

SINF TEMPORE



KYRONE



LUDUS MAGNUS
STUDIO

CONTENT



KYRONE



CENTAUR X3



PEST X5

INSIDE THE BOX

1 - Rulebook

The book you are holding contains all the rules and the mission to play the Kyrone expansion.

2 - Nemesis Card

Kyrone has its own card listing its characteristics and rewards.

3 - Kyrone Activation Cards

Each card reports the action that Kyrone will play during its activation and its cost in AP.

4 - Enemy Cards (5)

Each type of Enemy has their own card listing their statistics and Skills.

4b - Enemy Draft Cards (5)

When an Enemy needs to be randomly drawn, the cards are mixed together to form the Enemy Deck.

5 - Reward Equipment Cards (3)

The Heroes can obtain 3 new Equipment by defeating Kyrone.

6 - Activation tokens (3)

These tokens are placed on the Momentum to determine the order of activation of Models in play. Each group of Enemies is represented by one token only.

7 - Kyrone's Hut

A kind of Scenic Element token, that will interact with Kyrone activation cards.

8 - Prey token (16)

16 status tokens that will interact with Kyrone.

9 - Study Element token (5)

5 numbered loot tokens.

10 - Numbered Loot tokens (8)

8 numbered loot tokens.

11 - Various tokens

Additional tokens for the game.

12 - Tile

Large map section representing the hunting ground of Kyrone.

Additional 3D Scenic Elements

A Mushroom, two Bush, and associated Scenic Element Cards.





KYRONE

Kyrone is the spiritual leader of the Keepers, a group of centaurs hailing from one of the satellites of Primaevus V.

The ones called Keepers know all the secrets of this hostile planet's nature, live in harmony with Primaevus V and in a remote era were chosen by the vestals of the Primaevi as ministers of the Rite of Initiation.

This rite marks the passage to adulthood of the young fauns who want to undertake the path of the warrior. Only the male fauns are allowed to hunt, and all who can bring back to the temple a Thundertooth are gifted a ritual mask, with an arcane symbol drawn with the prey's blood, which attests to their ability.

Kyrone has always been the leader of the Keepers, mighty and noble: he is the guardian of the laws of nature and the owner of the Key of the Beast, the ultimate weapon against anyone who defiles the planet.

You are on Primaevus V and your mere presence here is already enough for contaminating the purity of the territory.

Your spaceship is like a dark shadow over an emerald-green canvas.

And Kyrone cannot tolerate this insult to nature.

The hunt begins.



HOW TO USE THIS EXPANSION

Despite being annoyed by your presence on the planet, Kyrone will try to ignore you as much as possible.

If the players conquer The Fortress, The Falling Leaves, Emerald River or Butterfly Bites, they will necessarily undertake the Mission **Hunter and Prey** or lose the last conquered territory.

The first Mission of Kyrone starts a mini-campaign consisting of 3 Missions that must be faced in succession up to the final clash with the fearsome Kyrone. The Heroes can perform the Colony Phase as usual between Missions, but abandoning the mini-campaign before the confrontation with Kyrone will entail failing the campaign and losing the last conquered Territory.

You can restart the Kyrone Campaign at any point, but you will have to start from Mission **Hunter and Prey**.

After battling Kyrone for the first time (regardless of the Mission's result) his Nemesis Mission can be undertaken again anytime using the standard rules for Nemesis Missions.

NEW ENEMIES

Kyrone is the leader of the Keepers, guardian of Nature and the owner of the Key of the Beast.

There are other centaur champions, the Eyes of the Keeper, who lead the surveillance patrols and organize their armed force.

The **Keepers** are chosen centaurs, in deep harmony with nature, who supervise the fairness of the hunts: they are held accountable for their actions directly to Kyrone.

The **Shookoofs** are the strength of the centaurs, led by the **Guardian's Eye**: they are divided into small and fast attack formations. One of them can hold his ground against a flock of Thundertooth.

The **Hounds** are creatures with limited intellect, they live in herds and exchange their strong instinct with the food and protections given by the centaurs: they are their guides through the woods of Primaevus V.

The **Vermin** are a race related to the Hounds but much more savage: they are not easy to approach, and their unstable temper often causes them to turn against their comrades.

Also, if you wish, you can add Enemy cards from this expansion to those of the Primaevi faction when you play the Core set campaign so that you can meet them as random Enemies.

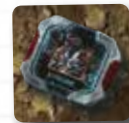


NEW RULES AND TOKENS

Numbered Loot tokens: these tokens represent specific resources that the Settlers can find on the battlefield. Each Numbered Loot token has a number on the back that links to the Mission which describes its contents.



Study Elements: these tokens are needed to complete some Missions. Once you get the token, place it on the Hero sheet: if the Hero is defeated, he drops the token on one of the adjacent squares. At the end of each Mission that includes these tokens, their effect will be described based on the number of Study Elements retrieved.



Kyrone's Hut: it's one of the many huts Kyrone uses during his trips through the territory. Each Mission that includes this hut in the setting could have some special rules for its application. The Hut must always be considered as a Light Obstruction, Impassable, with 10 ♥.

Frenzy: When a Model with this Skill suffers a number of Wounds equal to or higher than half of its hit points, it will add a ♣ to the DMG of all its attacks. If a Model with this

Skill recovers from its Wounds, lowering their amount to less than half of its total ♥, it will lose its Frenzy.

Prey: This token is used to mark the Kyrone target Hero. A Hero with this token is always considered the primary target by Kyrone regardless to the Hero's TV.



The Kyrone Nemesis action cards interact with this token in many ways.



NEMESIS

NEMESIS MISSION

Nemesis are Hunting Missions against dangerous enemies that can be met by the Heroes during their adventures. Each Nemesis is linked to one Nemesis Mission and can be played instead of drawing an Exploratory Mission. The Nemesis Missions do not assign the territory; in fact, they are special Missions that lead the Settlers to move outside the places where the Genesis scans them. The clashes with these powerful enemies are resolved differently from the standard Missions. Each Nemesis has its card (Nemesis Cards) and a deck of action cards (Nemesis action cards). On the Nemesis Card, you will find on one side its Characteristics and special Skills, which work similar to those of a regular Enemy. On the other card side, you will find the list of rewards that the Nemesis will leave on the battlefield once defeated. The conditions for obtaining a given reward are different and vary from hunting to hunting. Each Nemesis can be faced more than once, so regardless of the result of the Mission, you can play a Nemesis Mission again to obtain better results and better rewards.

NEMESIS ACTION CARDS AND NEMESIS DECK

Each Nemesis has a deck consisting of a variable number of Action cards. Each card reports the action that the Nemesis will play during its activation and its cost in AP. Apply the effect described in the card and then move its Activation token of a number of sectors equal to the AP cost of the Nemesis Action card (the ♣ of a Nemesis is used only to establish the activation order within a Momentum sector). With each new activation draw a new Nemesis Action Card. The first time you face a hunting mission we advise you to keep the order of the Action cards, following the number over the card title to activate all the combinations in sequence. From the following hunts, you can shuffle the deck to increase the unpredictability of the Nemesis. If the Nemesis defeats you, or if you have not been able to kill her within the time set by the Mission, the Nemesis escapes by taking away the chance to get her rewards.

PRIORITY TARGET AND DISENGAGE

During the battle against Kyrone, more than one Hero could be targeted by some of his attacks or skills. In these cases apply the following priority scale to break the ties and determine which Hero should be chosen as a target:

- 1. Proximity:** the Hero closest to Kyrone
- 2. TV:** the Hero with the highest TV
- 3. Suffered Wounds:** the most wounded Hero

This sequence is also reported in the Nemesis card.

Disengage Attack: when a Hero tries to Disengage from a Nemesis, he suffers this attack.

A - Name
B - Traits
C - Characteristics
D - Skills
E - Disengage Attack
F - Rewards
G - Card Number
H - Name
I - AP Cost
K - Action Rule



NEMESIS MISSION CARDS
 These cards indicate the Area where a Nemesis can be found, and are not shuffled with the regular Mission Cards. When you are facing an Exploration Mission on Primaevus V or Silicio, or if you must draw a new Exploration Card on Pandora, you can choose instead to face a Nemesis Mission of the corresponding Area.

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HUNTER AND PREY

KYRONE CAMPAIGN MISSION 01

START MISSION: 3.3
END MISSION: 5.3



SHOOKOOF

BRIEFING

Thanks to Genesis' sensors, you detect a high concentration of resources in a woodland. Once in place, you note some Hunter masks and Tribal Totems which are linked to the strange mushrooms that you have come to know. Odd alien, no-eyed animals sniff the air nearby you and then disappear into the bushes as a hunting horn sounds. You realize that you are deep into a forbidden place, and very soon the hounds will bring their masters to you.

SET UP

- Perform two scenic Elements draft per Tile.
- Shuffle all loot token having on their back the number of Study Elements, then place them covered, as described on the map.

VICTORY CONDITION

Heroes must collect a total of 6 or more Study Elements before time expires.

DEFEAT CONDITION

Standard defeat conditions.

ENEMY'S OBJECTIVES

Attack the Heroes.

DEBRIEFING

VICTORY

You have faced the Centaurs for the first time and are still alive to tell it. These powerful horse-bodied beings are notoriously allies of the Primaevi, with whom they share some hunting customs and territories. During the fight you notice a recurring symbol on their coats and, thanks to the information obtained from the Keepers' datapads, you understand that you are in the sacred territory of Kyrone. Due to the tenacity demonstrated during the clash, you also understand that the centaurs will keep hunting you. Now, you only have to find their leader: Kyrone.

REWARDS

"Survive the Night" Mission unlocked.
Each Hero in the Mission earns **1 XP**.

DEFEAT

The centaurs turn out to be enemies out of your league. Filled with fervor by the sacred mission of protecting their hunting ground, the lances hit hard, and their portable guns never miss the target. Fortunately, you have not gone far into the territory of the centaurs, so you can withdraw and leave the Sacred Forest behind.

Face the mission again.



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SURVIVE THE NIGHT

KYRONE CAMPAIGN MISSION 02

START MISSION: 8.1
END MISSION: 11.7



SINE TEMPORE

SPECIAL RULES

- When a Hero collect a Numbered Loot token, place the token on his character Datapad; the Hero is carrying the Numbered Loot token.
- If a Hero who is carrying a Numbered Loot token goes KO, all resource boxes must be placed in the adjacent squares (1 token per square).
- When a Hero collects a Numbered Loot token, he/she will not draw from the Resource Deck, but will verify to which the number of the following table the number on the back of the box matches.

1. **Masterly Attack:** A Hero with this upgrade will never add the Penalty die to his/her attack rolls against Kyrone.
2. **Masterly Defense:** A Hero with this upgrade will never add the Penalty die to his/her defense rolls against Kyrone's attacks.
3. **Blue Energy Cell:** The Hero gets a random Blue Energy Cell.
4. **Red Energy Cell:** The Hero obtains a random Red Energy Cell.
5. **Green Energy Cells:** The Hero obtains a random Green Energy Cell.
6. **Keepers' Trap:** The Hero triggers the trap of the centaurs and suffers 1 Wound.
7. **Ambushed!** The Red Spawning Point is activated immediately!
8. **Ambushed!** The Blue Spawning Point is activated immediately!

- The rewards of the Numbered Loot token cannot be obtained over and over by collecting the same box (just one time).
- Masterly Attack and Masterly Defense upgrades will be awarded to the Hero who, at the end of the Mission, owns the corresponding Numbered Loot token. Place the numbered token on the Hero card for the next mission.



BRIEFING

Dozens of Keepers and Shockhoof are scouting their Sacred Forest to find your shelter. The perimeter of the wood is surrounded by Kyrone's followers, who would even sacrifice their lives to prevent you from reaching the Genesis. Night falls, your supplies are scarce, and you absolutely need to recover resources to continue your exploration. You just have to get through the night, paying attention to the ambushes of the centaurs.

SET UP

- Perform 2 Scenic Element Draft for the deployment zone Square, and 1 Scenic Element Draft for the second Square.
- Shuffle the 8 Numbered Loot tokens randomly and place 6 of them on the battlefield board, as described on the map (be careful: do not reveal the numbers covered by the 2 unplaced boxes).

VICTORY CONDITION

Heroes must find and keep at least 4 Numbered Loot tokens before time expires.

DEFEAT CONDITION

Standard defeat conditions.

ENEMY'S OBJECTIVES

Attack the Heroes.

DEBRIEFING

VICTORY

Fighting shoulder to shoulder with your fellows, you survive the wave attacks of centaurs and hounds that have made you spend the night with weapons in hand. As the first rays of dawn rise, you stand victorious in the middle of a tribal camp in the heart of the forest. Dozens of supply boxes are scattered in the improvised huts of the centaurs. Inside them, you can find food rations, energy cells, and some vital information about your Kyrone "guest."

REWARDS

"Lord of The Hunt" Mission unlocked.
Each Hero in the Mission earns **1 XP**.

DEFEAT

Helped by darkness, Kyrone's forces seem to be invincible. You are caught by surprise several times by the assaults of the centaurs, who attack and disappear again in the dark. As the end of the fight announces to be dramatic, you decide to withdraw. Surprisingly, your enemies will not chase you: they watch you flee, motionless. The centaurs stop next to the giant mushrooms which are covered with numerous jewels; you understand that their goal was not to kill you but to drive you out of their territory.

Go back to the Mission "Hunter and Prey".

LORD OF THE HUNT

KYRONE CAMPAIGN MISSION 03

START MISSION: 1.1
END MISSION: 1.00



KYRONE

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BRIEFING

Kyrone is weary of waiting and playing with you. You have been "promoted" as a prey worthy of facing the Lord of the Hunt himself. Unlike the centaurs you have fought so far, Kyrone inspires awe and profound respect. The leader of the centaurs openly challenges you in a showdown against him and his followers. The thundering noise of hooves is the signal: the battle has begun, and the enemies will show you no mercy!

VICTORY CONDITION

Defeat Kyrone before time expires.

DEFEAT CONDITION

Standard defeat conditions.

ENEMY'S OBJECTIVES

Attack the Heroes.

SPECIAL RULES

- When the Momentum scores 1.10, place the Kyrone model in the red zone adjacent to his hut.
- If Kyrone is activated within 3 or fewer squares by a Spawning Point, he heals 1 Wound.

Enemy Waves: every time the momentum reaches one of the indicated sectors, perform an Enemy Draft using the associated Enemy Draft deck. The Enemies will spawn from the spawn point with the same symbol indicated near the text.

Sector 4: Perform an Enemy Draft with an Enemy Deck formed by Bull-y, Kid, Suicide Kid, Spriggan, Frag Spriggan.

Sector 8: Perform an Enemy Draft with an Enemy Dk formed by Enemy deck formed by Mower, Mower Reaper, Hunter, Bloody Hunter.

Sector 12: Perform an Enemy Draft with an Enemy Deck formed by Keeper, Hound, Vermin, Shookoof.

DEBRIEFING

VICTORY

The clash with Kyrone confirms the strength and loyalty of your opponent, who despite fighting alongside his followers, is continuously on the front line, never asking to be shielded by his troops. Despite his great value, Kyrone finally collapses to his strong knees, recognizing you as winners. As a sign of respect, he gives you some of his equipment to show that you have won the right to hunt in the Sacred Forest.

REWARDS

Check the Kyrone Nemesis Card back, to reclaim your rewards based on the conditions fulfilled during the Mission.

DEFEAT

No attack is too precise or too brutal to worry the great Centaur from the Sacred Forest. Also, his proverbial astuteness and tactics have undermined you from the first moments of the battle. You are doomed to capitulate under the incessant assaults of the Centaur and his followers, while each of your actions fails as if they are guided by misfortune. The magnanimous Kyrone decides not to inflict the coup de grace, but just order his Keepers to escort you out of the sacred ground. One of the Keepers who is escorting you, as soon as he arrives at the end of the forest, finds a message from his leader and reads it: *"Whenever you feel worthy to set foot in our territory, I will be ready to face you again"*.

NO REWARDS

CREDITS

Project Director: Luca Bernardini

Game Design: Andrea Colletti

Development Team: Luca Bernardini, Marco Presentino, Diego Fonseca

Editorial and Writing Managers: Louis Angelli, Frank Calcagno

Lead Graphic Design: Diego Fonseca

Graphic Design: Paolo Scippo, José Alejandro Lupico Barca

Art Director: Andrea Colletti

Concept Artist: Giovanni Pirrotta

Lead 3D Sculptor: Fernando Armentano

3D Sculptors: Tommaso Incecchi

Web Editors: Marco Presentino, Luca Bernardini, Vincenzo Piscitelli, Roberto Piscitelli

Kickstarter Manager: Andrea Colletti

Translations: Silvia Franci, Luisa Marzullo, Flavia Frazuel

Production, Advertising and Fulfillment: Vincenzo Piscitelli

Playtesters: Alessandro Lanzuisi, Giulio "Gad" D'Avella, Mattia Di Sangro, José Alejandro Lupico Barca, Davide e Alessio Schiavone, Simona Moauro, Michele "Lisk" Milizio, Gabriele "Mambo" Luccioni, Giulio Giannoccolo, Carlo Di Felice, Andreina Masi, Nancy De Simone, Giuliana Sampugnaro, Alessandro Caporelli, Eleonora Mostarda, Simone Massimi, Valentina, Lavinia Porzi, Vincenzo Curzola, Angelo Paolillo, Diego Fonseca, Danilo Guidi, Lucca Games, Macro Games Night

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