

### Pawns Mechanisms

A pawn mechanism is not a character, so it ignores the Lock rules. There are 3 categories of mechanisms, Traps, Bombs and Turrets:



- A trap is not an obstacle and does not interfere with sight lines (Reminder)
- A bomb is an obstacle that does not interfere with sight lines (Reminder)
- A turret is an obstacle that impedes sight lines.




### Turrets

A turret is a summoned mechanism. Therefore note that all turrets have the power «Embarrassing» line of sight cannot cut a square occupied by a piece turret.

There are 3 different turrets: the **GUARDIAN**, the **HARPOONER** and **TACTIRELLE**.

## POWERS





**Luck:** Lucky when she casts a spell WATER , a game room with this power launches an extra die when jet critical strike. When she is the target of a spell WATER , she launches an extra die when jet armor. Note that combined with the powers «Critical» or «Armor», so it can start up to 3 dice.

**Agility, Strength and Intelligence** respectively operate the same way with the fate of AIR , EARTH  and FIRE .

**Wisdom:** When a Krosmaster ally with this power Krosmaster knocks an opponent, you gain 1 more GG. When a Krosmaster ally with this power is knocked out by an opponent Krosmaster, your opponent wins 1 more GG.

**Prospecting:** when a Krosmaster ally knocks an opponent Krosmaster take many Kamas from the reserve as game pieces combined with the power and add them to your inventory.

**Crafter:** the first time in a turn Krosmaster with this power buys Demonic Rewards

- He did not need to spend PA.
- A rank DR JADE  does not cost him 5 Kamas.
- A rank DR OR  costs him 10 Kamas.
- A rank DR RUBY  DR costs him 15 Kamas.
- (A rank DR GRANITE  always cost him 3 Kamas).

**Farmer (Reminder):** at the end of this round Krosmaster if picked up at least 1 Kama during his turn, take 1 extra Kama in the reserve.

**Loot X:** This power is a «default» rather than a «benefit.» When a Krosmaster knocks a piece of opponent game that has this power, take X Kamas from the reserve and add them to your inventory.

**Annoying:** a line of sight cannot cut a square occupied by a piece of game with this power.

**Toupiti (Change):** A character with this power ignores the blocking rules. So it cannot make lock rolls and cannot be tackled

# RÈGLES DE TOURNOI





Season 2 introduces new rules, which add or replace the existing rules. In case of conflict, the rules of season 2 rules apply. As a reminder, rules already published in other products of the Krosmaster range are also available here.

## CHARACTER SELECTION (REMINDER)

A Krosmaster whose name is written in **BLACK** letters can only be present 3 times max. in your team.

## GAME START

### Demonic rewards

When setting up the game, do not reveal any Demonic reward token. During his first turn, the first player can only buy DR randomly. At the beginning of the next player's turn, reveal a DR of each rank. At the end of his turn, reveal a second DR of each rank.

## GAME TURNS

### Range tokens +1/-1

A game piece that begins with the activation phase of such markers sees the max range of its spells modified for the rest of the round. The spells with fixed range (red range icon) are not affected by these markers. The maximum range of a spell can never be less than the minimum range.

## USING MP AND AP

### Buying a GG (change)

Only one GG can be bought with kamas per turn.

### Revealing a Demonic Reward (change)

During his round, a player can only reveal one Demonic Reward. He can still have a maximum DR equal to his level and can still have several DR on the visible side, as long as he doesn't reveal more during his turn.

## CASTING A SPELL

### Critical and armor throw (change) is greater than the number of armor successes

During critical and armor throws, if the number of successes is «Critical» then the spell deals 1 extra damage. If the number of armor is greater than the number of Critical successes then the spell deals 1 damage less. In case of a tie, the spell deals normal damage.

In the same spirit, during a healing spell, one or more «Critical» success will increase the number of injuries treated.

### Spell use limit

A pawn can cast a spell whose name is written on **Purple** background only once per turn on the same target. This pawn may however cast this spell several times but on different targets.

### Summon control (Change)

A pawn cannot cast a summoning spell that involves a pawn Mob if there already in his camp at least as many tokens Mobs with the same name as the value of invocation control this fate.

*Example: Elogio is duplicated in your team and you have already put into play Crackrocks 2 (no matter what Elogio put them into play): your Elogio cannot cast the spell «Summon Crackrock.»*

A pawn cannot cast a spell summoning spell that involves a pawn mechanism if it has already set itself as pawns Mechanism of the same name as the value of invocation of the spell check.

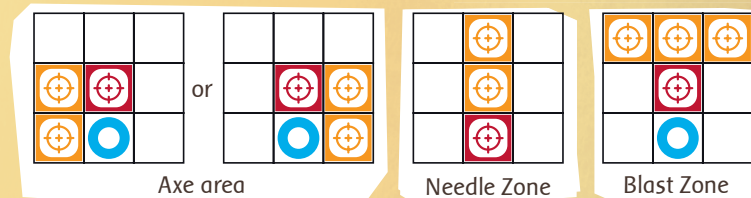
*Example: CHLOE is present twice in your team: each can put in play until 2 Turrets HARPOONER (for a maximum of 4)*

## AREA OF EFFECT

### Multiple targets

«Multiple targets» is a special box. Once the main target is decided, all other boxes (and what they contain) could be targeted by this spell can become additional targets.

New areas of effects are also taken into account:



Character who casts the spell. Main target. Additional targets.

## ADDITIONAL EFFECTS

RANGE +X: X +1 Range place on the map of targeted character.

RANGE-X: Put X -1 Range markers on the map of the targeted character.

## SOMMONING PAWN

### Mob Pawn (Change)

A token is a Mob Characters that does not interfere with sight lines. All other rules that apply to a character also apply to a pawn Mob (including blocking rule).