Room (5)	2
Room activation tokens (4)	2
Crono Sheet	2
Special Quests (12)	3
Evocation cards (2)	3
Crono action cards (30)	3
Medusa's Mage Sheet	3
Special Events (12)	3
Equipment cards (4)	3
Spell Cards (39)	3
Disgrace of Crete Token	3
Forgotten Spell	3
Game Setup	4
How to play	5
The Lodge Revenge Room	5
Rooms' effects	6
Spell range schema	6
Crono's characteristics	7
Crono's activation	7
Crono Action cards	7
Equipment	8
Scenario point scoring	8
<i>Example</i>	8
Myth	9
The School	9
Spell cards	9
Medusa	11
Crono the Eternal	11
Medusa's Custom Spell	11
Table of Contents	12
Credits	12

Credits

Project manager: Andrea Colletti

Production, Advertising and Fulfillment: Vincenzo Piscitelli

Game design: Marco Montanaro, Andrea Colletti, Paolo Scippo

Development: Ludus Magnus Studio

Graphic Design: Paolo Scippo

Art director: Andrea Colletti

Concept artist: Giovanni Pirrotta

Illustrations: Giovanni Pirrotta

Lead 3D sculptor: Fernando Armentano

3D sculptor: Tommaso Incecchi

Editor: Louis Angelli

Customer Care and Social Media: Roberto Piscitelli

Web editors: Marco Presentino, Luca Bernardini, Roberto Piscitelli

Kickstarter manager: Andrea Colletti

Writer: Marco Olivieri

Translations: Flavia Frauzel, Silvia Franci, Luisa Marzullo

Playtesters: Ilaria Pisani, Antonio Gentile, Enrico Savioli, Demetrio D'Alessandro, Mauro Baranello, Giuseppe Verrengia, Fabio Capelli, Andrea Compiani, Francesco Montanaro, Andrea Pomelli

Special thanks to Collins Spanerger for helping us manage our web community.

Thanks also to Oscar Andrés Schwerdt, David Martin, Paul Scrimo, Eddie Bianco, Alessandro Berutti and Frank Calcagno.

Ludus Magnus Store: shop.ludusmagnusstudio.com



LUDUS MAGNUS
STUDIO

Black Rose wars - Crono Rulebook v.1.2

Ludus Magnus Studio - 2018 ©
All rights reserved
www.ludusmagnusstudio.com