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KROSMASTER ARENA 2.0

Welcome to the **Krosmoz**.
The Krosmoz: An immense universe containing so many things, we wouldn't even know where to start making a list. It is, above all else, known for a little planet called the **World of Twelve**. It is there that millions of adventurers live their daily lives. And though you won't find two of a kind, they all secretly want the same thing: **Dofus**—dragon eggs with incredible powers.
In the **Outerworld** parallel dimension, the **Demons of the Hours and Minutes** like to skip out on their jobs as the watchers of time to visit the **Arena**. Here, warriors from the World of Twelve, kidnapped by the Demons, fight in never-ending duels to the obvious delight of their captors.
The latest arrivals to the Arena are causing quite a stir, in fact. You see, the Demons have recently discovered the story of Julith, Joris, Grampy, and all the others. A story they liked so much, that they want to see it again and again… And rather than wait for the book to come out, they simply kidnapped the heroes!
This ***Krosmaster Arena*** boxed set will allow you to slip into the slimy scales of one of these Demons. Choose a handful of Arena fighters—the **Krosmasters**—and face an enemy team in scenery taken straight from the movie ***Dofus Book 1: Julith***. Experience a game where your sense of tactics will really be put to the test!
The next few pages will gradually introduce the pieces and the rules of ***Krosmaster Arena***. If this is your first time playing the game, we recommend that you take a look. But if you feel ready for the full board game, head directly to the **Game Rules**!

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BOX CONTENTS



x8

KROSMASTER FIGURES

8 Krosmaster Arena exclusives, taken from *DOFUS the Movie* !



x8

CHARACTER CARDS

Information about a Krosmaster can be found on their character card.

Initiative: That's how fast the character is.

MP: Movement Points are used to move around.

Range: The Range of a spell indicates the distance to the target, in number of cells.

History : A short background so you can learn a little bit more about the character's life.

HP: When a character has suffered as many Injuries as they have Health Points, they are eliminated.

Level: That's the character's overall strength.

AP: Action Points are used to attack your enemies and carry out various actions.

Spell Damage: This is the number of Injuries inflicted on an enemy character. Some spells don't cause any damage.

Spell Cost: That's the number of AP you have to use to cast the spell.

Powers: These are the character's special abilities.





x12

+1/-1 AP

Action Points (AP) Markers.



x12

+1/-1 RANGE

Range Markers.



x12

+1/-1 MP

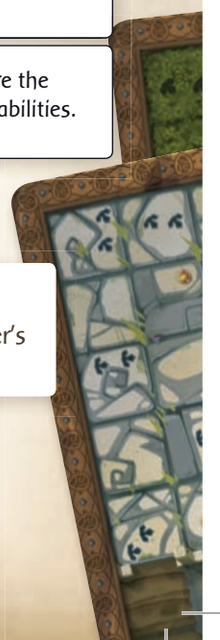
Movement Points (MP) Markers.



x50

INJURY MARKERS

Used to record the state of a character's health.



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x15

"GG" TOKENS

The famous "Gallons of Glory" – you can't win without them.



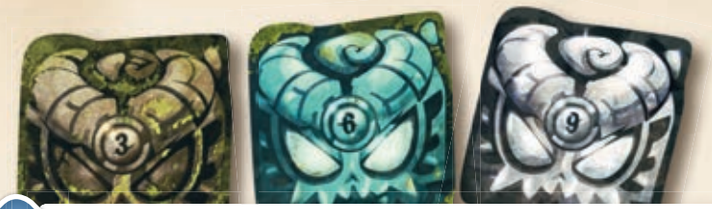
x10 **DICE**



x18

SCENERY PIECES

Carefully remove the **bags**, **stalls**, and **crates**, then assemble them as shown above. Follow the instructions printed on the inside of the crates and stalls.



x60

DEMONIC REWARD TOKENS

To improve your Krosmasters during the game, the Demons offer three levels of **Demonic Rewards: Granite** (weak), **Jade** (average), and **Silver** (strong).



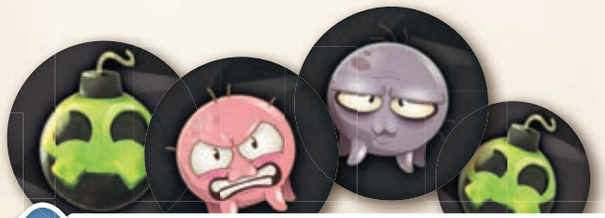
Once an award has been revealed, you will find out if it's a **Boost** (instant), **Buff** (temporary), or **Equipment** (permanent).



x50

KAMA TOKENS

These coins can be used to buy Demonic Rewards or Gallons of Glory.



x4

SUMMONS TOKENS

These tokens represent anything your Krosmasters are capable of summoning into the Arena: creatures, bombs, traps...



x1

DOUBLE-SIDED GAME BOARD

The game board gives you two combat Arenas. Each Arena has different places for scenery items (stalls, crates, and bags) as well as Demon Cells, Kama Cells, and Starting Cells.

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- TUTORIAL 1 -

RIGHT IN THE KISSER!

Let's start slowly with the basics: game turns, how to move your character, and then get into a fist-fight. Read the tutorial, and when you feel ready, you can play your first game directly on the right-hand page!

GAME TURN

A game of *Krosmaster Arena* is divided into game turns. On your turn, you will be able to move your figure and make it attack. Then, it will be your enemy's turn, then yours again, and so on until one of you wins.

Each turn, your character will have Movement Points (MP) and Action Points (AP) to spend. MP are used to move whilst AP are used to attack. You can use your character's MP and AP in any order you like, alternating as many times as you want.
For example, Joris may spend **2** MP to move, then **5** AP to attack, then 1 more MP to move again.

MOVING

During your turn, your character can move a number of cells equal to the MP score shown on their card. Joris can therefore move 3 cells because he has **3** MP.

Adjacent Cells

Two cells are adjacent when they share a common border. When you're moving, diagonal cells are never counted: you can only move your figure to an adjacent cell.
When two characters are adjacent, it can also be said that they are "in contact", or "in close combat".



Impassable Cells

A character can neither pass through nor stop on a cell containing a bag or another figure.

Locking (Lock versus Dodge)

If your character wishes to leave a cell adjacent to an enemy (also known as "disengaging" or "leaving close combat"), they may be Locked!

- Your opponent rolls 1 die and if they get a or they have successfully Locked your character.
- You also roll 1 die and if you get , or your character successfully **Dodges**.

If your character **is not** Locked **AND** you successfully Dodge, your character may continue their turn as normal.

If your character **is** Locked **AND** you fail your Dodge Roll, your character is "Locked": They immediately lose **3** AP and **3** MP for the current turn.

If your character **is not** Locked **AND** you fail your Dodge Roll, *or* if your character **is** Locked **AND** your Dodge Roll is successful, your character is "Caught", and immediately loses **1** AP and **1** MP for the current turn.

If your character still has any MP left after the Lock Roll and Dodge Roll are resolved, you may move your figure.

PUNCHING

During each turn, your character can spend as many Action Points as the AP score shown on their card. A Krosmaster normally has several spells to use, but for your first fight they will only be using their fists. To hit someone, all you have to do is be in a cell adjacent to your enemy's character and use **5** AP. Each hit inflicts **1 damage** to your opponent. A Krosmaster can only use one Punch per turn!



With his **6** AP, Joris can only Punch once per turn, since punching something "costs" **5** AP. After punching, he only has **1** AP left, which is not enough to *Punch* a second time. The remaining AP is lost at the end of the turn.

Critical Hit Roll

A "Critical Hit" is a particularly well-aimed attack or one that uses extreme force. When your character punches, roll 1 die and try to get a Critical Hit!
- If the die shows a , , or , it's a Critical Hit!
- If the die shows any other result, such as , or , the hit is applied as normal, but it's not a Critical Hit so you don't benefit from the Critical Hit bonus.

However, your opponent is far from defenseless, and you have to compare your attack efficiency to their defense.

Armor Roll

When your character suffers an attack, its armor may cancel out part of the damage received. Roll 1 die to find out if your armor absorbs the hit:
- If the die shows a or , the armor absorbs the shock and it's a Skillful Defense!
- If the die shows any other result, such as , , or , you don't benefit from Skillful Defense.

Injury

Once you have made the Critical Hit Roll and Armor Roll, determine how many Injuries your enemy suffers.

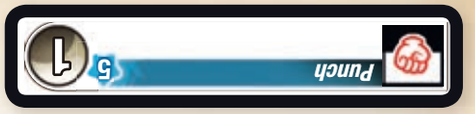
If there were more Critical Hits than Skillful Defenses, the attack damage is increased by 1. On the other hand, if there were more Skillful Defenses than Critical Hits, the attack damage is reduced by 1. In the event of a tie, the attack does the damage printed on the spell.

Place a number of Injury markers equal the amount of damage done on your victim's card. If that character now has as many Injury markers as Health Points (HP), they are K.O.'d.

Injuries Inflicted = Basic Damage (Printed on the Spell) + Result of the Rolls (Rolled on the dice)



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AIM OF THE GAME

Knock out the opposing Krosmaster (Reminder: a character is K.O.'d when they have received as many Injuries as their **HP**).

SET UP

Place the rulebook between the two players. For this first game, you will need 2 bags, 2 figures (Lilotte and Joris), some dice, and some Injury markers.
Place a bag on each corresponding square. Keep the dice and Injury markers close by.
Joris starts this duel with an advantage.

PLACEMENT

Place Lilotte and Joris on their starting cells. Joris plays first because he has a higher Initiative score (4) than Lilotte (2).







Haha! That reminds me of my first fights with my brother. It almost brings a tear to my eye. Well, the main thing is to make sure you hit as hard as you can. I want you to really concentrate on throwing those dice!





OK, OK, I do like a bit of squabbling. Before we start getting serious, why don't you help Joris win against that little brat Lilotte? Come on, off you go! The best line of defense is attack! Great timing! Joris is the fastest, so use that to your advantage.

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- TUTORIAL 2 -

MY VERY FIRST SPELL

Now that you know how to hit people and move your character, we're going to move on to the next stage: Attack spells and powers. All Krosmasters can use Punch, but this attack is never written on their character card because it's very rarely used. In fact, a Krosmaster is often a great deal more effective when using an attack spell. You'll soon understand why.

Each character has their own special abilities, called "powers", which help them to deal Critical Hits, to better absorb damage with their Armor, to Lock more easily, or to Dodge more effectively.

To see this, we will follow a battle between two powerful fighters: Grampy and Julith.

ATTACK SPELLS

When your character wants to attack with a spell, it's a bit like punching: check if your target is in range and if you can see it, then spend the required **AP**. The spell inflicts the damage shown in the colored circle on the right. And don't forget to roll the dice for the Critical Hit and Armor Rolls!

Hupperkap



Julith's favorite attack is *Hupperkap*. Just like Punch, this spell is cast against an opponent in an adjacent cell.

Hupperkap costs 3 **AP** to cast. With 7 **AP**, Julith can cast this spell twice per turn (which costs her a total of 6 AP)! That's much better than Punch already! Now you understand why Julith doesn't use Punch very often: She can only Punch once per turn, whereas she can use her *Hupperkap* twice.

Hupperkap inflicts 1 damage each time it is cast. Don't worry about the color of the damage score right now, we'll come back to it later.

Gahfeld



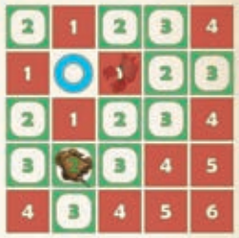
Grampy is a seasoned adventurer and he has more than one trick up his old sleeve. In his younger days, he liked close combat, but now he prefers ranged duels. He can attack his enemy with his *Gahfeld* spell if both of the following conditions are met:

1 – Julith is within range of the spell.
2 – There is a clear "Line of Sight" between Grampy and Julith.

If Julith is within range of the *Gahfeld* spell and there is a clear Line of Sight between Grampy and Julith, the spell can be cast. It costs **5 AP** (so Grampy can cast it only once per turn because he has **7 AP**) and inflicts 1 damage. As for all attack spells, you must roll the dice for Critical Hits and Armor.

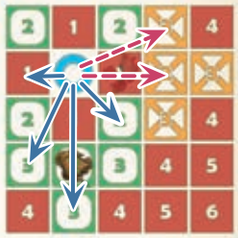
1 – CHECK THE RANGE

Grampy must be within range of the spell—in other words, 2 or 3 cells away. This distance is counted from a cell adjacent to the one Grampy is standing on and you never count diagonally (just like when you move). The cells that are in range of Grampy's Gahfeld spell are shown in green (2 or 3 cells away). The red cells are not in range.



2 – CHECK THE LINE OF SIGHT

To make sure that Grampy can "see" his target, he must be able to trace an imaginary line from the center of his own cell to the center of his enemy's cell. This line must not cut into any cells which block the Line of Sight. Cells occupied by a character or stall block his view. Bags never block a character's view.



: Clear Line of Sight.
: No Line of Sight.

POWERS

Powers are special abilities or talents that change the rules. For this fight, Grampy has the Armor and Dodge powers, while Julith has Critical and Lock.

Grampy's Powers

Armor: When Grampy makes an Armor Roll, roll 2 dice instead of just 1. Each or counts as a **Skillful Defense**!

Dodge: When Grampy performs a Dodge Roll to escape Julith's Lock, roll 2 dice instead of just 1. Each , or is a success.

If Grampy's Dodge Roll counts more successes than Julith's Lock Roll, Grampy can leave close combat with no further ado. If the opposite happens, it's a catastrophe for Grampy: Grampy is Locked and immediately loses **3 MP** and **3 AP**. He can only leave close combat with Julith if he still has MP left.

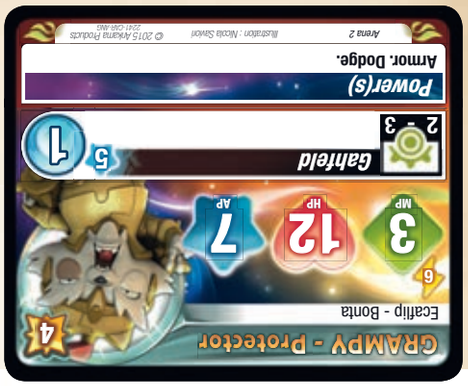
In the event of a draw, he is Caught, immediately loses **1 MP** and **1 AP**, and if he still has any MP left, he could leave close combat with Julith.

Julith's Powers

Critical: When Julith attacks with a spell, roll 2 dice instead of just 1 for the Critical Hit Roll. Each , or counts as a **Critical Hit**.

Lock: When Julith performs a Lock Roll to trap Grampy in close combat, roll 2 dice instead of just 1. Each or is a success. Grampy will have to get a higher number of successes to avoid losing **AP** and **MP**.

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AIM OF THE GAME

K.O. the opposing Krosmaster.

SET UP

Place the rule book between the two players. You will need 2 bags, 2 stalls, 2 figures (Julith and Grampy), dice, and Injury markers.

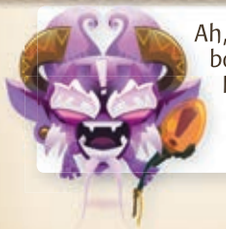
Place a bag or a stall on each of the corresponding cells. Keep the dice and Injury markers close by.

PLACEMENT

Place Julith and Grampy on their starting cells.
Julith plays first because she has a higher Initiative score (11) than Grampy (6).







Ah, now here's a fight I'd like to see. Two creatures at the top of their game battling it out to defend their beliefs! Grampy is solid, but he has a weak point. He's much stronger at a distance than he is in close combat, so he needs to be backed into a corner so he can be pummeled at close range, Julith's specialty, and he mustn't be given an inch.



Well, that's enough messing around! Now, it's time to play with the big boys! Remember, don't let appearances fool you. Julith might look frailer than Grampy, but she hits hard, and especially likes to lock in her opponent so he can't get away. Try to weaken her without getting too close, and make sure she doesn't get you in a lock!

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- TUTORIAL 3 -

SUMMONING: A CALLING

In this third part, you're going to master new aspects of the game! The battle between Julith and Grampy isn't over yet, and they're discovering new skills. You will learn how to summon Fleeflee and use him with Grampy.
Oh my! Julith isn't about to be outdone, though. She's going to reveal the true power of her Hupperkap!

SUMMONING SPELLS

A summoning spell allows you to bring a creature ally into the game, called a "Summons", which you will control and who will help you fight your opponent.

Number of Summoned Creatures

The number in brackets indicates how many of this type of creature can be present in the Arena at the same time: Grampy can only control 1 Fleeflee, but other Krosmasters may be able to control several Summons.

Action Points Cost: Summoning Fleeflee costs 2 AP.

Range: The cell where the creature is summoned must be adjacent to the character casting the summoning spell.



This spell does not inflict damage, because it's not an attack spell.

Each summoning spell indicates which type of creature is going to be summoned. In Grampy's case, it is a Fleeflee token, but there are many Krosmaster heroes and plenty of other Summons to be discovered.

If a Summons is eliminated, you can summon it again as long as the in-game limit has not been reached. Grampy can only have 1 Fleeflee in the game at a time, and no more.

MOB TOKENS

In many ways, Mob tokens are similar to Krosmasters: They have MP, HP, AP, and an attack spell. They move and cast their spells under the same conditions (range, Line of Sight, AP cost, damage). When they suffer damage, you place Injury markers directly on the Mob token.

A Mob token occupies a cell, almost like a figure. This means you can't move through it, but it doesn't block Line of Sight.
Fleeflee is represented on the board by his Mob token.

Game Order

Fleeflee must play *after* Grampy has finished his turn. When a Krosmaster has several Summons under their control, you play them one at a time in any order of your choice, after the Krosmaster has played their turn.

THE FLEEFLEE TOKEN



Health Points: Fleeflee has 2 HP, so it dies when it receives its second Injury.

Movement Points: Fleeflee has 3 MP, so it can move a maximum of 3 cells per turn.



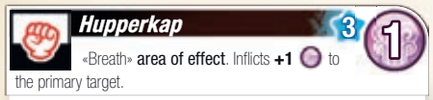
Action Points: Fleeflee has 5 AP to spend each turn.

Spell Bar: Fleeflee can attack an adjacent character with its Pot of Glue. This spell costs **4** AP (so it can be cast once per turn) and does not inflict any damage. You don't perform a Critical Hit roll when using this attack! Pot of Glue does, however, have a special effect, which will be explained a little further down.

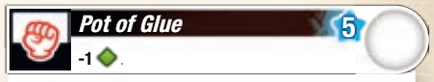
Loot 1: If Julith kills Fleeflee, she earns 1 Kama. Why? Patience. Good things come to those who fight.
Itty-Bitty: Fleeflee is so small that it can't Lock or be Locked. The rules of Locking don't apply here.

ADDITIONAL SPELL EFFECTS

The text below the spell name describes the spell's additional effects. Hupperkap and *Pot of Glue* have quite different additional effects:



Additional Effect: When Julith attacks with her *Hupperkap*, it has an "Area of Effect" that hits several cells. The primary target of this attack is the cell where she decides to launch her attack (adjacent to Julith). If Grampy or Fleeflee is in the primary target cell, the damage of her spell is increased: the attack inflicts +1 Air damage, for a total of 2 damage to the primary target, **and** 1 damage to any other targets.



Additional Effect: When Fleeflee attacks with its *Pot of Glue*, it places a **-1** MP marker on its target. When a character begins their turn with a **-1** MP marker on their card, their MP is reduced by 1 point for this turn, and then the token is removed. If Julith is hit by Fleeflee's attack, on the following turn, she can only use **2** MP.

AREA OF EFFECT

Some spells, such as Hupperkap, affect several cells. In this case, anyone inside the Area of Effect is hit by the attack. The attacker only performs one Critical Hit Roll for all targets, but each target performs a separate Armor Roll.
Also, the Area of Effect is not hindered by obstacles. This means Julith can use her Breath Area to attack through a stall by choosing it as her primary target, for example.

Breath Area of Effect

The Breath Area of Effect can be cast in 4 different directions. Here is one of those 4:



Breath Area of Effect

Position of Julith.

Main Target.

Additional Targets.

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AIM OF THE GAME

K.O. the opposing Krosmaster.

SET UP

Place the rulebook between the two players. You will need 4 bags, 4 stalls, 2 figures (Julith and Grampy), 1 Mob token (Fleeflee), some dice, an MP marker, and Injury markers.

Place a bag or a stall on each of the corresponding cells. Keep the dice and Injury markers close by.

Place the Mob token in front of the player playing Grampy.

PLACEMENT

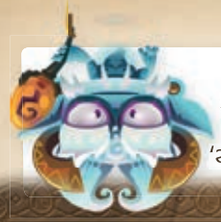
Place Julith and Grampy on their starting cells.
Julith plays first because she has a higher Initiative score (11) than Grampy (6).
Don't forget that Krosmasters block Line of Sight, but Summons don't.

VARIANTS

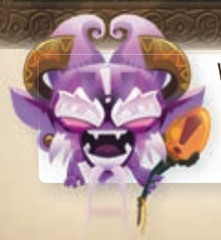
Swap starting positions and see how important placement is from the beginning of the game.

Try starting with Grampy: the first player has an undeniable advantage.





You start off in a dead end. He's surely going to try to trap you inside with Fleeflee, but there's no need to panic! You can easily take out the Summons using Hupperkap. Don't forget that you can hit it even if it hides behind a stall, but that's a lot more difficult for him!



Well, you're going to have to play this carefully. Thanks to Fleeflee, you can try to slow Julith down and make her run after you for nothing. If you make a good job of it, you should be able to escape unharmed. Don't forget that she has an Area of Effect attack. It would be a shame if she manages to hit both you and Fleeflee in the same attack, so pay attention when you move!

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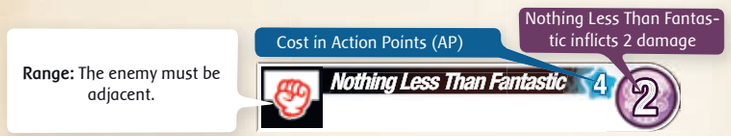
- TUTORIAL 4 -

STRENGTH IN NUMBERS

Now that you've mastered playing with Julith and Grampy, it's time to find out what it's like to fight in a team with two new Krosmasters:
Khan Karkass, an international Gobbowl star; and
Marline, an Osamodas who dreams of being a Gobbowl star.
On this occasion, Grampy and Julith will finally unleash their full might!

KHAN KARKASS' SPELLS AND POWERS

Nothing Less Than Fantastic



This spell doesn't have any additional effects, but it really knocks the wind out of its target's sails! Two damage, without conditions.

Potent Encouragement



Pushes Back 2 means that the character attacked by *Potent Encouragement* is immediately pushed two cells away from Khan Karkass. If an obstacle prevents the character from moving 2 cells, they move as far back as possible. Also, this spell adds a **+1** MP marker to its target, which will give them **1** MP more than usual on their *next* turn. A **+1** MP marker cancels out a **-1** MP marker, and vice versa. Generally speaking, it's better to offer your teammates some encouragement...

Lock

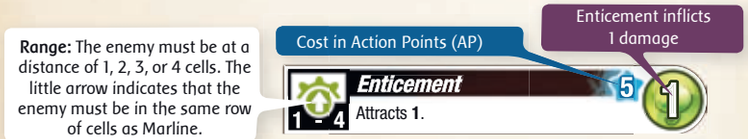
Khan Karkass rolls 1 additional die when he performs a Lock Roll.

Resistance

The damage dealt by an Earth spell against this character is automatically reduced by 1 point.

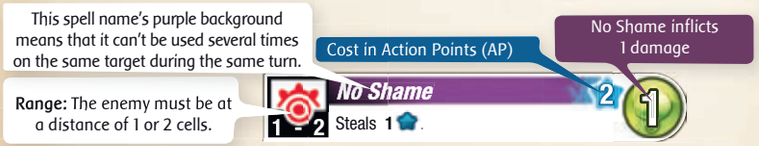
MARLINE'S SPELLS AND POWERS

Enticement



Attracts 1 means that the character attacked by Enticement is immediately moved one cell closer to Marline. If an obstacle prevents the character from moving, it stays where it is and damage is inflicted as normal.

No Shame



Steals 1 AP indicates that you have to place a **-1** AP marker on the target and an equal number of **+1** AP markers on the caster. AP markers work just like MP markers, but they affect the AP characteristic.

Farmer

This Power will be explained to you on page 27. Don't worry about it for the moment.

GRAMPY AND JULITH'S NEW SKILLS

Gahfeld



Steals health: When Grampy attacks with this spell, remove as many Injury markers from Grampy as he inflicts on the target.
-2 AP to the targeted character: When Grampy attacks with this spell, place 2 **-1** AP markers on the target if it's a character. Mob tokens and Krosmasters are characters.

Nunchacoup



When Grampy casts this spell, he takes the place of the character he is attacking, whether it's a figure or a Mob token. The attacked character is relocated to the cell that used to be occupied by Grampy. This position swap always takes place, regardless of whether or not damage is inflicted or even if he K.O.'s the character he attacks with Nunchacoup.

Important: When a spell's additional effect moves a character, the Lock and Dodge rules are not applied!

Crafter

This Power will be explained to you on page 27. Don't worry about it for the moment.

Escapade



When Julith casts this spell, she is moved to the targeted cell, if it is unoccupied. The rules of locking do not apply for this move.

Untouchable

The effects of other characters that should place AP, MP, or Range markers on Julith, or that would move her, don't have any effect on her.

TEAMS

As you're now managing two figures, you will play all your characters during your turn, then your opponent will play theirs, and so on, until one player has won the game.

INITIATIVE

When you're controlling multiple Krosmasters, they play one after the other on your turn, always in the same order. This game order is determined by their Initiative: Your character with the highest Initiative score will play first each turn, the one with the lowest score will play last. In the event of a draw, you decide at the start of the game which one is going to play first.

MULTIPLE LOCKING

When a character wants to leave a cell adjacent to 2 enemy characters, they can both try to Lock! Each opposing character makes a Lock Roll, and the moving character makes a single Dodge roll against them. Once all the Rolls have been made, and any AP and MP have been lost (or not!), then the character that's leaving the close combat can move, if they have any MP left.

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AIM OF THE GAME

K.O. **one** of the opposing Krosmasters.

SET UP

Place the rule book between the two players. You will need 2 bags, 2 stalls, 4 figures (Julith, Marline, Khan, and Grampy), 1 Mob token (Fleeflee), dice, **MP** markers, **AP** markers, and Injury markers.
Place a bag or a stall on each of the corresponding cells. Keep the dice and markers close by.

Take your team's character cards (and Fleeflee with Grampy) and place them in front of you with the character that has the highest Initiative on the left and the one with the lowest Initiative on the right. In case of a tie, you can choose the order yourself, but you have to stick to it for the rest of the game.

PLACEMENT

Place the Krosmasters on their starting cells. Julith's team plays first because its total Initiative is the highest:

11 + 4 = 15 for Julith's team
6 + 6 = 12 for Grampy's team

VARIANTS

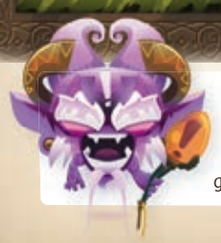
Try changing the order of Grampy and Khan at the beginning. You'll notice the interaction between them also changes.
Try switching teams for Grampy and Julith. That will make a change for your next match!







Oof! It's starting to get a bit too crowded with four Krosmasters in this little Arena! Thanks to Julith's new power, you no longer have to worry about getting slowed down by that dastardly Fleeflee. This might help you against Grampy, but you should also keep an eye on Khan's resistance, which may cause problems for Marline. Since Marline is more fragile, remember to protect him so you won't lose.



Ah, now that's starting to look more like a real Arena! It's still a bit on the small side, but it's not too bad given your ability to move around. Don't forget that you can also cast spells on your allies. In fact, I have a great little tip for you: Grampy can switch positions with Khan. Thanks to the latter's resistance, there's a good chance he won't get injured and it will help him position himself well.

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- TUTORIAL 5 -

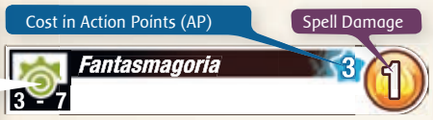
OUT WITH THE OLD

Julith, Grampy, and Marline are going to take a bit of a break. Two new Krosmasters, and one that you already know well, are dying to prove themselves in the Arena:
- Bakara, a versatile Huppermage, who can hit from very far away as well as hold her own in close combat; and
- Joris, a young hero who is, as they say, small but strong.
And where there are new Krosmasters, new spells and powers are never far behind! Read each of their descriptions below and you will be ready to let it rip!

BAKARA'S SPELLS AND POWERS

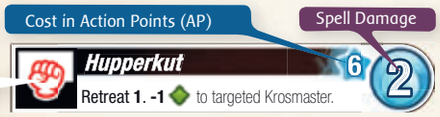
Fantasmagoria

Range: The enemy must be at a distance of 3 to 7 cells. Therefore, this spell can't be used against an enemy on an adjacent cell or within 2 cells.



Hupperkut

Range: The enemy must be adjacent.



Retreat 1: When she casts the *Hupperkut* spell, move Bakara 1 cell in the *opposite* direction from the attack's target. If an obstacle is blocking her path, Bakara does not retreat. Notice that Bakara benefits from the 1 cell movement thanks to the Retreat 1 effect even if she aims at an empty cell, as the "to the targeted Krosmaster" rule only affects the placement of the **-1 MP**!
-1 MP to the targeted Krosmaster: Place a **-1 MP** marker on the spell's target, if it's a Krosmaster.

Dodge

When Bakara performs a Dodge Roll, she rolls 1 additional die.

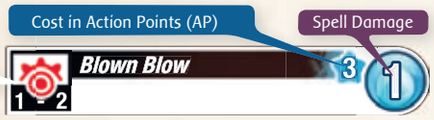
Intelligence ( )

When Bakara casts a Fire elemental attack, she rolls 1 additional die for the Critical Hit Roll. When Bakara is the target of a Fire-type attack, she rolls 1 additional die during her Armor Roll. This effect can be combined with **Armor** and **Critical**.

JORIS'S SPELLS AND POWERS

Blown Blow

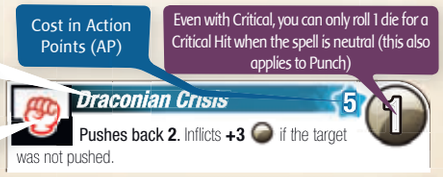
Range: The enemy must be 1 or 2 cells away.



Draconian Crisis

Joris can only cast this spell once per turn (blue background).

Range: The enemy must be adjacent.



Pushes back 2: This means that the character attacked by Draconian Crisis is immediately pushed two cells away from Joris. If an obstacle is preventing the character from moving 2 cells, they move as many cells as possible until they land on the cell adjacent to the obstacle (note that crates are not obstacles).
If the target can't be moved at all, the attack deals 4 damage (1+3). That's what they mean by small but strong!

Dodge

When Joris performs a Dodge roll, he rolls 1 additional die.

LINE OF SIGHT AND LONG RANGE

As we have already seen, to cast a spell with a character, the target has to be in range of the spell AND there has to be a clear Line of Sight from the center of the cell that they occupy to the center of the cell where the target is standing. This line can't cut through a cell blocking the Line of Sight, such as a character or a stall.



: Clear Line of Sight.
: No Line of Sight.

AIM OF THE GAME

K.O. all the enemy Krosmasters before your own Krosmasters are K.O.'d.

SET UP

Place the rulebook between the 2 players. You will need 2 bags, 4 stalls, 3 figures and their character cards (Bakara, Joris, Khan), dice, **MP** markers, and Injury markers.
Place a bag or a stall on each of the corresponding cells.
Keep the dice and Injury markers close by.
One player will play as a single Krosmaster (Bakara) against 2 played by the other player. This is where you have to pay attention to your characters' levels .
Since Bakara is Level 4, and Joris and Khan are each Level 2, the two teams have the same total level. To make sure the two teams are balanced, the total levels of the characters must be the same for each team, regardless of the number of figures per team.
When you have several characters, place the card with the highest Initiative on the left and the one with the lowest Initiative on the right.

PLACEMENT

Place the Krosmasters on their starting cells. Joris and Khan's team plays first because its total Initiative is higher than Bakara's Initiative:

6 + 4 = 10 for the duo

7 for Bakara

VARIANTS

Start Joris one cell north and use Khan to push him. You will notice that the synergy between the two characters can reshape the game.

Replace Bakara with another Level 4 character from the box. You will see that the match will play out differently, and some characters are easier to play than others.

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Bakara, I have some good news and some bad news for you. The good news is that you're on the winning team! Bwaaahaha... The bad news is that you don't have much of a team to play with. Your range is really going to be put to the test, but, most importantly, you're going to have to K.O. the other two to win this game. My advice is to pick one and concentrate on them in the beginning. Then try to take care of the second one. Once you're dueling, you won't have much to worry about. Don't let little Joris back you into a corner!

Guys, you're going to have to make contact as quickly as possible. It's not a given, though. Our starting position is going to hold us back, but luckily we have the Initiative. It's going to take cunning, and you'll need to use the stalls to get close to the young lady as quickly as possible. If you manage to catch her, Joris can soon K.O. her.

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- TUTORIAL 6 -

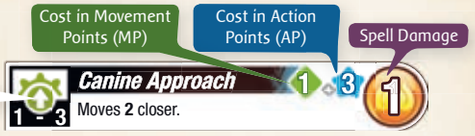
UNFINISHED SYMPATHY

Julith, Grampy, Joris, Marline, Khan, Bakara… if I'm not mistaken, there are two more fighters left to meet in this box. Without further ado, here they are: Jahash, a Huppermage who'll do whatever it takes to help his nearest and dearest; and Lilotte, Joris' friend. She'll follow him anywhere without having to be asked!

LILOTTE'S SPELLS

Canine Approach

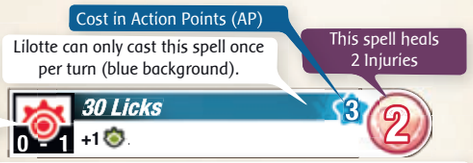
Range: *Canine* Approach is a line attack spell. The targeted cell must be in the same row as Lilotte, and 1 to 3 cells away.



Moves 2 closer: When she casts her *Canine* Approach spell, move Lilotte two cells towards the target of the attack. If she is blocked by an obstacle, Lilotte is moved until she is adjacent to that obstacle.

30 Licks

Range: Lilotte can cast this spell on herself (the range of 0 corresponds to the cell on which she is standing) or on a character 1 cell away (adjacent).

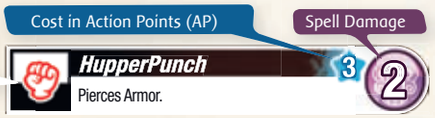


30 Licks is a healing spell. It inflicts no damage, but instead removes two Injury markers from the spell's target! Like an attack spell, Lilotte performs a Critical Hit Roll to try to heal one additional Injury, for a maximum of 3 Injury markers removed. The target of 30 Licks never rolls for Armor.
Additionally, 30 Licks puts a +1 on the target, which increases the target's variable spell ranges on its next turn.

JAHASH'S SPELLS AND POWERS

HupperPunch

Range: The enemy must be adjacent.



Pierces Armor: This spell's target rolls 1 less die when rolling for Armor. If it should only cast 1 die, it casts 0 instead.

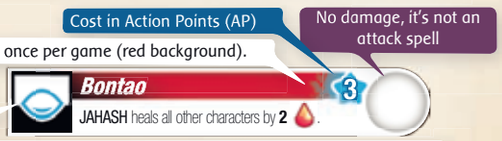
Titanic Leap

Range: Titanic Leap is a line attack spell. The targeted cell must be in the same row as Jahash, and 1 to 4 cells away.



Moves 3 closer to targeted Krosmaster: As opposed to Lilotte, Jahash is only moved by this attract effect if his target is a Krosmaster. In exchange, he is moved 3 cells!

Bontao



With this ultimate spell, Jahash removes 2 Injuries from all wounded characters (even opponents), but he does not heal himself, as the text specifies "all other characters". This effect does not require rolling any dice, and the healing effect can't be improved with a Critical Hit.

Critical: Jahash rolls 1 additional die for his Critical Hit Rolls.

MODIFYING RANGE

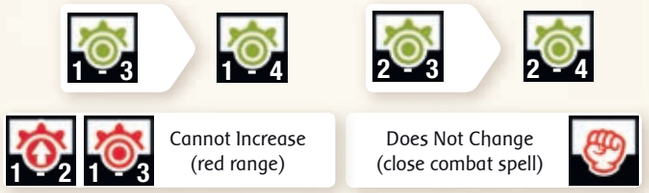
Spells with a red range icon can never change their range. However, spells with a green range icon can increase their maximum range. They are called "variable range spells".
There are two main ways to modify a spell's maximum range:

- Crates

Crates are not obstacles: characters can move onto them from an adjacent cell by spending 1 MP as if the cell doesn't contain a crate. Place the figure on the crate.
Crates don't block Line of Sight, like bags or most Summons.
The maximum range of variable range spells for a character on a crate is increased by 1 cell.

- Range Markers

At the start of their turn, a character with Range markers on it removes them from their card and applies the equivalent modifications to their variable range spells for that entire turn.
The maximum range of a spell can't be reduced below its minimum range.
There is no top limit to maximum spell range.
The minimum range can never be changed.



AIM OF THE GAME

K.O. all the enemies!

SET UP

Place the rulebook between the two players. You will need 4 crates, 4 bags, 4 stalls, 4 figures and their character cards (Bakara, Joris, Khan, Lilotte), dice, Range markers, MP markers, and Injury markers.
Place a bag, a stall, or a crate on each of the corresponding cells.
Keep the dice and Injury markers close by.

Place your character cards in front of you, with the highest Initiative character on the left and the lowest Initiative character on the right.

PLACEMENT

Place the Krosmasters on their starting cells. Bakara & Lilotte's team plays first.

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Ha, so this is where we've ended up! Girls against boys! These guys are unbelievable! I thought Jahash was better than that. Oh well... we'll have to show them once again that we're the best. They're surely going to try to attack the smallest one, so Bakara will need to protect her while Lilotte heals her injuries. Although ideally, we'll never let them get that close!

From my point of view, this will be a walk in the park. We have the biggest attacks, we're going to make Bow Meow food out of them. We even have an ultimate spell! If we use it at the right time, it can really change the tide of battle and lead us to victory. So, the strategy is simple: We rush them and try to get rid of the healer first. Simple and efficient. I love it when a plan comes together!

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- TUTORIALS 7 -

VILLAGE, TOWN: SOLDIER TACTICS

So, now you're ready to fight a merciless battle in a real Arena. Each player will lead a team of 4 Krosmasters, for better or worse. In this last tutorial, you will learn the basics of the game in the big Arena: the Gallons of Glory and the Kama tokens.

THE GALLONS OF GLORY

The Gallons of Glory represent your honor, your courage, and your bravery in the eyes of the Outerworld Demons. They are represented by the GG tokens. Each player begins with 6 GG. If a player ever has no GG, they lose the game!

How do you get more GG? Steal them from your opponent! There are several ways to win these famous GG... or to lose them:

K.O. an Enemy

When you K.O. an enemy Krosmaster, remove that figure from the Arena along with any tokens they may have brought into play. Take as many GG as the level of the K.O.'d Krosmaster *from your opponent*.

Buy them using Kamas

By paying 12 Kamas to the reserve, you can buy a GG: after paying, take 1 GG *from your opponent* (not the reserve). Only a Krosmaster on a Demon cell can buy GG.

Wild GG

At the start of the game, 1 GG token is placed beside the Arena. This is the "Wild GG". The first time either player gains one or more GG, regardless of the way in which you win them, you must take the Wild GG *first*. Then, take any others due to you from your opponent. For example, your Julith K.O.'s her enemy, Jahash, while the Wild GG is still on the table. You take the Wild GG and 3 more GG from your opponent.

GAME TURN

At the beginning of your turn, you must check if The Tension is Rising before you play your characters, one by one, in the order of your Timeline (descending Initiative).

The Tension is Rising!

At the beginning of your turn, before activating your first Krosmaster, roll 2 dice. If the result is not to your liking, you can choose to ignore it and roll 1 die.
If you do not reroll AND the same symbol is showing on both dice (for example, 2 or 2), the Demons of the Hours and Minutes apply some pressure: You and your opponent each lose 1 GG marker, which you put back in the game box.

Timelines

Your "Timeline" determines the order in which your team's characters will play during your turn. When you play your Krosmasters, you activate them one at a time, starting with the one that has the highest Initiative score, then proceeding to the next highest Initiative, and so on.
The order in which your characters play is visually represented in your Timeline, by placing your character cards in a row from left to right, in descending order of Initiative. So, when it's your turn, you'll play the character whose card is furthest to the left, then the one to the right of it, and so on.

CHARACTER TURN

When it's their turn, all characters can spend MP and AP to move and cast spells. But, in the Arena, there are two special ways a Krosmaster can spend their AP: collecting Kamas and making purchases.

Collect a Kama Token

For 1 AP, a Krosmaster can collect 1 Kama token from their cell. Kamas collected in this way are kept nearby, alongside your GG tokens. They are part of your stock, like all of your equipment. Some cells contain 2 Kama tokens. You will have to pick them up one at a time, at a cost of 1 AP for each Kama collected.
Remember that only a Krosmaster can perform this action: Summons like Fleeflee can't pick up Kama tokens.

Buy a GG

For 1 AP, a Krosmaster on a Demon cell can buy 1 GG: Pay 12 Kamas to the reserve from your stock, and take 1 GG from your opponent. If the Wild GG is still in play, you must buy this GG first.
A team can only buy 1 GG per turn.

AIM OF THE GAME

Be the only player to own any Gallons of Glory.

SET UP

Place 8 bags, 8 stalls, and 4 crates on the corresponding cells.
Place 1 Kama token on each of the Kama cells and on each Demon cell: if a Kama cell shows 2 Kamas, place 2 tokens there.
Place the remaining Kama, Injury, MP, AP, and Range markers and the dice on the side of the field.
Each player takes 6 Gallons of Glory. Place 1 GG beside the Arena between the two players: This is the Wild GG.

Choose your team and create your Timeline at the edge of the Arena:

Player 1, Bonta Team:
- Bakara, Khan Karkass, Grampy, Lilotte

Player 2, Brakmar Team:
- Julith, Marline, Joris, Jahash

PLACEMENT

The Bonta team goes first because the total Initiative of its characters is higher than the total Initiative of the characters on the Brakmar team.

Brakmar Team: 11 + 4 + 4 + 1 = 20
Bonta Team: 7 + 6 + 6 + 2 = 21

The Bonta Team player places their 4 Krosmasters in the cells marked with blue Dragoturkey paws of their choice. Then, the Brakmar Team player does the same on the cells marked with red Dragoturkey paws.

The Bonta Team plays first.

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5 dice

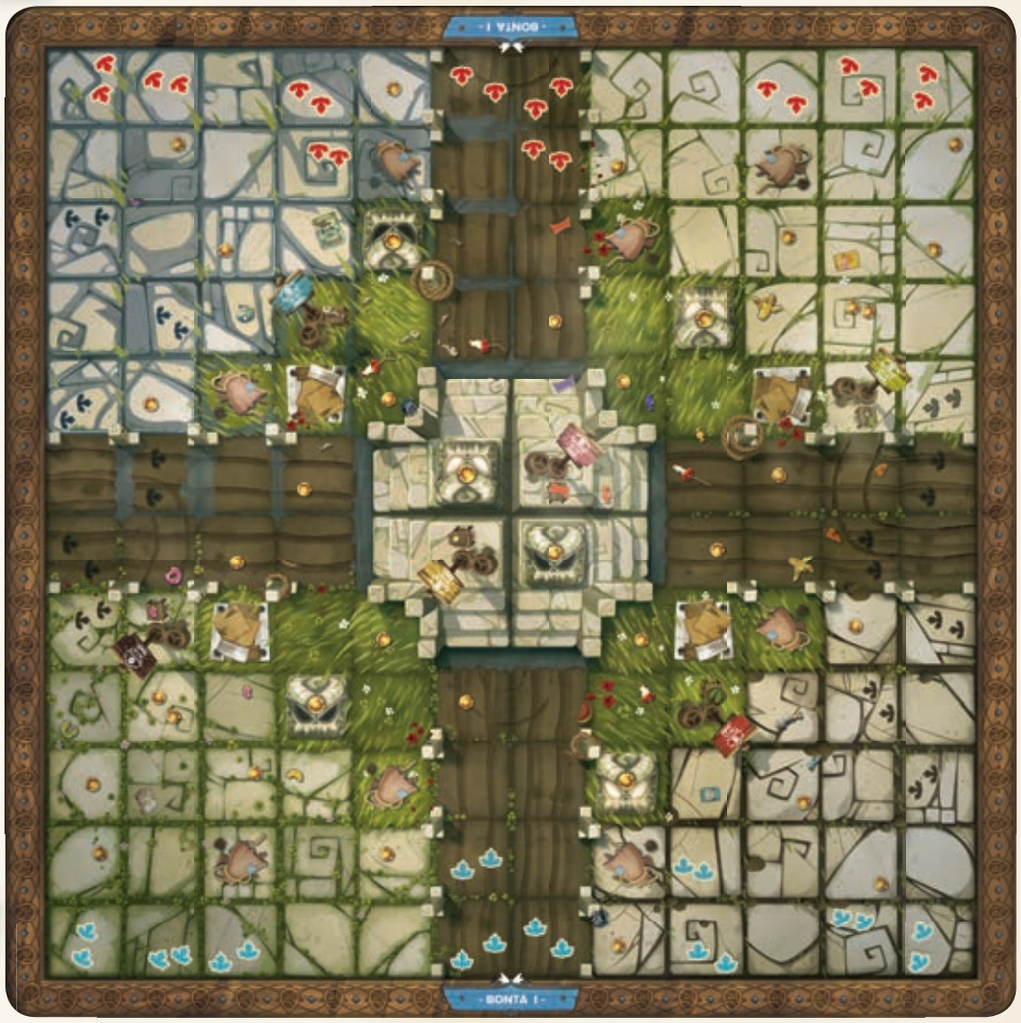
6 tokens (GG)



Player 2:
BRAKMAR TEAM

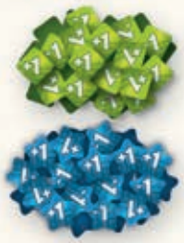
Kama tokens





Wild GG





MP, AP and Range Markers



Injury Markers

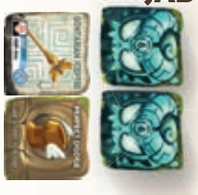


Demonic Rewards

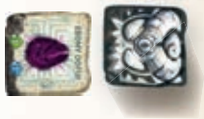
GRANITE



JADE



SILVER





5 dice

6 tokens (GG)



Player 1:
BONTA TEAM

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THE BASICS

Some concepts and definitions will prove invaluable to your understanding of the rules. Read this page carefully, and the rest of your reading will be easier. You can always come back to this page if you need to check what a term means.

AIM OF THE GAME

To win a Krosmaster Arena game, you must be the only player to still have any Gallons of Glory (GG) remaining. This condition is checked constantly, from the moment the Wild GG is no longer available. You get GG by K.O.'ing opposing Krosmasters, by buying them with Kamas, or from Demonic Rewards. You can also claim victory if you are the only one to still have Krosmasters in the game.

THE UNITS

Anyone who is part of a player's team is a "unit". On the board, a unit is represented either by a figure (for Krosmasters) or a Summons token.

When units are on the board, you can tell them apart in 3 different ways:

Allies or Enemies

All the units you bring into play on the board are your "**allies**", regardless of whether they're a Krosmaster from your team or a Summons you've summoned during the game. However, the units your opponent places on the board are "**enemy**" units. From your point of view, a unit is always one or the other.

Krosmaster or Summons

A unit is either a Krosmaster or a Summons. A Krosmaster is chosen when you are putting together your team and has a Level on their character card. A Summons is a unit brought into play during the game, and unlike a Krosmaster, it doesn't have a Level.

Character or Mechanism

Finally, a unit is either a character or a mechanism. Any unit with an MP characteristic is a character. A unit that does not have an MP characteristic is a mechanism (bombs, for example).

When we talk about a Mob, we mean a character-type Summons, so don't be surprised if you come across this term later on!
Now you know how to tell the units apart, let's move on to the characteristics.

MP, HP AND AP

The three main characteristics of a unit are its Movement Points (MP), its Health Points (HP), and its Action Points (AP). For Krosmasters, you will find this information on their Krosmaster card. For Summons, it will be on their Summons token.

(MP) MP represent the character's mobility in the Arena. By spending MP, a character can move from cell to cell. A Character gets back its total MP at the start of each of its turns.

(HP) HP represent a unit's endurance and their ability to withstand blows. Over the course of the game, a unit will suffer Injuries. These Injuries will add up: record them using Injury markers (), which you place on the character card or the unit's token. A unit can never have more Injury markers than its HP characteristic.

When your unit has as many Injury markers as Health Points (HP) on their card (or Summons token), they are "K.O.'d": Remove the unit from the board and give your opponent as many GGs as the level of the K.O.'d unit. Summons don't have a level, and never give GGs.

When a spell or an effect applies Injuries to a Krosmaster without specifying who inflicts these Injuries, those Injuries are considered to be inflicted by the unit on whose character card that spell or effect is written. (This specification won't make any difference with the units in this box, but it could come in handy when playing with other Krosmasters!).

(AP) AP show the quantity of actions that a unit may perform each turn. Just like MP, a unit gets back all of its AP at the start of each of its turns.

THE CELLS

For aesthetic reasons, the cells on the board aren't exactly square. In the rules, when we talk about cells, we have to imagine that they're all perfectly square, forming a perfect checkerboard.

Adjacent

Cells which share a common side are known as "adjacent" cells. So, a cell is normally adjacent to 4 others. Those situated at the edge of the board are adjacent to 3 cells, and cells in the corners of the game board are adjacent to only 2 cells.
When you have to count cells, to determine spell range or movement for example, you count from one adjacent cell to the next adjacent cell, never diagonally. When two units are located in adjacent cells to one another, these units are said to be adjacent.

Obstacles, Free Cells, and Impassable Cells

An "obstacle" is something that prevents a unit from entering a cell, such as a stand. A cell that does not contain any obstacle is known as a "**free cell**".
An "**impassable cell**" is a cell that contains an obstacle: it's impossible to move into it.

GALLONS OF GLORY (GG)

When you win GG, you take them from your opponent! Unless the Wild GG is still in play, in which case you take this GG first, then take the rest of the GG you are owed from your opponent.

KAMAS

Each player has their own stock of Kamas, which are shared by all the Krosmasters on their team. Any Kamas they collect go into this stock, and they spend Kamas from here. Kamas are indestructible.

ROLLING THE DICE

In Krosmaster Arena, when you roll a die, the following rule applies to each die rolled:
- If the result is , , or , leave it as it is.
- If the result is , turn the die to the or face, your choice.
- If the result is , turn the die to the , , or face, your choice.

A die roll is finalized once each die shows , , or .

RULES CONFLICTS

If one rule or ability says something is "possible" and another rule or ability says that it isn't, the rule which forbids the action takes precedence over the one which permits it.

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START OF THE GAME

>>> I've played the tutorials!
Well done! You have completed the tutorials, so now you have mastered nearly all aspects of the game. Read the following rules, in particular those on Demonic Rewards, and you will be able to jump straight into many battles with these rules and the contents of this game box.

>>> Tutorials are for noobs!
You have already played figure-based board games? For veterans like you, a quick read through these rules will allow you to dive into the Arena without further ado.

CHOICE OF CHARACTERS

Each player chooses a team whose total Krosmaster Level is equal to 12, the Level being shown in the top-right of the Krosmaster card, written in the symbol. To split up the characters, the players should agree on one of the following methods:

Use the Recommended Teams

For your first few games, you can try these teams:
- Julith, Marline, Joris, and Johash
- Bakara, Khan Karkass, Grampy, and Lilotte

By Choice

The two players agree on which characters they want to play. The two teams must have a total of 12 Levels each.

By drafting

Make a pile with the eight Krosmaster cards face down, and turn the first 2 cards face up.
One player (chosen randomly) chooses 1 card from the 2 that are face up. The second player takes the remaining card.
The players than repeat the same procedure, alternating which player gets to choose a card, until there are no cards left in the deck or...
Once one of the players reaches 12 Krosmaster levels, the other player takes all the remaining Krosmaster cards left in the deck. Both players will have 12 Levels on their teams.

Remember: You cannot take a card if it will bring your total number of levels higher than 12!

First Player

Each player adds up the Initiative scores of their Krosmasters. The player whose team has the highest total will be the first to play. If it's a draw, the team with the single character with the highest Initiative score goes first.

Choice and Direction of the Board

The first player chooses the combat Arena: they set up the game board on the side they want (Bonta I or Bonta II). The other player chooses one of the four sides of the board as their own, and the first player sits opposite them.

Timeline

Each player creates their Timeline by arranging their Krosmaster cards on their side of the game board from left to right in descending order of Initiative. Take your team's Krosmaster figures and place them on their cards for the moment.



SCENERY


CRATE

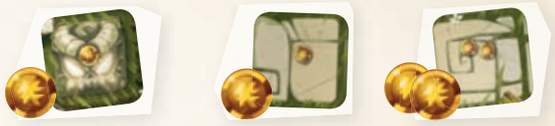

BAG


STALL

Place the scenery as shown on the game board:

Kama Tokens

Place Kama tokens on each Kama Cell equal to the number of Kama icons you see on each cell. Also place 1 Kama token on each Demon cell.
The remaining Kama tokens are placed next to the Arena. They make up the "reserve".



Demonic Reward Tokens

Divide the Demonic Reward tokens face-down by type and shuffle each type separately: GRANITE, JADE and SILVER.
Set up six Demonic Reward piles, leaving them face down:
- 3 piles with Granite rewards
- 2 piles with Jade rewards
- 1 pile with Silver rewards

They will be revealed over the course of the game as follows:
- On their first turn, the second player will reveal 1 Demonic Reward of each type, and place them face up next to the matching pile (see page 19).
- On their second turn, the first player will do the same with 1 new Granite and 1 new Jade reward.
- Finally, on their second turn, the second player will reveal a final Demonic Reward from the Granite pile that has not yet been revealed.

At this stage, there will be a Demonic Reward revealed next to each pile.

Other Tokens and Dice

Place the **Injury** markers as well as the **+1/-1 AP**, **+1/-1 MP**, and **+1/-1 Range** markers by the side of the board. Place 1 GG token in view: that's the Wild GG. Leave the dice within arm's reach of both players.

Starting GG

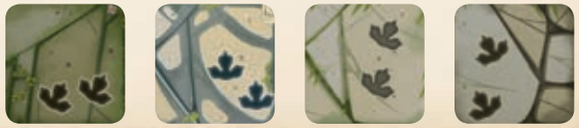
Each player takes 6 GG tokens that they keep close to their Krosmaster cards.

Placement

The first player positions their figures in the Arena, on the starting cells in the first two rows on their side of the board. These are the starting cells for their team.
Their opponent does the same on their starting cells, on the other side of the board.

Examples of Starting Cells:

There, now you're ready to start fighting! The first player can start their game turn. Page 19 will show you what the Krosmaster Arena may look like before you start playing.



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GAME TURNS

Once the board is set up, the first player can start their first game turn. When they have finished their turn, it's up to their opponent to play. Then they alternate game turns until one player is victorious. The player who is taking their turn is called the "active player". A game turn is broken down as follows:

PART 1: TENSION & INSPIRATION

The Demons of the Hours and Minutes take a perverse pleasure in twisting the fates of the Krosmasters. But they are fickle, and the gifts they offer are random. You begin each turn by making a Tension Roll, which allows you to give your Krosmasters powers by inspiring them. If the powers the Demons offer don't interest you, don't worry! You can try your luck again or even take Kamas instead of powers.

Tension Roll and Reroll

The active player rolls 2 dice. If the dice are not what you hoped for, you can ignore these 2 dice and try your luck again by throwing just 1 die. If you do reroll, you can only use the 1 rerolled die for inspiration or refund.
If you do not reroll, and the two dice show the same face, the Tension Rises: each player takes one of their GG tokens and puts it back in the game box!
The first player does not roll for Tension on the first turn.

Inspiration

Each tension die you rolled can be placed on a Krosmaster card to give them a power until your next turn. You can give the dice to different Krosmasters or place both dice on the same card.
Each die gives a power to that Krosmaster, depending on which side is facing up:

: The character gains **Critical Hit** for this turn.
: The character gains **Armor** for this turn.
: The character gains **Lock** for this turn.
: The character gains **Dodge** for this turn.

Refund!

You don't have to place both dice. You can place only 1 die or even none at all, regardless of whether or not you rerolled. The dice you don't place are exchanged for Kamas from the supply. If you sell 1 die, the Demons will give you 1 Kama for it. If you choose to sell 2 dice, the Demons will give you 3 Kamas.

PART 2: UNIT TURNS

After your Tension Roll, you play your units one at a time in the order of your Timeline, from left to right. Once your first unit's turn is over, you move on to the following unit in your Timeline, and so on, until all your units have had a turn. When it's a unit's turn, they are known as the "active unit".
A unit's turn is split into three phases:

>2.1 PRELIMINARY PHASE

During the Preliminary Phase, the unit is preparing to act. Some game effects are applied or disappear. Follow these steps in order:

Triggered Effects

Some game effects are put in place or come to an end at the start of the unit's turn, such as a Bomb Explosion cast with a Rogue Bag (Demonic Reward) on the previous turn. These are called "triggered effects", and now it's time for them to complete their role. If several effects are triggered at the same time, the active player chooses the order in which they will happen, one at a time.

Buff Suppression

Remove all face-up Buff tokens from the active unit.

Determine MP, AP, and Range For the Turn

Next, determine how many **AP** and **MP** the unit will be able to spend this turn: Look at the unit's characteristics, then modify these values based on the unit's Equipment and any markers in place. A unit that has **AP**, **MP**, or Range markers has those characteristics modified for the rest of its turn. These markers are then discarded.
Once the Activation Phase has begun, only "immediate" **AP** or **MP** gains and the activation or lose of Equipment can change the unit's **AP**, **MP**, or Range for the rest of the turn.

>2.2 ACTIVATION PHASE

During this phase, your unit will move and take actions by spending **MP** and **AP**. On its turn, the active unit can spend the **MP** and **AP** that was determined during the Preliminary Phase. When the unit no longer can or wants to spend **MP** or **AP**, its Activation Phase is over. Any **MP** or **AP** not spent are lost. You can't save them to be carried over to another turn. A unit is never under any obligation to spend all of its **MP** or **AP**, or even to spend any at all.

>2.3 END OF ACTIVATION PHASE

This short phase brings the unit's turn to an end.

Triggered Effects

Some game effects are brought into play or stopped at the end of a unit's turn. These are also triggered effects. Just like during the Preliminary Phase, if several effects are triggered at the same time, the active player chooses the order in which they take place, one at a time.

Next!

Repeat the 3 phases (Preliminary, Activation, and End of Activation) with the next unit in your Timeline. If you have already played all your units, it's the end of your game turn.

PART 3: END OF THE GAME TURN

That's it, it's over! Now, it's your opponent's turn to play. They start a new turn and become the new active player.

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MP AND AP

Movement Points and Action Points are at the heart of the game system. During their Activation Phase, a unit can spend MP and AP to move and carry out various actions.

Each turn, each unit can spend as many **MP** and **AP** as the value determined during its Preliminary Phase, based on their **MP** and **AP** characteristics. You can spend **MP** and **AP** in any order you like, alternating as many times as you like. Each expenditure can be carried out several times.

MOVING 1 CELL (1 MP)

(Applies only to characters with an MP characteristic)
By spending 1 MP, the active unit can move to an adjacent free cell.

Lock

If the active unit wants to move out of a cell that is adjacent to one or more enemy characters, they take the risk of being Locked or Caught.

First, select which cell you want your character to move to. Then, each adjacent enemy character makes a Lock Roll, which your character can try to resist with a Dodge Roll.

Lock Roll: Your opponent rolls 1 die (or 2 dice if this character has the Lock power). Each counts as a success for the Lock Roll.

Dodge Roll: You roll 1 die (or 2 dice if your character has the Dodge power). Each counts as a success for the Dodge Roll.

Results:

• Lock: If the Lock Roll has more successes than the Dodge Roll, your character is Locked: they immediately lose **3** MP and **3** AP.

• Caught: If the Lock Roll has exactly as many successes as the Dodge Roll, your character is only Caught: they immediately lose **1** MP and **1** AP.

If the moving unit has any **MP** left, they can then move as planned.
Since Summons are not as tough as Krosmasters, they can only Catch a character that is dodging them. If they would Lock someone, they Catch them instead.
Some spells allow you to move in a more original way. The Lock rule does not apply to a unit that moves thanks to a spell. It's only when a character spends 1 **MP** to move one cell that they can be Locked.

COLLECT 1 KAMA (1 AP)

(Only Krosmasters can perform this action.)
By spending **1** AP, the active Krosmaster may pick up 1 Kama token from the cell on which they are standing. If there is more than one Kama token there, it costs **1** AP for each Kama token you want to pick up.
Your team has a Kama stock, which is shared by all your Krosmasters: any Kamas you collect are added to this stock. Only a Krosmaster can complete this action.
A character represented by a Mob token cannot pick up Kamas.

BUY A GG (1 AP)

(Only Krosmasters can perform this action.)
A Krosmaster on a Demon Cell can buy a GG by spending **1** AP and paying 12 Kamas from your stock to the reserve. You then take 1 GG from your opponent (or a Wild GG if there is one still available).
You can only perform this action once per turn. If one of your Krosmasters has already bought a GG this turn, this action is no longer available until your next turn.

CASTING A SPELL (AP AND/OR MP COST DEPENDING ON THE SPELL)

The units can all cast very different spells. The majority of units know how to cast at least one attack spell to injure their opponents, but some units also know how to cast other types of spells, such as summoning spells, healing spells, or special spells. The **MP** and/or **AP** cost depends on the spell cast (see page 24).

BUYING A DEMONIC REWARD (1 AP)

(Only Krosmasters can perform this action.)
A Krosmaster on a Demon Cell can buy a Demonic Reward by spending 1 AP and paying Kama tokens from your stock to the reserve. The price of a Demonic Reward varies according to its type:
- A **GRANITE** Demonic Reward costs **3 kamas**
- A **JADE** Demonic Reward costs **6 kamas**
- A **SILVER** Demonic Reward costs **9 kamas**

When you buy a Reward, you can choose to take one of the visible Demonic Reward tokens, in which case you know what you're buying, or you can choose one at random so your opponent doesn't know which one you've just bought. If you buy a face up one, you must immediately replace it with a Demonic Reward of the same level from the stack.

Once you have a Demonic Reward, you must assign it to one of the Krosmasters on your team, the one who just bought it or another one regardless of whether or not they are on a Demon Cell. Place the Demonic Reward token face down on the chosen Krosmaster's card. Only a Krosmaster can receive a Demonic Reward.

Whether you have chosen a face up Demonic Reward or chose one at random, the procedure is the same: When you allocate it to a Krosmaster, the token must be played face down on its card. As long as it is face down, a Demonic Reward token does not grant any bonuses.

Demonic Reward Limitations

Negotiate with the Demons as gently as possible! There are limitations to the purchase and the possession of Demonic Rewards. At most, a Krosmaster can only have a number of Demonic Reward tokens on their card equal to their Level, face up or face down, all types and ranks combined.

ACTIVATE A DEMONIC REWARD (0 AP)

(Only Krosmasters can perform this action.)
A Krosmaster can unlock a Boost, Buff, or Equipment Demonic Reward at any time during their Activation Phase. This does not cost any **AP**. Turn the Demonic Reward token face up and apply its effect(s) immediately. You can only activate one Demonic Reward on each Krosmaster per turn.

A **Boost** is discarded after use and its token returned to the game box.

A **Buff** remains face up on the active Krosmaster' card until the start of that character's next turn.

An **Equipment** is permanent.

PUNCH AN OPPONENT (5 AP)

(Only Krosmasters can perform this action.)
Once per turn, a Krosmaster adjacent to an opponent can spend 5 AP to Punch.



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CASTING A SPELL

All the characters in Krosmaster Arena know how to cast spells—most of the time to attack their opponents. All their Spells are summarized on their character cards or on the Summons tokens brought into play by the Krosmasters. Some Demonic Rewards may occasionally allow them to cast new spells.

The words "target" and "targeted" are often used in the rules regarding spells. The spell's target is the cell the spell is aiming for and, by extension, any figure, Summons token, or piece of scenery in that cell. It is also entirely possible that the target may be an empty free cell.

In order for a unit to cast a spell, you must check:
- That they have enough MP and AP to cast the spell;
- That the target is within range of the spell;
- That you can trace a Line of Sight from the caster's cell to the target cell; and
- That there are no powers or effects preventing the casting of the spell.

CASTING AN ATTACK SPELL

Once these four conditions have been met, follow the steps below in this order, one at a time:

1. Pay the Cost
Spend as many MP and AP as the spell costs.
2. Additional Effects
If the Spell indicates that there are additional effects (like the "Moves Closer 3" for a character targeted by Jahash's Titanic Leap spell or the additional damage from Julith's Hupperkap spell), apply them now.
3. Critical Hit Roll
Perform a Critical Hit Roll by throwing 1 die (or 2 dice if the active unit has the Critical power). Each counts as a success.
4 Armor Roll
The target performs an Armor Roll by throwing 1 die (or 2 dice if the targeted unit has the Armor power). Each counts as a success.
5 Calculate damage
Compare the number of Critical Hit Roll successes to the number of Armor Roll successes. If the Critical Hit Roll got more successes, the attack damage is increased by 1. However, if the Armor roll had more successes, the attack damage is reduced by 1. If the two rolls are tied, the attack damage is not changed.
Some powers and effects can also change this value.
6 Place Injury Markers
Place as many Injury markers on the target character card (or on the Summons token) as the total damage calculated in the previous step. Don't forget that a character can never have more Injury markers than they have HP.
Example: Julith has 13 HP and 11 Injury markers on her card. If she suffers 3 damage, you can only place 2 Injury markers on her, because she can't have more than 13 Injury markers on her card. So, she is K.O.'d (see page 20).
7 Pending Effects
Some events can be triggered during an attack. In this case, they are completed in this step. If several effects are pending, the active player chooses the order in which they are completed, one at a time.
Example: Julith performs a Hupperkap attack that hits both Bakara and a Bomb (see page 26). If the Bomb is K.O.'d, it will cast its Explosion spell during this step.

Healing Spells

To cast a healing spell, follow the same procedure except:
4 Armor Roll: The target of a healing spell does not roll for Armor (but there is a Critical Hit Roll).
6 Place Injury Markers: Injury markers are not added, but are removed from the healed character. Lilotte's 30 Licks spell is an example of a healing spell.

Special Spells

Special spells do not inflict damage or heal injuries, so there is no Critical Hit or Armor Roll. Julith's Escapade is an example of a special spell.

Summoning Spells

Summoning spells usually bring a token into play. The token must always be placed on a free cell.
A summoning spell is a special type of spell which is combined with one of the other spell types. Grampy's "Fleeflee" is an example of a special spell which is also a summoning spell.

SPELL DETAILS

The Spell Name is used to identify it and often gives an indication of its effects.

Usage Limit

Canine Approach The majority of spells do not have a usage limit. Their name is written against a **black** background.

Escapade A spell with its name written on a **blue** background can only be cast once per turn.

No Shame If the spell name is on a **purple** background, this spell can only be cast on the same target once per turn, but can be cast at different targets on the same turn.

Bontao If a spell is on a **red** background, the unit can only cast that spell once per game.

Summons Control

Sometimes, there is a number in parentheses alongside a spell's name. This is the Summons Control value.
A Krosmaster can't summon a new Mob token into play if the number of allied Summons *of the same type* in the game has already reached this limit. If there are fewer Summons than the number in the parentheses, you can bring another one into play.
A Krosmaster can't summon a new mechanism Summons if the number of allied Summons of the same type under that Krosmaster's control has already reached this limit.
In summary: For Mob tokens, you must take into account the total number of Summons of the other allied Krosmasters. For Mechanisms, on the other hand, each Krosmaster is only responsible for their own Summons!

Summoning of Fleeflee (1) This spell allows the **team** to have 1 Fleeflee in play.

Places bomb (2) Each **Krosmaster** with this Spell may have 2 Bombs in play at a time.

SPELL COSTS

Most of the time, you simply have to spend AP to pay the cost of casting a spell:



In addition to the AP cost, some spells also require you to spend MP or even HP if you want to cast them:



A few spells have an Injury cost. When this cost is paid, the unit that casts one of these spells places the Injuries indicated on the spell onto their card. A unit can never have more Injuries than they have HP. If you can't place all the Injury markers required for this Spell on their card, they cannot cast the Spell:



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RANGE

A spell's range is shown by an icon. This includes the following two numbers:

- The first number is the **minimum range** ("min range")—the minimum distance, measured in cells, at which the target must be located for the spell to work. A 0 indicates that the character can cast the spell on themself.
- The second number is the **maximum range** ("max range")—the maximum distance, measured in cells, at which the target can be located for the spell to work.
- The **maximum range** of some spells can be modified, either by climbing on scenery (like a crate) to increase the range or by using + or – Range markers.

The **minimum range** of spells *cannot* be modified.

2 - 5 2 - 5 **Normal Range**: This Spell can target a cell between the minimum range and maximum range indicated. If the icon is red, the spell's max range *cannot* be increased or reduced.

1 - 4 1 - 4 **Ignores Line of Sight**: The same as the normal range, except that this spell does not require a clear Line of Sight to be cast on the target. If the icon is red, the spell's max range *cannot* be increased or reduced.

1 - 3 1 - 2 **Line Spell**: This spell can only target a cell located in the same line of cells (row or column) as the caster. If the icon is red, the spell's max range *cannot* be increased or reduced.

Close Combat: This spell can only be cast on a cell adjacent to that of the caster. It doesn't have a max or min range.

Personal: This spell can only be cast on the caster themself. It doesn't have a max or a min range.

LINE OF SIGHT

To cast a spell, there usually must be a clear Line of Sight between the caster and the target. A Line of Sight between one cell and another exists when it is possible to trace an imaginary straight line from the center of one cell to the center of the other without going through a cell that obstructs Line of Sight. All cells occupied by stalls or units block Line of Sight, but the *corners* of cells never obstruct Line of Sight.

DAMAGE TYPES

Elemental Damage

Each attack Spell that is associated with an element (Water, Air, Earth, or Fire) is an "elemental spell". Damage inflicted by these spells is called "elemental damage". By extension, we describe them as Water, Air, Earth or Fire Spells.

Neutral Damage

Some attack spells are not associated with any element. These are known as "neutral spells". These spells inflict neutral Damage. It is never possible to roll more than 1 die during a Critical Hit Roll for a neutral spell.

Heals

Healing spells don't inflict damage, but remove Injury markers from the target. The number of Injuries healed is shown instead of damage.

0 Heals or 0 Damage

Some spells inflict **0 damage** or heal **0 Injuries**. That means that you need to get a Critical Hit or use a power, additional spell effect, or Demonic Reward to increase this number.

Spells Without Damage

Summoning spells and special spells don't inflict damage. Therefore, there is an empty blank circle where other spells show damage or heals.

AREA OF EFFECT

Some spells affect more than one cell at a time: these are called "Area of Effect" spells. Use the normal method to determine the primary target of the Spell: that's the "main target". Then, look at the diagrams below to see the additional targets affected by the spell, according to its Area of Effect.

All targets are determined before paying the cost of the spell. The Area of Effect is not an additional effect of the spell.



Shovel Zone | Staff Zone | Hammer Zone | Breath Zone | Hand Zone | Cross Zone | Square Zone

Unit That Cast The Spell | Primary Target | Additional Targets.

ADDITIONAL SPELL EFFECTS

Additional spell effects are written below the spell's name. Some effects are simply described there: just apply the effect as it is written. Additional effects are always applied, even if the spell does not cause any damage or if the damage is reduced to 0 by the Armor Roll.

The **Retreat**, **Move Closer**, **Push Back**, and **Attract** additional effects move a Krosmaster or a Summons token. When a unit is moved by a spell, they stop if they reach an obstacle or the edge of the board:

Retreat X: The *caster* is moved X cells away from the target of the spell.

Move X Closer: The *caster* is moved X cells towards the target of the spell.

Push Back X: The *target* of the spell is moved X cells away from the caster, in the same line.

Attract X: The *target* of the spell is moved X cells towards the caster.

-X MP, **-X AP**, **-X Range**: Place X corresponding markers on the target.
+X MP, **+X AP**, **+X Range**: Place X corresponding markers on the target.

Steals X MP, **Steals X AP**, **Steals X Range**: Place X corresponding -1 markers on the target and an equal number of corresponding +1 markers on the caster.
There cannot be more negative MP or AP markers on a unit than its normal corresponding characteristic.

***Example**: Joris has already taken 6 -1 AP markers. Since his AP characteristic is 6, when Marline casts her "No Shame" spell on Joris, she can't add any more –X AP markers to him, and therefore steals 0 AP.*

Pierces Armor: This spell's target throws 1 less die during their Armor Roll.

Steals Health: Once damage has been inflicted, the caster removes Injury markers from their card equal to the amount of damage inflicted.

+ X: Water damage is increased by X points.
+ X: Air damage is increased by X points.
+ X: Earth damage is increased by X points.
+ X: Fire damage is increased by X points.
+ X: Neutral damage is increased by X points.

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SUMMONS TOKENS

Some Krosmasters base their combat technique on their summoning spells. They can build mechanisms or make fantastic creatures appear in the Arena to attack their opponents.

Summons tokens are brought into play using summoning spells. The Summons can be **mechanisms** or **characters** (in this case, they are known as **Mobs**).
None of the Summons can block Line of Sight, unless they have the Obstructing power.

MOB TOKENS

Mob tokens are characters. These summoned creatures have HP and MP. Most of the time, they also have AP and a spell, and sometimes they even have powers.

A Mob is placed in the Timeline and plays its turn right after the turn of the Krosmaster who brought it into play. If a Krosmaster has summoned several Mob tokens, the active player chooses in which order they play, after the Krosmaster's turn.

Mob tokens *do not* have Levels, so you won't win any GG if you K.O. them.

The summoned creature represented by a Mob token can only spend MP and AP to move and cast their own spells.



MECHANISM TOKENS

None of the mechanism Summons have MP, and they are all unable to Lock, but other than that, it's a rather large family: bombs, traps, turrets, etc.
Amongst all these mechanisms, two families have rules which only apply to them:

BOMB TOKENS

A bomb casts its *Explosion* spell when it is K.O.'d. At the start of the summoning Krosmaster's turn, a bomb automatically takes one Injury due to its Wear and Tear power, and immediately casts its *Explosion* spell.



TRAP TOKENS

A trap *does not* have HP, so it can't be K.O.'d from receiving Injuries. The weirdest thing about traps, though, is that the cell on which they are placed is still considered to be a free cell! This allows its victims to unwittingly fall right into the...er, trap.

A trap casts its *Click* spell when any unit moves into its cell, then the trap is K.O.'d. All traps have the Untouchable power, and therefore cannot be moved.

There can only be on trap on each cell.



STELE TRAPS

A stele trap is very odd. It has health points, but there's only one way it can receive Injury markers:

When a Krosmaster moves or is moved onto a stele trap's cell, you place 1 Injury marker on the stele.

Just like a trap, a stele is Untouchable and the cell on which it is located is considered to be a free cell.



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POWERS

Many Krosmasters and some Summons have extraordinary abilities that can modify the game rules. These are known as powers.
A power is not a spell, even though the effects are sometimes similar. A unit who already has one power can't gain an additional power of the same name.

KROSMASTER ARENA POWERS

Critical: This unit rolls 1 additional die on a Critical Hit Roll.
Armor: This unit rolls 1 additional die on an Armor Roll.
Lock: This unit rolls 1 additional die on a Lock Roll.
Dodge: This unit rolls 1 additional die on a Dodge Roll.

Resistance : Damage inflicted on this unit by a Water spell is automatically reduced by 1 point.
Resistance : Damage inflicted on this unit by an Air spell is automatically reduced by 1 point.
Resistance : Damage inflicted on this unit by an Earth spell is automatically reduced by 1 point.
Resistance : Damage inflicted on this unit by a Fire spell is automatically reduced by 1 point.

Chance , Agility , Strength , Intelligence :
When a unit with one of these powers casts a corresponding elemental spell, they roll 1 additional die for the Critical Hit Roll. When they are the target of a corresponding elemental spell, they roll 1 additional die for the Armor Roll.

Crafter: When this Krosmaster buys the first Demonic Reward of their turn, this action costs them **0 AP and** they get a discount for that Demonic Reward: They only pay 5 Kamas for a Jade Reward or 7 Kamas for a Silver Reward.
Prospecting: When any enemy Krosmaster is K.O.'d, this unit takes 1 Kama from the reserve and adds it to your stock.
Untouchable: This unit can't be moved by and can't receive any AP , MP , or **Range** markers from any effect that is not listed on their own card.
Itty-Bitty: This unit is not affected by Locking rules: they do not Lock and cannot be Locked.
Loot X: When this unit is K.O.'d by an opponent, they take X **Kamas** from the reserve and add them to their stock.
Farmer: When this Krosmaster collects at least **1 Kama** during their turn, at the end of their turn you receive **1 additional Kama** from the reserve and add it to your stock.
Wear and Tear: A Summons with this power takes 1 Injury at the start of its summoner's turn.

OTHER KROSMASTER AND SUMMONS POWERS

Some figures from the Krosmaster Collection have different powers:
Wisdom: When a Krosmaster with this power K.O.'s an enemy Krosmaster, you take **1 additional GG** . When a Krosmaster with this power is K.O.'d by an enemy Krosmaster, your opponent takes **1 additional GG** .

Obstructing: This power, reserved for Summons, means that they can block Line of Sight.

Profanation: A unit with this power can't take injuries from spells or effects. However, each time a Krosmaster is moved under this Summons, they take an Injury marker.

And that's not all! The Krosmaster universe is vast, and with over 100 figures, you still have lots of incredible powers left to discover. The majority of them will be described on their own card.

SCENERY

When the Demons of the Hours and Minutes created the Arena you're discovering, they tried to copy the ambiance of the Divine Bonta. So, they created Arenas that are the spitting image of the town's marketplaces.
Scenery is placed on the board at the start of the game. Characters are not scenery. All scenery has the **Untouchable** power.
Three types of scenery are provided in Krosmaster Arena: stalls, crates, and bags. Each type of scenery has its own rules:

BAGS

Bags—which are surely filled with incredible merchandise—have a tendency to be left all over the marketplace. Bags are obstacles, so the cells on which bags are found are impassable. However, bags do not block Line of Sight.

STALLS

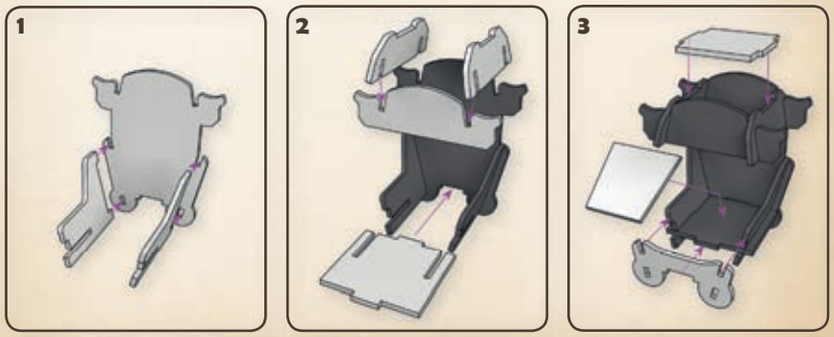
As any tourist will tell you, these little shops are the heart of the market. Bonta just isn't Bonta without its stalls. Stalls are obstacles, so a cell occupied by a stall is impassable. Their large size may obstruct shooters: stalls block Line of Sight.

CRATES

These crates, filled with exotic merchandise (probably), are not obstacles. A cell that only contains a crate is still considered to be a free cell. A crate does not block Line of Sight.

The **max ranges** of a unit's spells are increased by 1 cell when they are standing on a crate.





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DEMONIC REWARDS

BOOSTS

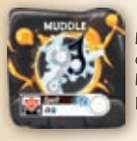
A Boost is an immediate advantage. Once revealed, a Boost token is used up: it provides the Krosmaster using it with its advantage, and is then removed from the game (return the Boost token to the box). As long as it is face-down, a Boost token does not have any effect.



This Demonic Reward comes in 4 copies, so you know it's popular!
When a Krosmaster uses a Multi-slap, place 1 Injury marker on their card. The damage inflicted by the next elemental attack spell they cast is increased by 1 point. A Multi-slap cannot increase neutral damage.



Lightning Bolt is a single-use spell. To cast it, the Krosmaster chooses a target **2** to **5** cells away and spends **1** **AP**. Lightning Bolt inflicts 1 neutral damage.



Muddle is a single-use spell. To cast it, the Krosmaster chooses a target **2** to **5** cells away and spends **2** **AP**. Muddle deals no damage, but the target suffers a penalty of **-3** **AP**: place 3 **-1** markers.



Crustyness is a single-use spell. To cast it, the Krosmaster chooses a target **2** to **4** cells away and spends **2** **AP**. Crustyness deals no damage, but the target suffers a penalty of **-3** **MP**: Place 3 **-1** markers.



When your Krosmaster uses a Bulbous Potion, you can remove up to 3 Injury markers from their card.



When your Krosmaster uses a Stiff Pahoa, you must choose one of the following three advantages: Either they immediately gain **1** **AP**, they immediately gain **1** **MP**, or you can remove up to 2 Injury markers from their card.









The effects of these 4 Demonic Rewards are similar: A Krosmaster who uses one of these Boosts increases the damage dealt by their next spell this turn by 1 point.

Warning! If the spell is also a Close Combat spell ( ) of the same element as the Boost, the damage is increased by 2 points instead!
These Demonic Rewards do not increase neutral damage.



When a Krosmaster uses Woolly Punch, they increase the damage dealt for the next spell they cast this turn by 2 points, if this spell is a Close Combat elemental spell ( ). Wooly Punch does not increase neutral damage.



When a Krosmaster uses the E.P.O.tion, they immediately gain **3** **AP**.



When a Krosmaster uses the Red Ball, they immediately gain **2** **MP**.



When a Krosmaster uses the Multi-slap XL, place 3 Injury markers on their card. The damage inflicted by the next elemental attack spell they cast this turn is increased by 2 points. The Multi-slap XL does not increase neutral damage.



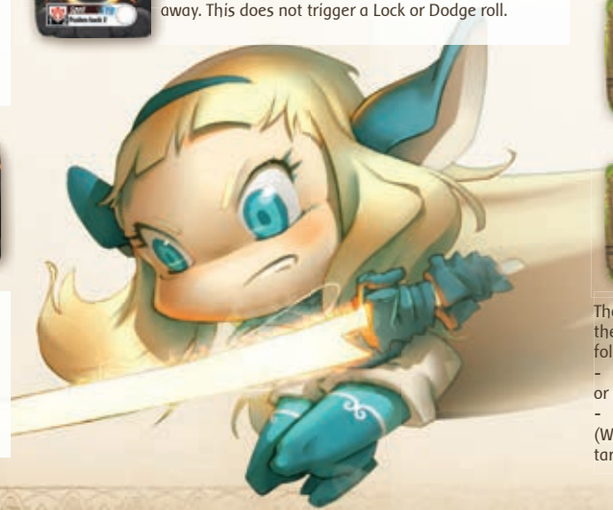
When a Krosmaster uses Pink Fleeflee, he summons a Pink Fleeflee into play. Place the Pink Fleeflee marker on an adjacent free cell. From now on, the Pink Fleeflee takes its turn right after the character who summoned it. If the Krosmaster who summoned it is K.O.'d, the Pink Fleeflee is removed from the board, just like a normal Summons.



Return of the Jet Eye is a single-use spell. To cast it, the Krosmaster chooses a target 2 to 4 cells away in a straight line and spends **2** **AP**. It Attracts the targeted unit 1 cell. This does not trigger a Lock or Dodge roll.



Jet Eye Master is a single-use spell. To cast it, the Krosmaster chooses a target 1 to 2 cells away in a line and spends **2** **AP**. This Pushes the target unit 2 cells away. This does not trigger a Lock or Dodge roll.



THE BUFFS

A Buff is a temporary bonus. When a Krosmaster uses a Buff marker, turn it face up on their character card. They benefit from the effect of the Buff until the start of their next turn. Then, remove the Buff marker from the game and put it back in the box.

















The effects of these 8 Demonic Rewards are similar. As long as one of these Buff markers is on your Krosmaster's card, they benefit from the two following effects:

- Attack spells of the corresponding element (Water, Air, Earth, or Fire) they cast deal 1 additional damage.
- They gain a power associated with another element (**Chance** , **Agility** , **Strength** , **Intelligence**): They roll an additional die when they attack with a spell or defend against a spell of that element.



As long as the **Perfect Block** marker is on a Krosmaster's card, adjacent enemy characters cannot spend **MP** to leave Close Combat.



As long as the **Perfect Dodge** is on a Krosmaster's card, it is automatically assumed that this Krosmaster is more successful than their opponents at Lock Rolls, and they are not affected by an opponent who has activated **Perfect Block**.



As long as the Fecadification marker is on a Krosmaster's card, they gain the following powers: **Resistance** , **Resistance** , **Resistance** , **Resistance** .
As a result, they suffer 1 less damage when they are the target of any elemental spell. Fecadification is useless against neutral damage, healing, or additional spell effects.









The effects of these 4 Demonic Rewards are similar: As long as one of these Buff markers is on your Krosmaster's card, they benefit from the two following effects:

- Attack spells of the corresponding elements (Water, Air, Earth, or Fire) they cast deal 1 extra damage.
- They gain the power of **Resistance** to the associated element (Water, Air, Earth, or Fire). They suffer **1 less damage** when they are the target of a spell from that element.

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EQUIPMENT

Equipment is a permanent bonus. It takes effect as soon as the Demonic Reward marker is turned face up, and remains in play until the end of the game or until the Krosmaster carrying the Demonic Reward is K.O.'d.

If the Equipment grants an AP or MP bonus, the corresponding characteristic value is increased. This increase is effective as soon as the Equipment marker is turned face up. The Krosmaster can, therefore, spend the additional AP or MP in the same turn that they unveiled their equipment.
Once revealed, you cannot remove an Equipment marker to replace it with another one!

There are 5 types of equipment:
- **Weapons**, which give their carrier a new spell;
- **Outfits**, which give characteristic bonuses or additional powers.
- **Pets**, which offer powers or characteristic bonuses.
- **Dofus**, symbols of power in the World of Twelve!

A Krosmaster can only have **one piece of Equipment** from each category on their card. If a Krosmaster already owns an equipment of this type, they cannot reveal another marker of the same type.

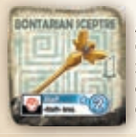
There is one special type of Equipment:
Grampy's library hides many wonders. Among them are ancient books that can teach the reader new Techniques, thought to be lost centuries ago! The advantages of these Techniques are special, and they are memorized once the book is read.



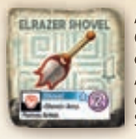
The effects of these Demonic Rewards are similar. As long as one of these Pet markers is on your Krosmaster's card, they benefit from the two following effects:
- They gain the Prospecting power, so when any enemy Krosmaster is K.O.'d, you take a Kama from the reserve and add it to their stock.
- They gain a power associated with an element (**Chance**, **Agility**, **Strength**, **Intelligence**): They roll an additional die when they attack with a spell or defend against a spell of that element.



As long as this **Outfit** marker is face up on a Krosmaster's card, any Krosmaster in an adjacent cell cannot activate any Demonic Rewards. In addition, the Krosmaster who owns the Guard Outfit gains the **Lock** power.



A Krosmaster carrying this **Weapon** can cast a new Close Combat spell: Attacking with the Bontarian Sceptre costs **4** AP and deals 2 Water damage to every character in the "Shovel" Area of Effect. A character can only attack with the Bontarian Sceptre once per turn.



A Krosmaster who carries this Weapon can cast a new Close Combat spell: Attacking with the Elrazer Shovel costs **4** AP and deals 2 Air damage with the Pierces Armor effect to every character in the "Shovel" Area of Effect. A character can only attack with the Elrazer Shovel once per turn.



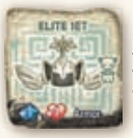
As long as the Ebony Dofus marker is face up on a Krosmaster's card, their AP and MP characteristics are increased by 1 point each.



As long as the Ivory Dofus marker is face up on a Krosmaster's card, their AP characteristic is increased by 1 and the max range of all variable range spells they can cast is increased by 1 cell.



As long as this Outfit marker is face up on a Krosmaster's card, their AP characteristic is increased by 1 and they gain the Crafter and Prospecting powers.



As long as this Outfit marker is face up on a Krosmaster's card, their AP and HP characteristics are increased by 1 and they gain the Armor power.



As long as this Outfit marker is face up on a Krosmaster's card, their AP characteristic is increased by 2 points.



A Krosmaster carrying this Weapon can cast a new spell with a range of 1 to 6 cells. Attacking with the 1001 Claw'chaku costs **2** AP and **1** MP. It deals 1 neutral damage. A character can only attack each target once per turn with this spell.



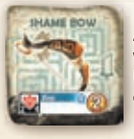
As long as this Pet marker is face up on a Krosmaster's card, their MP characteristic is increased by 1 and their HP characteristic is increased by 2.



As long as this Outfit marker is face up on a Krosmaster's card, their HP characteristic is increased by 5 points.



A Krosmaster carrying this Weapon can cast a new spell. Casting this spell costs **3** AP. It summons a Terrabomb into play in the targeted free cell. A Krosmaster can only control 2 Terrabombs at a time.



A Krosmaster carrying this Weapon can cast a new spell with a range of 2 to 4 cells. Attacking with the Shame Bow costs **4** AP and deals 2 Fire damage. A character can only attack with the Shame Bow once per turn.

Techniques like other Equipment, remain on the character once activated, but there are 4 things that distinguish Techniques from other Equipment:
- Each Technique modifies the Punch spell (the spell that all Krosmasters know) by adding an effect.
- Each learned Technique reduces the AP cost of Punch by **1** AP, down to a minimum of **0** AP.
- A Krosmaster is not limited to only 1 Technique.
- Finally, once the Technique is activated, it no longer counts against that Krosmaster's limited number of Demonic Rewards. You can still only activate one Demonic Reward on each Krosmaster per turn.

This means that a Krosmaster can know several Techniques at the same time, and can combine the effects of several Techniques. For example, a Level 1 Krosmaster could have 3 Techniques active at once, as well as having 1 Demonic Reward equipped.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, the range of their Punch becomes 1 to 4 cells in a straight line. Cumulative with other **Techniques**.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* covers a "Breath" Area of Effect. Cumulative with other **Techniques**.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* immediately makes them lose any remaining MP they have while increasing the damage by +1. Cumulative with other **Techniques**.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* heals them by 1 Injury while dealing damage to their target. Cumulative with other Techniques.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* will make both the target and the caster lose **-1** AP: Place a **-1** marker on each of them. Cumulative with other Techniques.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* steals 1 from each of the targets affected. Cumulative with other Techniques.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* immediately makes them gain **1** MP, which can only be used during this turn. Cumulative with other Techniques.



A Krosmaster who has revealed this Technique pays 1 less AP to cast *Punch*. Also, their *Punch* immediately makes them gain **1** AP, which can only be used during this turn. Cumulative with other Techniques.

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ADVANCED RULES

RULES FOR 4 PLAYERS

Krosmaster Arena can be played with 4 players instead of 2, either every person for themselves or 2 against 2. The rules for 4 players are the same as the rules for 2, with just a couple of small exceptions:

EVERYONE FOR THEMSELVES

Composition of the teams: Each player plays with 2 Krosmasters. Players decide on a method for creating their teams. All players' teams must have the same overall Level.

Initiative: The players calculate their total Initiative. The player with the highest total is Player 1, and the others are 2, 3, and 4 according to the descending order of their total Initiative. The players sit clockwise around the table. They play in this order: 1 – 2 – 3 – 4.

Setting up the Board: Player 4 chooses the board. Player 1 decides which direction they would like the board to face.

Gallons of Glory: Place 3 Wild GG near the board. Each player starts with 3 GG. When a character is K.O.'d, its controller gives GG equal to the character's level to the K.O.'ing player. A player without any GG is not necessarily eliminated, as long as they still have a figure in play.

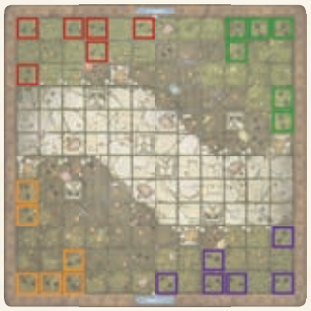
A player who K.O.'s another player's *last* remaining Krosmaster takes all their remaining GG.

Starting: According to the turn order, each player places their figures in the Arena on the starting cells in their area. These areas are shown below: they are different on the different game boards.

BONTA I



BONTA II



Player 1 Player 2 Player 3 Player 4

Tension Rolls: If doubles are rolled, the active player choose *one* opponent to lose 1 GG, and this opponent then chooses another player to lose 1 GG. This may be the active player, but it doesn't have to be.

2 AGAINST 2

Same rules as Free-For-All, with the following changes:

Aim of the Game: When the Wild GG is gone, be the last team with any GG left. If a player and their partner are the only ones who have any figures left in the Arena, they also win.

Initiative: The players calculate their total Initiative. The player with the highest total becomes player 1, and their partner is player 3. The player from the other team with the highest Initiative total becomes player 2 and their partner is player 4.

CUSTOMIZABLE TEAMS

One of the greatest pleasures of the Krosmaster Arena is the ability to create your own team, made up of characters from all the existing Krosmasters. Collect Krosmaster figures and build your dream team!

CHOOSING YOUR CHARACTERS

You can combine any characters you want, as long as you meet the following criteria:

- Your team must include between 3 and 8 Krosmasters.
- A Krosmaster whose name is written in gold lettering on their card is a Unique Hero. This hero can only appear in your team once, but you can recruit several different Unique Heroes.
- Each Krosmaster whose name is written in white letters can appear in your team a maximum of two times.
- A Krosmaster whose name is written in black letters can appear up to three times maximum in your team.
- A Krosmaster with the Boss trait (Jahash, for example) can't be in your team if you already have another Krosmaster with the Boss trait.

These limitations apply to each player. You and your opponent can both play perfectly well with two identical teams.

CUSTOM TEAMS FOR 4-PLAYER GAMES

Each player's team must be composed of 1 to 4 Krosmasters with a combined total of Level 6.

DISTINGUISHING FEATURES

If you decide to play several versions of the same character, or if two players have chosen to have the same character on their teams, use the stickers provided in the box to tell the difference between them.

REFERRING TO A NAME

When a Krosmaster's name is referred to in UPPER CASE in one of their own spells or powers, this *only* refers to that Krosmaster themself, and not any other Krosmasters with the same name.

INITIATIVE

To decide who goes first if the total Initiative of the players is identical, compare the highest Initiative value of the characters who make up each team, then the second highest if there's another draw, etc. If there is a perfect draw, choose heads or tails.

TIMELINE

The first player starts by creating their Timeline, then their opponent does the same. When a player is creating their Timeline, if several characters from your team have the same Initiative score, you must choose the order in which your characters will be activated. You must then stick to this Timeline until the end of the game.

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F.A.Q.

Q My Krosmaster has the Armor power and is using the Elite Outfit, which gives +1 AP and +1 HP as well as the Armor power. Does that mean my character now throws 3 dice during Armor Rolls?

A *NO, because a character can never benefit from the same power more than once. The Krosmaster does benefit from the additional AP and HP, but the Armor power given by the Elite Outfit is of no use to them, as they already have the Armor power.*

Q My Krosmaster has the Armor power and suffers 2 damage with the Pierces Armor effect. Can I make an Armor Roll?

A *YES, but with just the one die.*
Even if he has the Armor power several times?
YES, because a character can never benefit from the same power multiple times.

Q I already have an Outfit and a Weapon activated on Lilotte, who is Level 2. Can I also give her a Technique?

A *NO. Techniques do occupy a Demonic Reward slot until they are revealed. Therefore, since Lilotte already has the 2 Demonic Rewards allowed by her Level 2 status, she cannot benefit from any further Demonic Rewards.*

Q But what if I do the opposite? I have revealed an Outfit and a Technique, can I assign another Demonic Reward to Lilotte?

A *YES. Once a Technique has been revealed, it no longer takes up a Demonic Reward slot. Therefore, Lilotte is considered to have only one slot taken up: by the Outfit.*

Q My Krosmaster has 3 MP, 12 HP, and 6 AP, but already has 3 -1 MP markers on his card. My opponent is using the Crustyness Demonic Reward on him. Do I go down to -4 MP?

A *NO. A unit can't have more markers—MP or AP—than their corresponding characteristics, just like HP and Injury markers. In this case, Crustyness will have no effect.*

Q My Grampy summoned his Fleeflee. If my opponent K.O.'s Grampy, does Fleeflee stay in play?

A *NO. Summons are removed from the board when the Krosmaster who summoned them is K.O.'d.*

Q My Khan Kharkass has 8 HP and has already suffered 6 Injuries. Can he use his "Multi Slap XL" Demonic Reward to increase the damage of his next spell?

A *YES, but, he will suffer 3 damage and be K.O.'d before he can cast his spell. If he had 4 Injuries or less, he could have used "Multi-slap XL" effectively.*

Q Scoreur has 5 AP and 8 HP, but has already suffered 7 Injuries. Can he cast his "Scorification" spell, which costs 2 Injuries and 5 AP?

A *NO. Since he can't place the 2 Injury markers from the spell cost on his card, he can't cast the spell. If he had only suffered 6 Injuries, he could have cast it—he would have been K.O.'d, but the spell would have taken effect.*

Q The additional effects Retreat, Push Back, Attract, and Move Closer move characters and Summons tokens. Does this create a Lock situation, with a Lock Roll and Dodge Roll?

A *NO, the Lock rule only applies when a character spends 1 MP to move and leaves a cell adjacent to one or more enemies.*

Q I play with 2 Chafer Archers on my team. If one of them casts the "Ranged Shot" spell, which says "This turn, all of CHAFER ARCHER's spells gain +2 max Range, but it loses all its MP", does this affect both of my characters named CHAFER ARCHER?

A *NO. When a character's card refers to its own name, only the active character is affected.*

Q My Deminoboule casts the Dummy Packet spell with the additional effect of "Moves 2 closer". Can he go through impassable cells?

A *NO. The special move is in a line. If it is interrupted by an impassable cell, Deminoboule must stop in front of it.*

Q And if there is a trap on the cells he travels over?

A *The trap only triggers if Deminoboule ends his special move on the trap's cell, once his Dummy Packet spell is fully completed.*

Q If a spell's additional effect shows +X MP, +X AP, Steals X MP, or Steals X AP, does my character receive those MP or AP immediately?

A *NO. Those MP and AP gains are shown by markers placed on your card. At the start of the character's next turn, those markers are discarded and that is when you receive the MP and AP. When the gain is immediate, it will say so on the card.*

Q In the Tutorial, I was not given the option of choosing the face of my dice before I make them count, but in the rules it says I can. Which one should I follow?

A *In the Tutorial, some rules are simplified to help you become familiar with the game more easily. This is one of those rules. The Rule Book, Appendices, and Game Help always take precedence over the Tutorial in this guide.*

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GAME TURN

1. START OF THE TURN (NEW ACTIVE PLAYER)
- Tension Roll (2 dice)
- Reroll (optional, 1 die)
- Inspiration (gain powers)
- Refunds! (gain Kama)

2. UNIT TURNS (TIMELINE ORDER, ONE BY ONE)
2.1 PRELIMINARY PHASE
- Buff suppression, triggered effects

2.2 ACTIVATION PHASE
- Spend MP and AP

2.3 END OF ACTIVATION PHASE
- Triggered effects, next character

3. END OF TURN
- Change active player

REMINDER

NAME	MOVEMENT Free Cell ✔ Impassable ✘	LINE OF SIGHT Does Not Block ✔ Blocks ✘	UNTOUCHABLE Is Untouchable ✔ Is Not Untouchable ✘
Crate	✔	✔	✔
Bag	✘	✔	✔
Stall	✘	✘	✔
Krosmaster	✘	✘	✘
Mob Token	✘	✔	✘
Bomb Token	✘	✔	✘
Trap / Stele Token	✔	✔	✔
Kama Token	✔	✔	✔

Scenery Character Other

LINE OF SIGHT

- Imagine that all cells are perfectly square.
- A Line of Sight is drawn from the center of one cell to the center of another.
- It must not pass through any cell that blocks Line of Sight (stalls, characters, etc.).





Clear Line of Sight.

No Line of Sight.

SPENDING MP AND AP

Movement	Cost
Move one cell	1 MP

Action	Cost
Casting Spells	Depending on the Spell

Actions Reserves to Krosmasters	Cost
Pick up a Kama	1 AP
Buy a GG	1 AP (+12 Kamas)
Buy a GRANITE Demonic Reward	1 AP (+3 Kamas)
Buy a Jade Demonic Reward	1 AP (+6 Kamas)
Buy a SILVER Demonic Reward	1 AP (+9 Kamas)
Reveal a Demonic Reward	0 AP (one per turn)
Punch Something	5 AP (-1 AP per Technique. see Page 29)

CASTING A SPELL

PRE-REQUESITES
- Check the cost
- Check the range
- Check the Line of Sight
- Make sure that no effects prevent you from casting it (from Krosmaster Extensions)

1 PAY THE COST
2 ADDITIONAL EFFECTS
3 CRITICAL HIT ROLL (attack and healing spells only)
4 ARMOR ROLL (attack spells only)
5 CALCULATE DAMAGE (see below)
6 INJURIES (attack and healing spells only)
7 PENDING EFFECTS (Steals Life, for example)

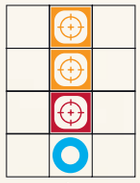
AREA OF EFFECT ZONES


Shovel Zone


Staff Zone


Hammer Zone


Breath Zone


Hand Zone


Cross Zone


Square Zone

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