
KROSMASTER®
ARENA
RULE BOOK

KROSMASTER® ARENA

Welcome to the Krosmoz.

Congratulations! You have just acquired Krosmaster Arena, a figure-based board game, where the most courageous fighters from DOFUS and WAKFU come to battle it out.
«But what is the Krosmoz?» you ask. It's quite difficult to explain, since it's so big... Let's just say the Krosmoz is the collection of a multitude of universes, such as the World of Twelve. In the Krosmoz, you will also find all the stars in the sky, all the antics from the bottom of a Haven Bag, Wakfu, Stasis and even that dream you had of Dofus last night... the Krosmoz is all of that; it's nowhere and everywhere at the same time!

Stuck in the Outer World, a zone outside the realms of time and space, the Demons of the Hours and Minutes are bored to death. Fed up with counting the seconds, they look for a way to liven up things and, one day, discover a rift that allows them to snatch the best warriors in the whole Krosmoz: the legendary Krosmasters. Using complex demonic rituals, the Demons lure the Krosmasters to the Outer World and make them fight in the arenas, solely for their own amusement. In Krosmaster Arena, you are leading a team of 4 of these super-warriors.

You also get to choose your favorite Krosmasters and dive into battle! Luck might occasionally get you out of some sticky situations, but it will be your tactical skills and cunning that will lead you to victory, and to becoming the Master of the Krosmoz.

Start by familiarizing yourself with the game material by reading the brief content description in the following pages. Then, if you've never played a board game like this before, you can learn the rules step by step, by playing, thanks to the tutorial. But if you are a more experienced player, you can skip straight ahead to the Rules of the Game.

In any case, good luck and have fun!



WELCOME TO THE KROSMOZ ..... **PAGE 2**

SUMMARY ..... **PAGE 3**

BOX CONTENTS ..... **PAGE 4-5**

PART I: TUTORIALS ..... **PAGES 6-19**

1 - Right in the Kisser!	Pages 6-7
2 - My Very First Spell	Pages 8-9
3 - Summoning, a Calling	Pages 10-11
4 - Two are Better than One	Pages 12-13
5 - New Horizons	Pages 14-15
6 - Unfinished Sympathy	Pages 16-17
7 - Queen (or King) of the Arena	Page 18
Board Set-up	Page 19

PART II: RULES OF THE GAME ..... **PAGES 20-25**

The Basics	Page 20
Start of the Game	Page 21
Game Turn	Page 22
MP and AP	Page 23
Casting a Spell	Pages 24-25

PART III: APPENDIX ..... **PAGES 26-31**

Summons Token	Page 26
Powers	Page 27
Scenery	Page 27
Demonic Rewards	Page 28-29
Advanced Rules	Page 30
FAQ	Pages 31

GAME HELP ..... **PAGE 32**

BOX CONTENTS



x8 Krosmaster Figures

2 Krosmaster Arena exclusives: the King of the Gobballs and the Queen of the Tofus. 6 characters from the DOFUS Krosmaster Add-on 2013 series





x8 Character Cards

Any information about a Krosmaster can be found on their character card.



x50 Injury Markers

These markers allow you to follow the state of a character's health.



x12 +1/-1 AP

Action Points (AP) Markers.



x12 +1/-1 MP

Movement Points (MP) Markers.

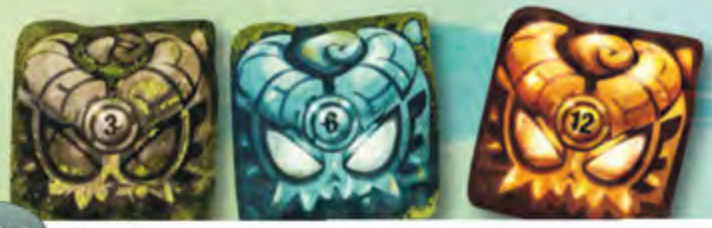


x15 "GG" Tokens

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



x8 Dice



x60 Demonic Reward Tokens

To improve your Krosmasters during the game, the Demons give three different levels of demonic rewards: GRANITE (weak), JADE (average) and GOLD (strong).



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



x20 Scenery

Carefully pop out the bushes and trees then place them on your gameboard, as shown above. Follow the instructions printed on the inside of the crates to assemble them.



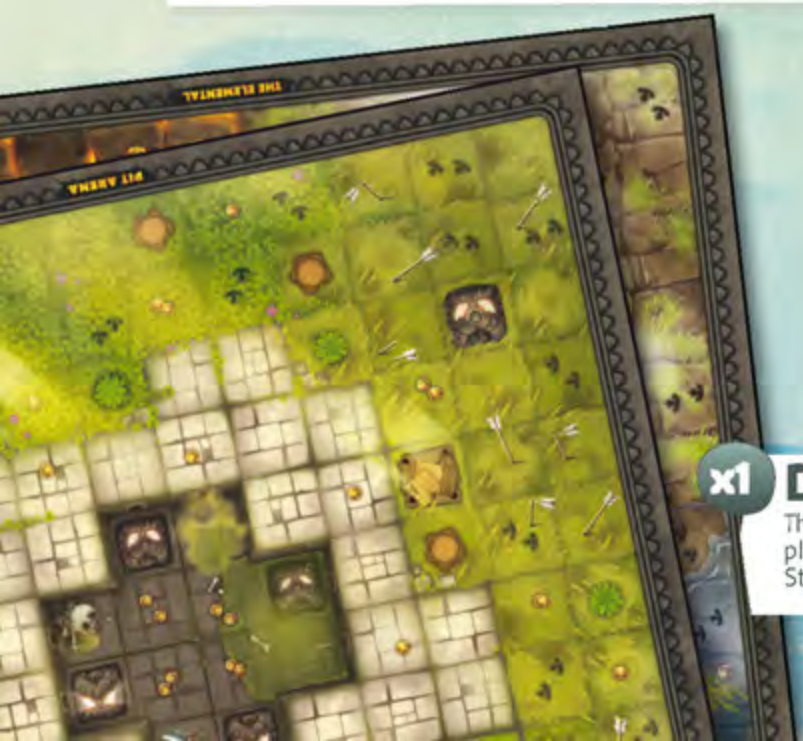
x54 Kama Tokens

These are coins that can be used to buy demonic rewards or Gallons of Glory.



x24 Summons Tokens

These tokens represent everything your Krosmasters are capable of summoning to the arena: creatures, bombs, traps...



x1 Double-Sided Game Board

The game board gives you two combat arenas. Each arena has special places for scenery items (trees, bushes and crates), as well as Demon Cells, Kama Cells and Starting Cells.

Tutorial 1
RIGHT IN THE KISSER!

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

GAME TURN

A Krosmaster Arena game 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 opponent's turn, then yours again, and so on, until one of you wins.
For each turn, your character will have **Movement Points (MP)** and **Action Points (AP)**: MP are used to move while 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.
The King of the Gobballs may, for example, spend **2** MP to move, then **5** AP to attack, then **1** more MP to move.

MOVING

During your turn, your character can move a number of cells, equivalent to the MP score shown on their card. The King of the Gobballs may, therefore, move **3** cells (he has **3** MP) and the Queen of the Tofus **4** cells (she has 4 MP).

Adjacent Cells

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



Impassable Cells

A character can neither pass through, nor stop on a cell containing a bush, tree or figure.

Block (lock against dodge)

When a character wishes to leave a cell adjacent to an opponent (also known as disengaging or quitting close combat), they may be locked!
- Your opponent rolls a die and if they get or , they have succeeded in locking your character.
- You can also roll a die, and if you get , or , your character has managed to dodge the **lock**.

If your character is locked by your opponent AND your dodge roll fails, your character is **blocked**: it loses all its MP and AP and can no longer move or attack during that turn; its turn is over. In any other case, your character continues their turn as normal.

PUNCHING

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



With his **7** AP, the King of the Gobballs can only punch once per turn, since punching costs **5** AP. After having punched, he will have **2** AP left, which is not enough to punch a second time. AP remaining at the end of the turn are lost.

Critical Hit Die Roll

A Critical Hit is a particularly well-aimed attack, or one that uses extreme force. When your character punches, roll a die to try and get a Critical Hit!
- If the die lands on , or , it's a **Critical Hit!** Your character will inflict an extra **1 Damage**, for a total of **2 Damage**.
- If the die shows another result (, or) the blow is dealt normally, but it's not a Critical Hit (you will not deal any additional Damage). The Punch only inflicts 1 single Damage, as shown in its spell bar.

Armour Die Roll

When your character suffers an attack, its armour can cancel out a part of the Damage dealt. Roll a die to find out if the armour absorbs the hit:
- If the die shows a or , the armour absorbs the shock! The hit dealt by the opponent is reduced by **1 Damage**.
- If the die shows another result (, , or) the character's armour does not absorb the Damage: they receive the full force of the blow.

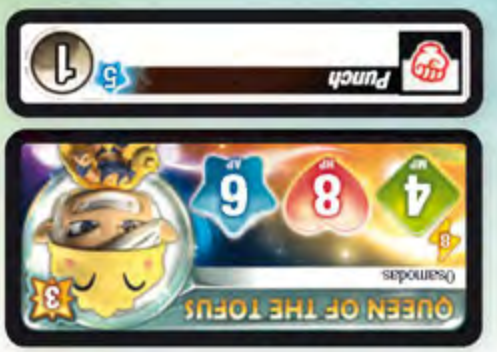
Injury

Having carried out the roll for the Critical Hit and Armour, place as many Injury markers as Damage inflicted on the card of the character who was attacked. When a character has at least as many Injury markers as **Health Points (HP)**, they are **K.O.**'d. Remove the figure from the field.



BILL TELL AND ANNA TOMMY
DOFUS Krosmaster range







Ha ha! It reminds me of my first arena, it almost brings a tear to my eye... Anyway, with your 4 **Movement Points**, you'll need to hit and get out of that Gobball's way, just like good ol' Hitten Run taught me. If you manage to dodge a few hits, you should be OK! But don't spend the whole game running away, or you'll never knock him out. You have to attack, too!

AIM OF THE GAME

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

SET UP

Place the rule book between the two players. For this first game, you will need 2 bushes, 2 figures (the King of the Gobballs and the Queen of the Tofus), the dice and the Injury markers.
Place a bush on each of the corresponding cells. Keep the dice and the Injury markers nearby.

STARTING POSITION

Place the Queen of the Tofus and the King of the Gobballs on their Starting Cells. The Queen of the Tofus plays first because she has a higher Initiative score (8) than the King of the Gobballs (2)







Ok, it looks like it's your very first arena... So, you have more **Health Points** than the Queen, but you can't run as fast. So, whatever you do, stay hot on that worthless Tofette's heels! Try not to spend the whole game running after her, eh?... And give her one in the beak from me, I've got some old business to settle with her.

Tutorial 2
MY VERY FIRST SPELL

Now that know how to hit people and move your character, we're going to move on to the next stage: attack spells and powers.

All characters can 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, allowing them to deal Critical Hits, to better absorb damage with their armour, to tackle more easily or to dodge locks more effectively.

ATTACK SPELLS

When your character wants to attack with a spell, it's a bit like punching: check that your target is in range, then your character spends the necessary **AP**, finally the spell inflicts the **Damage** shown in the coloured circle on the right... and don't forget to roll the dice for the Critical Hit and Armour rolls.

Gobbolob



The King of the Gobballs' favorite attack is the Gobbolob. Just like punching, this spell is cast on an adjacent enemy. Gobbolob costs **3AP** to cast. With his **7AP**, the King of the Gobballs can cast the spell twice per turn (which costs him **6AP** in total). That's better already! Now you know why the King of the Gobballs really doesn't bother punching, since he can only punch once per turn while he can attack twice with his Gobbolob. Gobbolob 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.

Dan To Fu



The Queen of the Tofus is more geared toward long range than close combat. She can attack an enemy with her Dan To Fu spell if the following two conditions are met (see box):
1 - The King of the Gobballs is within the spell's range.
2 - There is a clear line of sight between the Queen and the King.

If the King of the Gobballs is within range of the Dan To Fun spell, and there is a line of sight between him and the Queen of the Tofus, the spell can be cast. It costs **3AP** (the Queen of the Tofus can cast it twice because she has **6AP**) and inflicts **1 Damage**. As for all attack spells, roll the dice for Critical Hit and Armour.

1 - CHECK THE RANGE

The Queen of the Tofus must be within range of the spell,which means 1, 2 or 3 cells away. You count from the cell adjacent to the Queen of the Tofus and you can't count diagonally (the same as for moving). If the cells are Green, they are in range of the Queen of the Tofus' Dan To Fu spell (1, 2 or 3 cells away). If they are red, the cells are out of range (4 cells or more away).



2 - CHECK THE LINE OF SIGHT

For the Queen of the Tofus to be able to «see» her target, she must be able to draw an imaginary line from the center of the cell on which she is standing to the center of her opponent's cell. This line cannot cut through any cells that block her line of sight. Cells occupied by a character or tree block her view. Bushes 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. The King of the Gobballs has the **Armour** and **Lock** powers, while the Queen of the Tofus has the **Critical Hit** and **Dodge** powers.

King of the Gobballs' Powers

Armour: when the King of the Gobballs rolls for Armour, roll two dice instead of one. Every or cancels **1 Damage** inflicted by the opponent, so you
can reduce the Damage inflicted by the Queen by a maximum of 2 points.

Lock: when you're in a lock situation and the King of the Gobballs rolls for lock to keep the Queen of the Tofus in close combat, roll two dice instead of one. Every or is a success. The Queen must then get at least as many successes as the King to not get locked

Queen of the Tofus' Powers

Critical Hit: When the Queen of the Tofus attacks with a spell, roll two dice instead of one during the Critical Hit roll. Every , or inflicts 1 additional Damage: So, you can get up to **2 additional Damage**!

Dodge: during a lock situation, when the Queen of the Tofus rolls for dodge to avoid the King of the Gobballs' lock, roll two dice instead of one. Each , or is a success. To be able to leave a cell adjacent to the King of the Gobballs, the Queen must get at least as many successes with her roll for Dodge as the King gets with his roll for Lock. If not, she is locked and her turn is over.



In addition to your movement bonus, you also have the advantage of distance, my little Queen of the Tofus! You play first, you move more quickly, and you shoot further: so, it's you who deals the first blow. Then, you'll have to play it smart and position yourself outside the King of the Gobballs's range if you want to avoid his Gobbolob. Bombard him with Dan To Fu as often as you can, there's no time to waste!





·····AIM OF THE GAME·····

K.O. the opposing Krosmaster.

·····SET UP·····

Place the rule book between the two players. You will need 2 bushes, 2 trees, 2 figures (the King of the Gobballs and Queen of the Tofus), the dice and Injury markers. Place bushes and trees on each of the corresponding cells. Keep the dice and the Injury markers close by.

·····STARTING POSITION·····

Place the Queen of the Tofus and the King of the Gobballs on their starting cells. The Queen of the Tofus plays first because she has a higher Initiative score (3) than the King of the Gobballs (2)





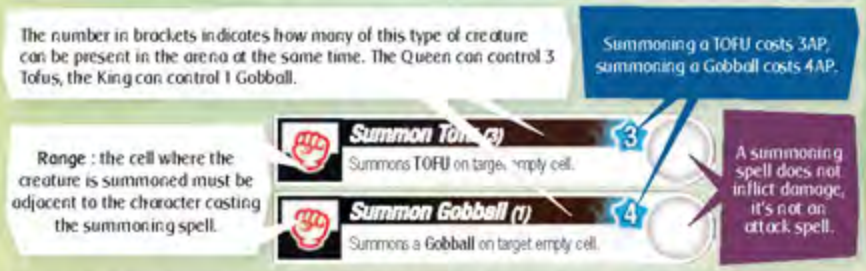
Ok, so this time it's going to get heated: Gobbolobs for everyone, come and get yours! Your **Health Points** advantage is going to be less useful in this game because she's going to kill you from afar, chicken! So make sure you pay attention to where you're going when you're not engaged in close combat: position yourself on a cell that will ensure you get a sure shot during your next turn. Towards the center of the board, you see, you cover the ground better. Well, you should do whatever you feel like, but a real Krosmaster has to use his brain as well as his brawn.

Tutorial 3
SUMMONING : A CALLING

In this third section, you're going to completely master all the King of the Gobballs' and Queen of the Tofus' abilities. From now on, you will use all of the character card. You will learn nothing less than how to summon Gobballs and Tofus, how to play them, and use all the power of the Gobbolob and Dan To Fu alongside the summoned creatures.

SUMMONING SPELL

A summoning spell allows you to bring a creature ally to the game that you will control and who will help you fight your opponent.



Number of creatures summoned.
If the summoned creatures are eliminated, they can be re-summoned as long as the limit in the arena is respected: maximum 3 Tofus in play for the Queen and only 1 Gobball in the arena for the King.

MOB TOKENS

The Mob tokens are very similar to the King of the Gobballs and Queen of the Tofus. 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 just like a figure: it is therefore impassable and blocks the line of sight (except the Tofu token, thanks to its Itty-Bitty rule). Mob tokens roll for Dodge, Lock, Critical, and Armour just like figures (again an exception for the Tofu token which cannot lock or be locked).

Order of play
Tofus always act after the Queen has finished her turn. If several Tofus are in play, you play them one at a time, in an order of your choice. Likewise, the Gobball acts once the King has finished his turn.



DANI O'SHUN
DOFUS Krosmaster range

THE GOBBALL TOKEN



Health Points: the Gobball has 3 HP, he dies on the third injury received.

Movement Points: the Gobball has 3 MP, he can move a maximum of 3 cells per turn.



Action Points: the Gobball has 5 AP to spend for each turn.

Spell Bar: the Gobball can attack an adjacent character with his bite. This spell costs him 4 AP (so he can cast it once per turn) and inflicts 1 Damage.

THE TOFU TOKEN



Health Points: the Tofu has 1 HP, it dies from the first injury received.

Movement Points: the Tofu has 5 MP, it can move a maximum of 5 cells per turn.



Action Points: The Tofu has 4 AP to spend during each turn.

Spell bar: the Tofu can attack an adjacent character with his Peck. This spell costs 4AP (so it can be cast once per turn) and inflicts 0 Damage

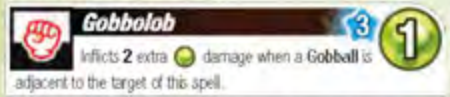
You may have noticed that the Tofu's Peck spell inflicts **0 Damage**: this means that, if the Tofu doesn't get a Critical Hit, the opponent will not suffer any injury. If the Tofu gets a Critical Hit, his Peck inflicts **1 Damage**, but the opponent may still get out unscathed if their Armour roll is successful.

Itty-Bitty Tofu
The Tofu has the **Itty-Bitty** power, which means 2 special rules apply:
- A Tofu cannot lock or be locked, the rules of locking don't apply to it.
- A Tofu never blocks the line of sight.

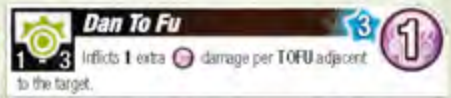
ADDITIONAL SPELL EFFECTS

The text underneath the spell name describes the spell's additional effects. Gobbolob and Dan To Fu have quite similar additional effects.

MULTIPLE BLOCKS



Additional effect: when the King of the Gobballs attacks with his Gobbolob, he inflicts more Damage if his Gobball near. If the Gobball token is adjacent to the character the King is attacking, the Damage from his spell is increased by 2 points, for a total of 3 Damage!



Additional Effect: when the Queen of the Tofus attacks with her Dan To Fu, the more Tofus there are, the happier she'll be. Each Tofu token adjacent to the character that the Queen is attacking will increase the Damage inflicted by one point.
1 Tofu next to the target = 2 Damage in total.
2 Tofus next to the target = 3 Damage in total.
3 Tofus next to the target = 4 Damage in total.

When the Queen of the Tofus wants to leave a cell adjacent to the King of the Gobballs AND his Gobball, she can be locked by either character! Perform a Lock roll for the King of the Gobballs (with 2 dice because he has the Lock power) that the Queen of the Tofus must cancel out with a roll for Dodge (with 2 dice because she has the **Dodge** power). Then roll for **Lock** again for the Gobball (just 1 die, since he doesn't have the Lock power), that the Queen must cancel out with another roll for Dodge(still with 2 dice, thanks to the **Dodge** power).



AIM OF THE GAME

K.O. the opposing Krosmaster.

SET UP

Place the rule book between the two players. You will need 4 bushes, 4 trees, 2 figures and their character cards (the King of the Gobballs and Queen of the Tofus), 4 Mob tokens (the 3 Tofu tokens and the Gobball token), the dice and the Injury markers.

Place bushes and trees on each of the corresponding cells. Keep the dice and the Injury markers close by.

Place your character's card and its mob tokens in front of you.

STARTING POSITION

Place the Queen of the Tofus and the King of the Gobballs on their Starting Cells. The Queen of the Tofus plays first because she has a higher Initiative score (3) than the King of the Gobballs (2).

Don't forget: the figures and Gobball tokens are obstacles that block the line of sight!

VARIANTS

Swap starting positions and see how important placement is from the beginning of the game. Try starting with the King of the Gobballs: the first player has an undeniable advantage.





Another advantage for you: strength in numbers! Surround that big oaf and he won't be able to shoo away your Tofus. As soon as you can, try to summon some Tofus, but make sure they have enough room to move around. Don't forget: Your summoned Tofus always play AFTER you! And try not to get cornered by the King and his Gobball if you don't want to get your feathers tanned...





Well kid, you and your Gobball are going to do some serious damage. Try to corner the Queen with both of you against her. That way, your Gobbolob will be super effective. Get rid of those annoying Tofus, but chasing them around is useless: the aim of the game is to K.O. the Queen, not make yourself a Tofu feather cloak!

Tutorial 4
TWO ARE BETTER THAN ONE

Now that you have mastered the King of the Gobballs and the Queen of the Tofus, it is time to discover team combat with two new Krosmasters:
- Oscar Kass, a pitiless Sram who can steal his opponent's health.
- Anna Tommy, a really buff Sacrier who's mastered the art of positioning.

OSCAR KASS' SPELLS AND POWER

Con



Steals health : When Oscar Kass attacks with this spell, remove as many Injury markers from Oscar Kass as injuries inflicted.

Deviousness



Pierces Armour : An opponent targeted by Deviousness rolls one fewer die for Armour. Therefore, a character with the Armour power would only roll one die.

Armour

Oscar Kass rolls 2 dice instead of just one when he rolls for Armour.

ANNA TOMMY'S SPELLS

Assault



When Anna Tommy casts this spell, she takes the place of the character she's attacking, whether it's a figure or a Mob token. The attacked character is moved to the place Anna Tommy was. This position swap takes place regardless of whether she inflicts damage or not, and even if she K.O.'s the character she's attacking with her Assault spell.

Transposition



When Anna Tommy casts this spell, she takes the place of an ally character (figure or Mob token). The character whose place she takes is removed to where Anna Tommy was previously standing.

Anna Tommy cannot be locked when she is leaving a cell adjacent to an enemy with her Assault or Transposition spells.

CHARACTER TEAM

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 a player has won the game.

INITIATIVE

When you're controlling two characters, they play one after the other, always in the same order. This game order is determined by Initiative: Your character with the highest Initiative score will play first each turn, the one will the lowest score will play second.

CRATES

Crates aren't obstacles: a character can move onto them from an adjacent cell using MP as if the cell did not contain a crate. Place the character on the crate. Like bushes and Tofus with their Itty-Bitty power, crates do not obstruct line of sight.

A character on a crate will see the maximum range of their spells increase by 1 cell.



KASSIUS KAOS AND LIL HEALEY

DOFUS Krosmaster range





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 bushes, 2 trees, 2 crates, 4 figures and their character cards (the King, the Queen, Oscar Kass and Anna Tommy), 4 Mob tokens (the 3 Tofu and 1 Gobball tokens), the dice and the Injury markers.

Place bushes,trees, and a crates on the corresponding cells. Keep the dice and the Injury markers close at hand.

Put the character cards and the associated Mob tokens in front of you, placing the character card with the highest Initiative on the left, and the lowest on the right.

STARTING POSITION

Place the Krosmasters on their Starting Cells. The Queen's team plays first because its total Initiative is higher:
9 + 8 = 17 for the Queen's team against
6 + 2 = 8 for the King's team.

VARIANTS

Try changing the teams, for example, the King and Queen against Oscar and Anna. Don't forget to take into consideration Initiative to determine the first player, as well as the order of your turn.





Oh dear, it's starting to get a bit cramped in this little arena for four brave Krosmasters! You still have the advantage of mobility, but you'll have a tough job getting through your opponent's armour. Anna Tommy, think about changing position with your spells. That will make sure the Queen is out of danger, since there's a good chance they'll try to eliminate her. As for you, Queenie, stay as far away as possible for as long as you can and send the Tofus to attack; only get close if you're sure you're going to win.





Ah, it's starting to look like a real arena now! It's still a bit small, but that's not such a bad thing with your close combat attacks. Oscar, you jump straight into the pile. With your armour, there's no need to be afraid! And only use your Deviousness if you don't get a chance to use Con! You there, the King! You're going to have to position yourself well to avoid not being able to attack, and use your Gobball at the opportune moments. If not, your Gobbolob isn't going to pack quite the same punch.

Tutorial 5
NEW HORIZONS

The King and Queen are going to take a break, and two new Krosmasters who are more geared toward long distance combat will replace them:
- Bill Tell, a Cra specialized in very long range combat.
- Kassius Kaos, a masked Masqueraider who only thinks about saving his own skin. And where there are new characters, there are new spells: read their descriptions below. You'll soon be ready to swing into action!

BILL TELL'S SPELLS AND POWER

Plaguing Arrow

Range : the enemy must be 3 to 8 cells away. This spell cannot be used on adjacent enemies, or up to 2 cells away.



Long Shot

Bill Tell can only cast this spell once per turn (blue background)

Long Shot is a personal spell, it only affects Bill Tell himself.



Long Shot has 2 effects: it increases the maximum range of PLAGUING ARROW by 3 cells for this turn (from 8 to 11 cells) and it makes Bill Tell lose all his remaining MP, so he won't be able to move again this turn.

Dodge

Bill Tell rolls 2 dice when he rolls for Dodge.

KASSIUS KAOS' SPELLS AND POWER

Irritating Dart

Range: the enemy must be 1 to 5 cells away



Puff

Kassius Kaos can only cast this spell once per game (red background), so make sure you time it right!

Puff is a line attack spell, the targeted enemy must be in the same row of cells as Kassius Kaos.



Pushback 3 means that the character attacked by Puff is immediately moved 3 cells, in the opposite direction from Kassius Kaos. If the character cannot be moved 3 cells because of an obstacle, it will be moved as many cells as possible until it's on the cell adjacent to this obstacle (crates are not obstacles).

Critical hit

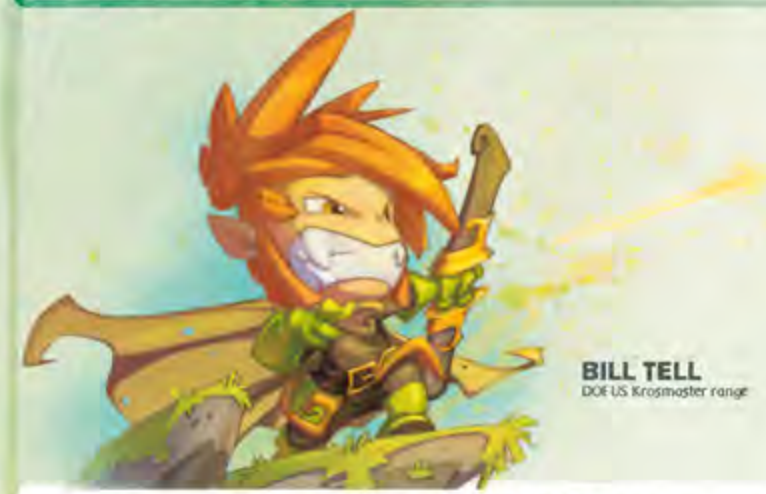
Kassius Kaos rolls 2 dice when he rolls for Critical Hit.

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 tree).

: clear line of sight
: no line of sight.



BILL TELL
DOF US Krosmaster range

AIM OF THE GAME

K.O. an opposing Krosmaster without your opponent K.O.ing one of your Krosmasters during the next turn.

SET UP

Place the rule book between the 2 players. You will need 2 bushes, 4 trees, 2 crates, 4 figures and their character cards (Oscar Kass, Anna Tommy, Bill Tell and Kassius Kaos), the dice and Injury markers.

Place bushes, trees, and a crates on each of the corresponding cells. Keep the dice and Injury markers close at hand. Place the character cards in front of you, putting the character card with the highest Initiative on the left and the one with the lowest Initiative on the right.

STARTING

Place the Krosmasters on their starting cells. Anna Tommy & Bill Tell's team will play first because their total Initiative is highest:

9 + 7 = 16 for the Sacrier-Cra duo
6 + 4 = 10 for the Sram-Masqueraider team

VARIANTS

Try changing the composition of the teams, for example, Bill Tell and Kassius Kaos against Oscar Kass and Anna Tommy. Don't forget to take into consideration the Initiative to determine who plays first, as well as the order of your Krosmasters during your turn. You will notice what sort of an impact the associations between characters have on how you play.

My proud Krosmasters, I have some good news and some bad news... The good is that you're on the winning side! Bwaaahaha... The bad, it's that you're not going to be able to do this alone. Anna, your mobility is really going to be put to the test. You play before your team mate, so you have to do a good job to make sure that, after you, Bill Tell will still be able to shoot at the enemies and keep himself out of range. My little Bill Tell, splitting an apple in half is child's play compared to this! If you position yourself well, you're going to be able to shoot off enough Plaguing Arrows to K.O. one of your opponents. But remember, close combat is synonymous with defeat for you, so avoid contact with the enemy at all costs!

Oscar, you're going to have to enter close combat as soon as possible. But it's not going to be easy, between Anna Tommy who is going to move all over the place and Bill Tell who can kill you from the other end of the field... You have nice armour, and your Con spell's steals health, but don't think you're invincible! Kreol, I'm sayin' nothing: I know you'll spend the whole game hidden behind a tree, just aiming your shooter every now and then to shoot an Irritating Dart. If you cast your Puff at the right moment, that could make all the difference!

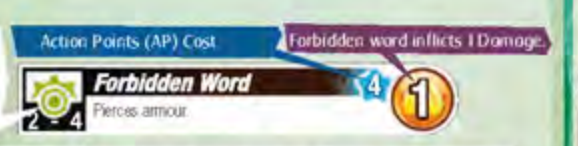
Tutorial 6
UNFINISHED SYMPATHY

The King of the Gobballs, Queen of the Tofus, Sacrier Anna Tommy, Sram Oscar Kass, Cra Bill Tell and Masqueraider Kassius Kaos... There are only two more Krosmaster Arena fighters to whom you need to be introduced. So, without further ado,here they are:
- Lil Healey, an Eniripsa who heals wounds and pierces armour.
- Bad Aboum, a Rogue who fires at will, and a water bomb specialist.

LIL HEALEY'S SPELLS

Forbidden Word

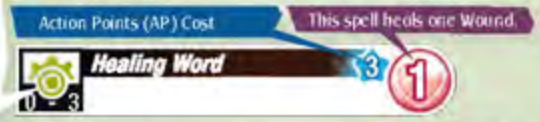
Range : the opponent must be 2 to 4 cells away. Forbidden Word cannot be used against an adjacent opponent!



Pierces armour : An opponent targeted by Forbidden Word rolls one fewer die for Armour. Therefore, a character with the Armour power would only roll one die.

Healing Word

Range : Lil Healey can cast this spell on herself (the 0 range means the cell on which she is standing) or on a character up to 3 cells away.

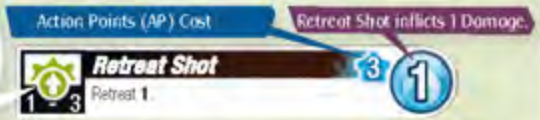


Healing Word is a healing spell, it doesn't inflict Damage but removes an Injury marker from the spell's target! Similar to damage spells, Lil Healey rolls for Critical to heal 1 additional injury, and remove a total of 2 Injury markers. Healing Word's target never rolls for Armour.

BAD ABOUM'S SPELLS AND POWERS

Retreat Shot

Range : Retreat Shot is a line attack spell, the targeted opponent must be in the same row of cells as Bad Aboum and be 1 to 3 cells away.



Retreat 1: when he casts the Retreat Shot spell, move Bad Aboum 1 cell in the opposite direction from the attack target. If he is blocked by an obstacle, Bad Aboum will not move back. You will also notice that Bad Aboum will move one cell thanks to the Retreat 1 effect even if he shoots an empty cell! Bad Aboum cannot be locked when he leaves a cell adjacent to an enemy thanks to this effect.

Water Bomb Throw

Range : Bad Aboum can throw a Water Bomb from 1 to 3 cells away, ignoring the rules of line of sight. The range of this spell cannot be increased (range in red)

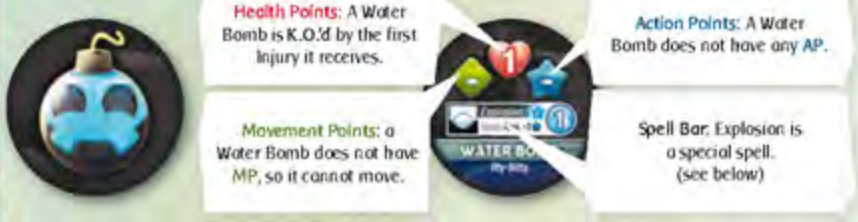


Casting a Water Bomb is a summoning spell. Place a Water Bomb token on the targeted empty cell; this cell must not contain any obstacles (bushes, trees or characters).

Dodge and Lock

Bad Aboum rolls 2 dice when he rolls for Dodge.
Bad Aboum rolls 2 dice when he rolls for Lock.

THE WATER BOMB TOKEN



Bomb Explosion



When a Water Bomb is K.O.'d, before removing the token from the playing field, it automatically casts its Explosion spell. Explosion affects the eight cells surrounding it. All the targets in the affected area will suffer **1 Damage** (don't forget the roll for Critical Hit and Armour) and will suffer a **-1AP** penalty. Place a **-1AP** marker on the card of each character affected by the Water Bomb Explosion, even if they don't suffer an injury.

Action Point Marker -1

When a character starts their turn with a **-1 AP** token on their card, their **AP** characteristic is reduced by 1 point this turn, then the token is removed. The same character can be affected by several **-1 AP** tokens and will therefore lose several **AP** at the start of their turn; then they are all discarded.

SUMMONER K.O.

When Bad Aboum is K.O.'d, remove his figure from the board as well as all Water Bomb tokens he has summoned to the field. His bombs do not explode, they are simply removed from the game.

AIM OF THE GAME

K.O all the enemies!!!

SET UP

Place the rule book between the two players. You will need 4 bushes, 4 trees, 4 crates, 4 figures and their cards (Bill Tell, Kassius Kaos, Lil Healey and Bad Aboum), two Water Bomb tokens, the dice and Injury markers.

Place a bushes, trees, and crates on each corresponding cell. Keep the dice and Injury markers close at hand. Place the character card in front of you, putting the character with the highest Initiative on the left and the character with the lowest Initiative on the right.

STARTING

Place the Krosmasters on their Starting Cells. Bill Tell & Bad Aboum's team play first.

Ah, fine team, you don't want to lose this one. So, you'll need to position yourselves correctly to avoid that madman, Kassius Kaos, who won't hesitate to push forward and cast his devastating Puff. Bill Tell, you'll need to find the perfect spot. The Rogue Bad Abount's Bombs will help you slow down your opponents while you rain down Plaguing Arrows on them. Bad Abount, you'll need to bring your bombs out to play: either place them to discourage the enemy from going where you don't want them to go, or place them alongside the enemy to make them move (and if they don't move, you can shoot one of your bombs to make it explode). But don't forget your Retreat Shot, it can win you those precious cells.

This time, I get the feeling it will be a walk in the park! We're playing first, we have heals and Kassius's terrible Puff... I wouldn't like to be on the opposing team! Lil Healey, since you can heal yourself and your allies, don't be afraid to take an attack or two, that will keep your opponents busy. Use your Forbidden Word and Healing Word at the right moments and everything will be fine. Kassius, you're going to have to get out of your hiding place to turn up the heat with your Puff, while spitting Irritating Darts like they're going out of fashion. Watch out for Bill Tell: it may not seem like it, but if you position yourself badly, he'll bury you under a pile of arrows before you know what's hit you.

Tutorial 7
QUEEN (OR KING) OF THE ARENA

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 Outer World demons. They are represented by the GG tokens. Each player begins with 6GG. 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 a Krosmaster opponent is K.O.'d, remove that figure from the arena, and any tokens he or she may have brought into play. Take GG from your opponent equal to the level of the character K.O.'d.

Buy them using Kamas.

By paying 10 Kamas to the reserve, you can buy one GG, thus taking a GG token from your opponent. Only a Krosmaster on a Demon cell can make a purchase.

WILD GG

At the start of a game, a GG token is placed alongside the arena. This is the wild GG. The first time you gain one or more GG, regardless of the way in which you win them, you must take the wild GG first, and then take any others due to you from your opponent.
For example, your Queen of the Tofus K.O.'s an opposing Krosmaster while the wild GG is still alongside the arena: you take the wild GG, plus 2 GG from your opponent.

GAME TURN

During your turn, check if the Tension is rising, then play your characters one by one in the order of your Timeline (descending Initiative).

The Tension's Rising!

At the beginning of your turn, before activating your first Krosmaster, roll 2 dice. If a symbol appears on both dice (for example, and), the Demons of the Hours and Minutes will turn up the heat: you and your opponent each lose a GG token that you will put away in the game box.

Timeline

The 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 with the highest Initiative score.
The Timeline for each player is visually represented by ranking the their team's character cards 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, a character will spend MP and AP to move and cast spells; but in the arena, there are two other ways a Krosmaster can spend their AP: collecting Kamas, and making purchases.

Collecting a Kama token

For 1 AP, a Krosmaster can collect a Kama token on their cell. Kamas collected in this way are kept nearby, alongside your GG tokens. They are part of your stock, like all 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 the Krosmasters can complete this action: Tofus and Gobballs cannot pick up Kamas.

Buy a GG

For 1 AP, a Krosmaster on a Demon cell can buy a GG: pay 10 Kamas to the reserve from your Stock, and take a GG from your opponent. If the wild GG is still in play, you must buy this GG. As long as a Krosmaster has AP and sufficient Kama stock, they can buy more GG.

AIM OF THE GAME

Be the only player to own any Gallons of Glory.

SET UP

Unfold the game board between the two players.
Place the 8 bushes, 8 trees and 4 crates on the corresponding cells.
Place a 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 tokens, the Injury, MP and AP markers, as well as the dice, alongside the arena.
Each player takes 6 Gallons of Glory; place a GG alongside 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, STASIS team:
Queen of the Tofus 8, Bill Tell 7, Oscar Kass 6 and Bad Aboum 3.
Player 2, WAKFU team:
Anna Tommy 9, Kassius Kaos 4, King of the Gobballs 2 and Lil Healey 1.

STARTING

The STASIS team plays first because the total Initiative of all their characters is higher than the total Initiative of all the characters on the WAKFU team.

STASIS Team: 8 + 7 + 6 + 3 = 24
WAKFU Team: 9 + 4 + 2 + 1 = 16

The STASIS team player places their 4 Krosmasters on cells of their choice marked with pink dragoturkey paws. Then, the WAKFU team player does the same thing on cells marked with blue dragoturkey paws.

The STASIS team plays first.

SET-UP

6 tokens (GG)

4 Dice



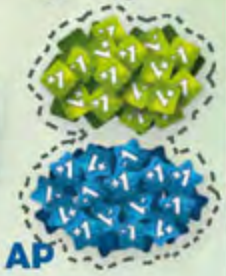
Player 2 :
WAKFU Team

Kama tokens

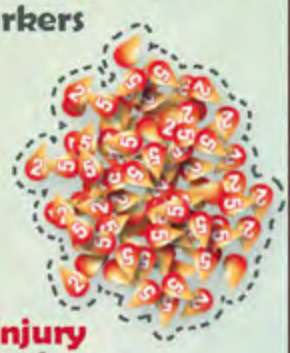


Wild GG





MP and AP Markers



Injury Markers



Demonic Rewards

GRANITE



JADE



GOLD





4 Dice

6 tokens (GG)

Player 1 :
STASIS Team

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 being 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. A player can also claim victory if they are the only one to have Krosmasters still in the game.

THE CHARACTERS
The Krosmasters and summoned creatures are characters. A Krosmaster is represented on the board by a figure, while a summoned creature is represented by a Mob token.

Allies and Opponents
A player's characters are called allied characters. An opponent's characters are called opposing characters.

MP, HP AND AP SYSTEM
A character's three main characteristics are Movement Points (), Health Points () and Action Points (). These characteristics are shown on the character cards.

() The MP represents a character's mobility in the arena. With their MP, a character can move from cell to cell. A character starts each turn with full MP.

() HP represents a character's endurance and their ability to withstand blows. Over the course of the game, a character will suffer injuries. These injuries will add up throughout the game: record them using Injury markers () that you place on the character card.
A character can never have more Injury markers than the HP characteristic given on their card. Once a character reaches the same number of Injury markers as they have HP, they are K.O.'d: the player removes them from the arena and gives their opponent the number of GG equal to the K.O.'d character's Level.

() AP show the number of actions a character can complete per turn. Just like MP, a character starts each turn with full AP.

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

The 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.

Obstacle - Free Cell - Impassable Cell
A cell that does not contain any obstacle is known as a free cell. A cell that contains an obstacle is impassable: it's impossible to move to it. Characters (allies and opponents), bombs, trees and bushes are all obstacles.

GALLONS OF GLORY (GG)
When you win GG, you take them from your opponent! If the wild GG is still in play, you take this GG first, then make up the rest with your opponent's GG.

KAMAS
Each player has a stock of Kamas that are shared by all the Krosmasters on their team. Any Kamas won go into this stock, and spent Kamas come from this shared stock. Kamas in the arena are indestructible.

ROLLING THE DICE
In Krosmaster Arena, when a player must roll a die, the following rule applies to each die rolled:
- If the result is , , , , leave it as it is.
- If the result is , turn the die to the or face.
- If the result is , turn the die to the , , , or face.

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

RULES CONFLICT
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.



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 in the 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 four Krosmasters. To divide the characters, the players must agree on one of the following methods:

By choice
The two players agree on their team's composition.

By chance
The players randomly distribute 4 character cards each between them to determine which Krosmasters will be in their team.

By drafting
- Make a pile with the eight 8 cards face down, and turn the first two cards face-up.
- One player (chosen randomly) chooses a card from the two that are face-up the second player takes the remaining card.
- Repeat the same process, next time beginning with the second player, and alternating, until there are no cards left. The final card will be left over for the player who chose the first card.

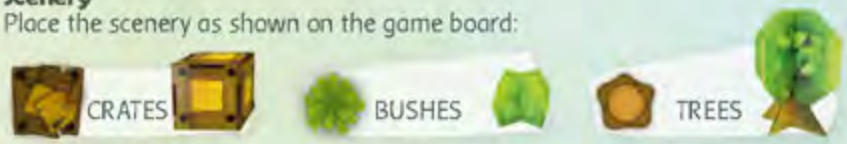
First Player
Each player adds up the Initiave scores of their Krosmasters. The player whose team has the highest total will be the first to play. If it's a draw, the team with the character with the highest Initiative score goes first.

Choice and Direction of the Board
The first player chooses the combat arena: they set up the game board on the side they want (The Pit or Elemental Arena). 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 character cards from left to right in descending order of Initiative, on their side of the game board. Take your team's Krosmaster figures and place them on their cards for the moment.



Scenery
Place the scenery as shown on the game board:



Kama Tokens
Place a Kama token on each Kama Cell and on each Demon Cell. Place Kama tokens equal to the number of Kama icons you see in each cell. The remaining Kama tokens are placed alongside the arena. They make up the reserve.



Demonic Reward Tokens
Divide the demonic reward tokens face-down by Rank:
GRANITE, JADE and GOLD.
Make 2 piles of demonic rewards per Rank. Now turn over 1 token at the top of each pile and place them face-up to the side. You should now have 6 piles of tokens face-down (2 of each Rank) and 6 Boost, Buff or Equipment tokens face-up.

Other Tokens and Dice
Place the Injury markers and the +1/-1 PA and +1/-1 PM markers to the side of the board. Place the wild GG next to the board. Have all the dice accessible.

Starting GG
Each player takes 6 GG tokens that they guard closely near their character cards.

Set-Up
The first player positions their figures in the arena, on the Set-up Cells in the two rows of cells on his side of the board. These Set-up Cells are the Starting Cells.
The opponent does the same on their Starting Cells, on the other side of the board. 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 arena will look like before you start playing.

Examples of Starting Cells:



GAME TURNS

Once the board is set up, the first player can start their Game Turn. When they have finished their turn, it's up to their opponent to play, then the game turns will carry on until one player is victorious. A game turn is broken down as follows:

1 START OF THE GAME TURN

The Demons of the Hours and Minutes take a perverse pleasure in twisting the fates of the Krosmasters. This is the time to roll for **Tension**. But the Krosmasters aren't completely helpless and are feeling inspired, which allows them to gain new powers during this turn. If you're uninspired, the «Refund!» rule will allow you to get precious Kamas. The player whose turn it is, is also known as the **active** player.

Roll for Tension
The active player rolls 2 dice. If they roll doubles, the tension rises and 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 rolled can be placed on a Krosmaster card to give them a power until your next turn. You can attribute the dice to 2 different Krosmasters or place both dice on the same card. Each die can earn a power for the Krosmaster, depending on which side is facing up:

- The character wins the **Critical Hit** power for this turn,
- The character wins the **Armour** power for this turn,
- The character wins the **Lock** power for this turn,
- The character wins the **Dodge** power for this turn,

Refund!
You may choose to place just one Inspiration die, or even none at all: the remaining dice will then be exchanged for Kamas. If you only place one Inspiration die, take 1 Kama token from the reserve and add it to your stock. If you don't place any dice on your Krosmasters' cards, take 3 Kama tokens from the reserve and add them to your stock.



OSCAR KASS AND BAD ABOUM
DOFUS Krosmaster range

2 CHARACTER TURNS

On your turn, you play each Krosmaster one by one in order of your Timeline, from left to right. Once your first character's turn is over, you move on to the character whose card is second in your Timeline, and so on, until you've played all your characters.
A character whose turn it is, is known as the **active character**. A character's turn is split into three phases:

> 2.1 PRELIMINARY PHASE

During the preliminary phase, the Krosmaster is preparing to act. Some game effects are applied or disappear. The character's turn now begins, apply the following rules in order:

Triggered Effects
Some game effects are put in place or come to an end at the start of the character's turn, like «Bomb Explosion» cast by Bad Aboum during the previous turn; these are triggered effects, and it's at this moment that they must be resolved. 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 card of the Krosmaster whose turn it is.

2.2 ACTIVATION PHASE

During this phase, your character will move and act using their **MP** and **AP**. During each turn, the active character can spend as many **MP** and **AP** as shown on their character card. When a character can't, or doesn't want to spend more **MP** or **AP**, their activation phase is over. Any **MP** or **AP** which have not been spent are lost; it is not possible to save them for another turn.
A character never has to spend all their **MP** and **AP**, or even spend any of them at all.

+1/- 1 AP and +1/-1 MP Markers
A character who starts their activation phase with these markers sees their **MP** and **AP** characteristics changed for the rest of the turn. These markers are then discarded.

>2.3 END OF ACTIVATION PHASE

This short phase ends the active character's turn.

Triggered Effects
Some game effects are implemented or end at the end of the character's turn, such as Bill Tell's «Long Shot» which lasts his whole 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 these 3 phases (preliminary, activation and end of activation) with the next character, in order of your Timeline. If you have already played all your characters, it's the end of your game turn.

3 END OF 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.

MP AND AP

Movement Points and **Action Points** are at the heart of the game system. During their activation phase, a character can spend **MP** and **AP** to move and carry out various actions.

During each turn, a character can spend as any **MP** or **AP** as are shown on as the current **MP** and **AP** characteristics value. You can spend **MP** and **AP** in any order you like, alternating as often as you want.

MOVING 1 CELL (1 MP)

By spending **1 MP**, the active character can move to an adjacent free cell.

Lock

If the active character wants to move from a cell that is adjacent to one or more opposing characters, they risk being locked. Indicate the cell your character would like to move to; each opposing character on an adjacent cell will roll for Lock, and your character can try to dodge by rolling for Dodge.

Roll for Lock: your opponent roll 1 die, or 2 dice if the opposing character has the **Lock** power. Each counts as a success.

Roll for Dodge: you roll 1 die, or 2 dice if your character has the **Dodge** power. Each cancels out a Lock roll success.

Locked: if the roll for Lock still has at least one success after the roll for Dodge, your character is locked: they lose any remaining **MP** and **AP**. If not, you will be able to move your character to an adjacent free cell.

Some spells allow you to move in a more original way. The lock rule does not apply to them. It's only when a character spends **1 MP** to move one cell that they can be locked.

COLLECT 1 KAMA (1 AP)

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, it costs **1 AP** for each Kama token they want to pick up. Your team has a Kama stock which is shared by all your Krosmasters: any Kamas collected by the active player 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)

A Krosmaster located on a Demon cell may buy a GG by spending **1 AP** and paying **10 Kamas** into the reserve from your stock. You will then take a GG from your opponent, or the wild GG if it is still available.
A Krosmaster can do this as many times as they like, as long as they have enough **AP** and there are enough Kamas left in your stock.

CAST A SPELL (AP COST VARIES ACCORDING TO SPELL)

Each character can cast a very different range of spells. Most of the characters can cast at least one attack spell, to injure their opponents, but some characters have also learned other types of spells: summoning spells, healing spells and special spells. The **AP** cost depends on the spell cast.

PUNCH AN OPPONENT (5 AP)

A Krosmaster adjacent to an opponent can spend **5 AP** to Punch. A Punch inflicts **1 damage**. Roll for **Critical Hit** and **Armour**.

BUY A DEMONIC REWARD (1 AP)

A Krosmaster on a Demon cell can buy a demonic reward by spending **1 AP** and paying Kama tokens into the reserve from your stock. The price in Kamas of a demonic reward varies according to its Rank:
- A GRANITE demonic reward costs **3 Kamas**
- A JADE demonic reward costs **6 Kamas**
- A GOLD demonic reward costs **12 Kamas**

When you buy one, 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 (in this case, your opponent doesn't know yet which one you've just bought).

Once you have a demonic reward, assign it to any 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 card of the Krosmaster.

Regardless of whether you've chosen to buy a visible demonic reward or you picked one at random, when you attribute it to a Krosmaster, the token must be placed face-down on their card. As long as it is **face-down**, a demonic reward token doesn't give a bonus.

Only a Krosmaster can complete this action and a demonic reward may only be attributed to a Krosmaster. A character represented by a Mob token cannot buy or be in possession of a demonic reward.

Cumulation of Demonic Rewards

A character may not have more demonic reward tokens on their card than their level, whether face-up or face-down, regardless of type and Rank.

USING A DEMONIC REWARD (0 AP)

A Krosmaster can unlock a **Boost**, **Buff** or **Equipment** at any time during their activation phase. This does not cost **AP**. Turn the Demonic Reward token face-up and apply its effect(s) immediately.

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

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

Equipment is permanent.



KING OF THE GOBBALLS
Krosmaster Arena Range

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, the figure, summons token or item of scenery on that cell.
It is also entirely possible that the target may be a free cell.

For a character to be able to cast a spell, you must check:
- If they have enough AP to cast the spell
- If the target is within range of the spell
- If there is a line of sight between the caster's cell and the targeted cell.

CASTING AN ATTACK SPELL

Once these three conditions are met, perform the following steps in order.

1 Pay the Cost
Spend the amount of AP the spell costs.
2 Additional Effects
If the spell shows any additional effects (such as Retreat 1 for Bad Aboum's «Retreat Shot» spell, or additional Damage from the Queen of the Tofus «Dan To Fu» spell, for example), apply them.
3 Critical Hit
Roll for Critical Hit by rolling 1 die, or 2 dice if the active character has the Critical Hit power. Each ✪ increases the spell's damage by 1 point.
4 Armour
The opposing player rolls for Armour by rolling 1 die, or 2 dice if the targeted character has the Armour power. Each 🛡 reduces the spell's damage by 1 point.
5 Place the Injury Markers
Place the same number of Injury markers on the character card (or on the Summons token) as the total Damage inflicted. Don't forget, a character can never have more Injury markers than they have HP.
For example: Anna Tommy has 12 HP and 10 Injury markers on her card. If she suffers 3 Damage, only place 2 Injury markers, because she can't have more than 12 Injury markers on her card. Therefore, she is K.O.'d.

Healing Spell

To cast a healing spell, following the same procedure, except for:
4 Armour: the target of a heal spell doesn't roll for Armour (although there is a roll for Critical Hit)
5 Place the Injury markers: the Injury markers are not added to the healed character, but removed from it.

Summoning Spell

Summoning spells allow you to bring a token into play. There is no roll for Critical Hit or Armour because they don't inflict damage or heal injuries. The targeted cell for a summoning spell must always be a free cell.

Special Spell

Special spells don't inflict damage, heal injuries or introduce any tokens to the game. There is no roll for Critical Hit or Armour.

SPELL DETAILS

The name of the spell is used to identify it and often refers to its effect.

Usage Limit

Irritating Dart : Most of these spells do not have a usage limit. Their spell name is on a black background.
Long Shot : A spell whose name is on a blue background can only be cast once per character turn.
Blow Fun : On a red background, the character can only cast this spell once per game.

Summons Control

Sometimes there is a number in brackets alongside the spell name. That's the summons control value. A character cannot cast a summoning spell if they have already brought into the game as many Summons token as the summons control value for this spell. If there are fewer than this number on the game board it is possible to recast this spell.

Summoning of Gobball (1) With this spell, you can have 1 Gobball in play.
Water Bomb Throw (2) With this spell, you can have 2 Water Bombs in play.
Summoning of Tofu (3) With this spell, you can have 3 Tofus in play.

COST

Most of the time, to cast a spell, you will only spend AP to cover the cost of casting the spell:



In addition to the AP cost, some spells will also require you to spend MP to be cast:



Other spells have a cost in injuries. When paying the cost, a character who's casting such a spell will suffer as many injuries as the spell indicates. A character can never have more injuries than HP, so if all the Injury markers can't be placed on the character card, they will be unable to cast this spell:



RANGE

The range icon shown in the spell bar gives various information about the range of the spell. The range is often shown using two numbers:
- The number on the left is called the **minimum range**: it's the minimum distance, in number of cells, which the targeted cell must be located to be able to cast this spell. 0 is the cell where the character casting the spell is standing.
- The number on the right is the **maximum range**: it's the maximum distance, again in number of cells, where the target must be located to be able to cast this spell.



Classic Range : this spell can target a cell situated between the minimum and maximum range. Many spells have a classic range.



Fixed Range Spell : this spell is identical to the classic range spell, but its max Range cannot be increased.



Line Spell : a spell like this can only target a cell situated in the same row of cells (line or column) as the character who casts the spell.

Fixed Range Line Spell : this spell is identical the line spell, but its max Range can never be increased

No Line of Sight Spell : this spell does not require a clear line of sight to be cast on the target. Its max. Range can never be increased.

Close Combat Spell : this spell can only target a cell adjacent to the one on which the character casting it is standing. It doesn't have a max. or min. Range.

Personal Spell : this spell doesn't have a max. or min. Range. It only affects the character who is casting it.

LINE OF SIGHT

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 another without going through a cell that obstructs the line of sight. All cells occupied by trees or characters block the line of sight, but the corners of cells never obstruct the line of sight.

DAMAGE

Elemental Damage

Each attack spell associated with a Water, Air, Earth or Fire element is an elemental spell. Damage inflicted by these spells is 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 one die during a roll for Critical Hit with a neutral spell.

Heals

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

Heals or No Damage

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

Spells without Damage

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

AREA OF EFFECT

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

The main target and additional targets will be affected in the same way: you roll for Critical once during an area of effect attack spell, but each target will do a separate roll for Armour.



Cross Zone | Square Zone | Hammer Zone | Staff Zone | Shovel Zone

Character casting the spell | Main target. | Additional targets.

ADDITIONAL EFFECTS

Below, you will find a list of all additional effects shown using a key word. Sometimes, the additional effect is described along with the spell, so all you need to do is read the text to understand how to apply it. Even if a spell doesn't inflict any damage, because of an opponent's throw for Armour, for example, the additional effect(s) will still be applied.

Steals health : once you've inflicted injuries with this spell (step 5 of spell casting), the caster removes the same number of Injury markers from their character card as were inflicted on the target.

Pierces armour : the target of this spell rolls one fewer die when rolling for Armour.

+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.

Retreat X: the character who casts this spell is moved X cells in the opposite direction of the spell's target.
Move Closer X: the character who casts this spells is moved X cells closer to the spell's target.
Push Back X: the target of this spell is moved X cells away from the character who cast the spell.
Attract X: the target of this spell is moved X cells closer to the character who cast this spell.

The additional effects of **Retreat, Move Closer, Push Back** and **Attract** move a character or a Summons taken. When it is moved by the spell, it will stop if it meets an obstacle or the edge of the board. Do not check for Lock when a character is moved this way.

-X MP : place X -1MP markers on the targeted character's card.
+X MP : place X +1MP markers on the targeted character's card.
-X AP : place X -1AP markers on the targeted character's card.
+X AP : place X +1AP markers on the targeted character's card.
Steals 1 MP : place a -1MP marker on the target and a + 1 MP marker on the character who cast the spell.
Steals 1 AP : place a -1 AP marker on the target and a +1 AP marker on the character who cast the spell.

Remember: MP and AP markers take effect at the beginning of the activation phase of the character in question and are then discarded.



QUEEN OF THE TOFUS
Krosmaster Arena Range

SUMMONS TOKENS

Some Krosmasters base their combat technique on their summoning spells. They can place bombs, traps, or make fantastical creatures appear in the arena to attack their opponents.

The Summons tokens are brought into play using summoning spells. There are several categories of summons: mobs, bombs and traps.

MOB TOKENS



Mob tokens are characters. These summoned creatures all have **HP**. Most of the time, they also have **MP** and **AP** and a spell, and sometimes even powers. A summoned creature is inserted into the Timeline and plays its turn just after the turn of the character who brought the Mob token into play. If a character has summoned several Mob tokens, the active player chooses the order in which they play after the turn of this character.

The Mob tokens from the Krosmaster Arena box don't have a level and will therefore not result in a GG win when they are K.O.'d. The summoned creatures represented by a Mob token can only spend **MP** and **AP** on moving and casting their spell.

BOMB TOKENS



A bomb is a summoned device, not a character. A Bomb token is an obstacle. The cell it occupies is impassable. All bombs have the Itty-Bitty power and therefore do not obstruct lines of sight. A bomb has 1 **HP** and casts its Explosion spell when it is K.O.'d. At the beginning of the turn of the character who brought it into play, a bomb automatically suffers 1 injury and therefore casts its Explosion spell, since it's been K.O.'d.

TRAP TOKENS



A trap is a summoned device, not a character. A Trap token is not an obstacle and does not block line of sight: the cell on which it is placed is always free. A trap does not have **HP** and, therefore, cannot be K.O.'d by inflicting it with injuries. A trap casts its spell when a character moves to its cell. All traps have the Unfazed power and will not, therefore, be affected by additional spell effects. There can only be one trap per cell.



Win Figures and exclusive scenery in Krosmaster tournaments!

www.KROSMASTER.com

POWERS

The Krosmasters and certain Summons tokens often have extraordinary abilities that can change the game rules: these are called powers.

A power is not a spell, even if the effects can be similar.
A character who already has a power cannot gain an additional power of the same name.

KROSMASTER ARENA POWERS

Critical Hit: this character rolls two dice when rolling for Critical Hit.
Armour: this character rolls two dice when rolling for Armour.
Lock: this character rolls two dice when rolling for Lock.
Dodge: this character rolls two dice when rolling for Dodge.
Itty-Bitty: this character is unaffected by blocking rules (they cannot lock or be locked), and does not obstruct the line of sight.

Resistance : damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance : damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance : damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance : damage dealt by a Fire spell is automatically reduced by 1 point against this character.

Counter: each time an opposing character inflicts one or more Injuries to this character, that character will suffer one injury.
Heal: each time this character heals one or more injuries with a healing spell, they heal an additional injury.
Immune: damage dealt by a Water , Air , Earth or Fire spell cannot injure this character.
Unfazed: this character ignores the additional effects of any spells, except those that inflict additional damage or injuries.

OTHER POWERS

The Krosmasters from the DOFUS Krosmaster range, as well as the other mysterious Krosmasters, have special powers that are described on their cards. Take a look at their character card to learn about their effects.



Srammy is invisible, but not unfazed!



Ally McZeal stimulates her allies, but she doesn't take it!

SCENERY

When the Demons of the Hours created the first combat arenas in the Outer World, they tried to copy the often luscious landscapes of the World of Twelve. They planted trees and bushes, and also added a few lugubrious crates.

The scenery is placed in the arena at the start of the game. The scenery is not a character, and they all have the Unfazed power Three types of scenery are provided with the Krosmaster arena: bushes, trees and crates. Each piece of scenery has its own rules:

BUSHES

Consisting of various leafy plants, bushes are obstacles: the cell on which a bush is planted is impassable. However, bushes do not obstruct the line of sight.

TREES

Robust, these oddly square trees are also obstacles: a cell occupied by a tree is impassable. Their large size can get in a shooter's way, so trees do obstruct the line of sight

CRATES

Made by skilled handymen, these crates, whose contents are still unknown, are not obstacles. A cell that only contains a crate is considered to be a free cell. A crate does not block the line of sight. While standing on a crate, a character may have the max. Range of their spells increased by 1.

OPTIONAL RULE: DESTRUCTION OF SCENERY

If the players are in agreement, you can play with this optional rule and have a smashing time!

Warning: only close combat attack spells can inflict damage to scenery.

You must inflict all injuries in a single turn to destroy a piece of scenery. In other words, the scenery automatically heals all of its injuries at the end of each player's turn. A piece of scenery never rolls for Armour. Place the Injury markers on the pieces of scenery when they are damaged. Once a piece of Scenery has received as much damage as it has **HP**, it has been destroyed: remove it from the arena and put it back in the box.
When a piece of scenery has been destroyed, it is magically transformed into Kamas! The Demons can be generous at times. Place as many Kama tokens as indicated below (**DROP**) from the stock. These Kama tokens are placed in the arena, on the cell where the piece of scenery has just been destroyed.



CRATES 3 DROP



BUSHES 6 DROP



TREES 12 DROP

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 game box). As long as it is face-down, a Boost token does not have any effect.



The effects of these 4 demonic rewards are similar. A Krosmaster who uses one of these boosts increases the damage inflicted by the next spell they cast during this turn by 2 points.
Warning! To benefit from the damage increase, the boost must be of the same element type as the spell used: Water, Air, Earth or Fire.



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



Glue is a single-use spell. To cast this spell, the Krosmaster chooses a target 1 - 5 cells away in a lineand spends 1 AP. Glue does not inflict damage, but the spell's target suffers a -2MP penalty: Place 2 -1 MP markers on their card.



Confuse is a single-use spell. To cast it, the Krosmaster chooses a target 1 - 5 cells away, in a line, and spends 1 AP. Confuse does not inflict damage, but the target of the spell suffers a -3 AP penalty: Place 3 -1 AP markers on their card.



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



When your Krosmaster uses the Ghetto Rade, they immediately gain 1 MP and 1 AP, and you may remove 1 Injury marker from their card.



When a Krosmaster uses a Recall Potion, place their figure on one of your team's Starting Cells. This special restart cannot result in being locked.



When a Krosmaster uses Eniripsa Style, you can remove up to 7 Injury markers from their card.



When a Krosmaster uses Enutrof Style, they immediately gain 2 MP and you add 2 Kama tokens to your stock, taken from the reserve.



When a Krosmaster uses Xelor Style, they immediately gain 4 AP.



When a Krosmaster uses Osamodas Style, they summon a Wabbit. Place the «Wabbit» Mob token on an adjacent free cell. From now on, the Wabbit plays their turn just after the character that summoned him.



Pandawa Style is a single-use spell. To cast it, the Krosmaster chooses a target 1 - 3 cells away, in a line, and spends 2 AP. Move an ally standing adjacent to the Krosmaster using Pandawa Style to the targeted free cell. This does not result in being locked.



When a Krosmaster uses Rogue Style, you can pay 2 Kama tokens to the reserve from your stock: if you do so, you will gain a GG.



When a Krosmaster uses Sacrier Style, place 4 Injury markers on their card. The damage inflicted by the next elemental spell they cast this turn will be increased by 3 points. Sacrier Style does not allow you to increase neutral damage.



When a Krosmaster uses Sadida Style,they summon a Lost Doll. Place the «Lost Doll» Mob token on an adjacent free cell. Now, The Lost Doll plays their turn just after the character that summoned her.



When a Krosmaster uses Ecaflip Style, play heads or tails.
Tails: Ecaflip style doesn't give you any advantages.
Heads: pick one of the face-down GOLD rank demonic rewards and give it to the Krosmaster who used Ecaflip Style.



When a Krosmaster uses Masqueraider Style, choose one of the following 3 advantages: immediately gain 3 AP, or immediately gain 2 MP, or remove up to 4 Injury markers from their card.



When a Krosmaster uses Demon Spirit, you can remove up to 3 Injury markers from their card, you gain a GG and you add 3 Kamas to your stock from the reserve.



When a Krosmaster uses the Wakfu Spout, they immediately gain 2 MP and 3 AP, and you may remove up to 4 Injury markers from their card.

BUFFS

A Buff is a temporary improvement. When a Krosmaster uses a Buff token, turn it face-up on the character card: they will then benefit from the Buff effect until the start of their next turn. At that point, you should remove the Buff token from the game and put it back in the game box.



The effects of these 4 demonic rewards are similar. As long as one of these Buff tokens is on your Krosmaster's card, they will benefit from the two following effects:
- Attack spells of the associated element (Water, Air, Earth or Fire) inflict 1 additional damage.
- They gain the power Resistance to the associated element (Water, Air, Earthor Fire): and automatically suffers 1 less damage when the target of a spell of this element.



As long as the Perfect Lock token is on a Krosmaster's card, adjacent opposing characters will not be able to spend MP to leave close combat.



As long as the Unikron Blood token is on a Krosmaster's card, the character will have the Critical Hit, Armour, Dodge and Lock powers.



As long as the Iop Style token is on a Krosmaster's card, their elemental close combat attack spells (Water, Air, Earth or Fire) inflict 2 Additional Damage. Iop Style does not allow you to increase neutral damage.



As long as the Cra Style token is on a Krosmaster's card, the max. range of their spells is increased by 2 cells and their elemental attack spells (Water, Air, Earth or Fire) inflict 1 additional Damage. Cra Style does not allow you to increase neutral damage.



As long as the Feca Style token is on a Krosmaster's card, they cannot suffer injuries caused by elemental attack spells (Water, Air, Earth or Fire). Feca Style is useless against neutral damage, heals or additional Steals Health effects.



As long as the Sram Style token is on a Kromaster's card, their elemental close combat attack spells (Water, Air, Earth or Fire) inflict 1 additional Damage and have the Steals Health effect. Sram Style does not allow you to increase neutral damage.



As long as the Stasis Crystal token is on a Krosmaster's card, their elemental attack spells (Water, Air, Earth or Fire) inflict 2 additional Damage and they gain the Critical Hit and Armour powers. Stasis Crystal does not increase neutral damage.

EQUIPMENT

Equipment is a permanent improvement. It takes effect as soon as the demonic reward token is turned face-up, and stays that way until the end of the game.

If a piece of equipment gives **AP** or **MP** improvements, the value of the corresponding characteristic is increased. This gain is effective as soon as the Equipment token is turned face-up: it allows the Krosmaster to spend the additional **AP** or **MP** beginning the turn it is flipped up.

Once revealed, it is impossible to separate a character from the equipment token.

There are 4 types of equipment:

Weapons that give their bearer a new spell.
Sets, which improve their characteristics or give them new powers.
Pets, which are rarer, but give improvements similar to those of sets.
Dofus, for immeasurable power.

A Krosmaster can only have one token of each type of Equipment face-up on their card. If a Krosmaster already owns a piece of equipment, they cannot reveal another one of the same type.



A Krosmaster bearing this Weapon can cast a new close combat spell: attacking with the Dagueros costs 2 **AP** and inflicts 1 **Air** Damage.



A Krosmaster bearing this Weapon can cast a new close combat spell: attacking with the Raziel Sword costs 3 **AP** and inflicts 2 **Water** Damage.



A Krosmaster bearing this Weapon can cast a new close combat spell: attacking with the Mishmashovel costs 4 **AP** and inflicts 2 **Earth** Damage to each character in the Shovel Zone.



A Krosmaster bearing this Weapon can cast a new close combat spell: attacking with the Wa Staff costs 5 **AP** and inflicts 2 **Fire** damage to each character in the Staff Zone.



As long as this Set token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 2 points and they get the **Critical Hit** power.



As long as this Set token is face-up on a Krosmaster's card, their **AP** characteristic is increased by 1 point and they get the **Armour** power.



As long as this Set token is face-up on a Krosmaster's card, their MP characteristic is increased by 1 Point and they get the **Dodge** power.



As long as this Set token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 4 points and they get the **Lock** power.



As long as this Set token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 1 point and their max. range is increased by 1 cell.



As long as this Set token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 3 points and they get the **Heal** power.



A Krosmaster bearing this Weapon can cast a new close combat spell: attacking with the Hammer costs 6 **AP** and inflicts 3 neutral Damage to each character in the Hammer Zone.



A Krosmaster bearing this Weapon can cast a new spell from 2 to 5 cells away: attacking with the Angel Bow costs 5 **AP** and inflicts 2 neutral Damage. The max. range of this spell cannot be increased.



A Krosmaster bearing this Weapon can cast a new healing spell from 0 to 2 cells away: for 3 **AP**, the Celestial Wand heals 2 Injuries from the targeted character.



As long as this Set token is face-up on a Krosmaster's card, their MP, **HP** and **AP** characteristics are increased by 1 point each.



As long as this Set token is face-up on a Krosmaster's card, their characteristics are altered as follows: MP is reduced by 1 point, **HP** is increased by 5 points and **AP** is increased by 2 points.



As long as this Set token is face-up on a Krosmaster's card, their MP and **AP** characteristics are increased by 1 point and max. range increased by 1 cell.



As long as this Set token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 5 points and they get the **Counter** power.



As long as this Pet token is face-up on a Krosmaster's card, their MP, **HP** and **AP** characteristics are increased by 1 point each.



As long as this Pet token is face-up on a Krosmaster's card, their MP characteristic is increased by 1 point, their **HP** characteristic by 3 points and the max. range is increased by 1 cell.



As long as this Pet token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 6 points and they get the **Armour** and **Lock** powers.



As long as this Pet token is face-up on a Krosmaster's card, their max. range is increased by 2 cells and they get the **Critical Hit** and **Dodge** powers.



As long as this Dofus token is face-up on a Krosmaster's card, their MP characteristic is increased by 2 points.



As long as this Dofus token is face-up on a Krosmaster's card, their **HP** characteristic is increased by 8 points.



As long as this Dofus token is face-up on a Krosmaster's card, their **AP** characteristic is increased by 3 points.



As long as this Dofus token is face-up on a Krosmaster's card, their elemental attack spells (Water, Air, Earth and Fire) inflict 1 additional Damage. The Cawwot Dofus does not increase neutral damage.



As long as this Dofus token is face-up on a Krosmaster's card, their elemental Water and Air attack spells inflict 1 additional Damage and they get the **Armour** power.



As long as this Dofus token is face-up on a Krosmaster's card, their Fire and Earth elemental attack spells inflict 1 additional Damage and they get the **Critical Hit** power.

ADVANCED RULES

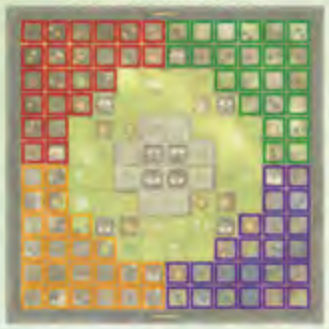
RULES FOR 4 PLAYERS

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:

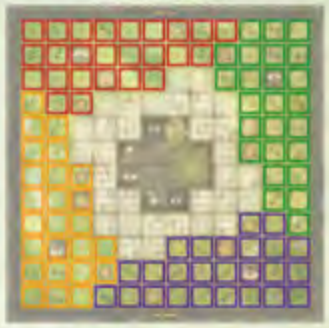
FREE-FOR-ALL

Team composition: everyone plays with 2 Krosmasters. The players agree on how their teams should be made up.
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 3GG/ A player who K.O.'s another player's last remaining Krosmaster takes their GG.
When a character is K.O.'d, its controller gives GGs equal to the character's level to the K.O.'ing player. A player without any GGs is not necessarily eliminated, as long as they still have a figure in play.
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 graphically different on the game boards. Throw for Tension: if doubles are rolled, the active player chooses one opponent to lose 1 GG, and this opponent will choose another player to lose 1 GG. This may be the active player, but it doesn't have to be.

THE ELEMENTAL



PIT ARENA



Player 1 Player 2 Player 3 Player 4

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 to have any GGs. If a player and their partner are the only ones to have any figures left in the arena, they will also win.
Initiative: the players calculate their total Initiative. The player with the highest total become player 1, and their partner player 3. The player from the other team with the highest Initiative total becomes player 2, and their partner player 4.

CUSTOMIZABLE TEAM

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 the Krosmaster figures and build your dream team!

CHOICE OF CHARACTERS

You can combine any combination of characters, as long as they meet the following criteria:
- Your team must contain 2 to 8 Krosmasters.
- The total Level of all the characters in your team must be equal to 12.
- A Krosmaster whose name is written in gold lettering on their card is a unique hero. A hero like this 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. These restrictions apply to all players: you and your opponent can very easily both be playing identical teams.

Name Reference
When a reference is made to a character's name in a spell that only includes the character or the Mob token they've brought into play using one of their spells, but not other characters of the same name.

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

INITIATIVE

To decide who goes first, if the total Initiative of the players is identical, compare the highest Initiative values 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 their team have the same Initiative score, they must chose the order in which their characters will be activated. They must then stick to this Timeline until the end of the game.



DROP KNIGHT
DOFUS Krosmaster Range

F.A.Q.

Q My Krosmaster has the Critical Hit and wears the Tofu set, which gives +1 MP and the Critical Hit power. From now on, should I roll 3 dice during a roll for Critical Hit?

R *NO, because a character can never benefit from the same power multiple times. The Krosmaster benefits from additional MP, but the Critical Hit power from the Tofu Set is useless to them because they already have the Critical Power.*

Q My Krosmaster has the Armour power and suffers 2 Damage with the Additional Pierces Armour Effect. Can they roll for Armour?

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

Q I only have 4 Kamas in my stock and I want to buy the «Enutrof Style» demonic reward (DR, JADE at 6 Kamas) which will give me +2 MP and 2 extra Kamas. Since I'm going to get 2 Kamas of the 6 it costs, can I buy it?

R *NO. Buying a demonic reward and unveiling it are two different actions. First, you have to pay the 6 Kamas from your stock to the reserve, then, when you use «Enutrof Style», 2 Kamas will be taken from the reserve and added to your stock.*

Q My Krosmaster used the «Feca Style» demonic reward during the previous turn, which prevents all elemental damage, but not against additional effects. If the spell targeting them has the additional effect of inflicting additional elemental damage, will my Krosmaster be affected by them?

R *No. Feca Style will prevent all elemental damage.*

Q My Krosmaster has 3 MP, 12 HP and 6 AP, but has already spent their 3 MP for this turn. I have chosen to reveal the Treech Set: -1 MP, +5 HP, + 2 AP. What will happen?

R *The Krosmaster won't be able to lose MP, because they have none left for this turn; their HP will still increase by 5 and they will get the 2 AP for use this turn. At the start of their next turn, this Krosmaster will have 2 MP, 17 HP and 8 AP. If the Treech Set had been revealed when the Krosmaster still had some MP remaining, they would have immediately lost 1 MP.*

Q My King of the Gobballs has 10 HP and has already suffered 6 injuries. Can he use the «Sacrier Style» demonic reward to increase the damage of his next spell?

R *YES, but he will have to suffer 4 injuries and be K.O.'d before he can cast the spell. If he had only had 5 injuries or fewer, he would have been able to use the «Sacrier Style» spell more effectively.*

Q Clot the Crapulous has 7 AP and 14 HP, but has already suffered 11 injuries. Can she cast her «Transfusion» spell, which costs 4 injuries and 5 AP?

R *NO, because she cannot place the 4 Injury markers the spell costs on her card. If she had only suffered 10 injuries, she would have been able to: she would have been K.O. and the spell could have taken effect.*

Q I'm playing 2 copies of Bill Tell on my team. If one of them casts the «Long Shot» spell, with the effect «This turn, Bill Tell's spells will gain an +3 max. range, but he will lose all his MP», will both my characters named Bill Tell be affected?

R *NO. When the text on a character card makes reference to their own name, only the active character is concerned. Likewise, if the character card's text mentions Summons tokens, it is only referring to those Summons tokens brought into play by that character.*

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

R *NO, the lock rule only applied to when a character spends 1 MP to move and leaves a cell adjacent to one or more enemies.*

Q My Goultard casts the «Charge» spell with the additional effect «Move 2 cells closer to the targeted character». Can he pass through impassable cells?

R *NO, this special movement must take place in one go, and if he is interrupted by an impassable cell, Goultard will just stop in front of it.*

Q And what if there's a trap on one of the cells in his path?

R *The trap will only be activated if Goultard finishes his special movement on that cell*

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

R *NO. These MP and AP gains are shown by markers placed on their cards. At the start of the character's next turn, these markers are discarded and it is then that you will receive the MP and AP. When the gain is immediate, it will say so on the card.*

CREDITS : From an original idea by Tot - Under the management of Jérôme Peschard - **Products Team:** Jie Cai, Romain Caterdjian, Pierre-Henri Dupont. - **Lead Design :** Murat Celebi **Game Design :** Nicolas Degouy - **Lead Graphic Design :** Alexandre Papet - **Character Design :** Edouard Guiton - **2D Team :** Romain Liberso, Vincent Lombard. - **3D Team :** Laurent Boucher / Tilo, Mickaël Gantois, Damien Levaufre, Mathieu Thronion. - **Prototypes :** Enaibi - **Stage Team «collaborators» :** Ulrick Wery, Marine Serre, Maurin Monnet / Mau, Guillaume Minet. - **Corporate Identity :** Aisk **Cover Illustration :** Gray Shuko - **THANKS :** Nolan Anderson, Pelin Arıner, Ben et Lucie, Michaël Bigotte, Bilyboy, Faouzi Boughida, David Calvo, Corentin Capelle, Laurent Carlot / Larka, Coco et Meluze, Mathieu Confiant, Etienne Corbaux / BlackLiliPute, Lucie Cousinou, Crounch, Ludovic Dehon, Marie Derollez, Nicolas Dhennin, Eskarina, Fraoha, Marine Freiond, Dominique, Camille et Virginie Gaboriaud, Gaetan / Sultima, Hervé Gengler / Tiris, Davy Girard, Elise Gooris, Emilie Granger, Hugo, Joy, Jérémy, Jonathon, Ronan Joubaud, JU, Ju, Judicaël, Aziz Kaddouri, Kam, Eduard Khil, Nao de La Soujeole, Fanny Laigle, Mathieu Laine, Elen Le Tannou, Manoush, Julia Mendes, Milidès, OJ, Olivier, Pauline Parmentier, Fabien Ravez, Stéphane, The Black Frog, Carl Van Tichelen, Xa et Yamato.

Thanks also to those who have participated indirectly in this project, to the whole DOFUS Arena community and a very big thank you to YOU!

GAME TURN

1 START OF GAME TURN (NEW ACTIVE PLAYER)
- Roll for Tension (2 dice)
- Inspiration (power gain)
- Refund! (Kama gain)

2 CHARACTER TURN (TIMELINE ORDER, ONE AT A TIME)

2.1 PRELIMINARY PHASE
- Buff Suppression, Triggered effects.

2.2 ACTIVATION PHASE
- Spending MP and AP

2.3 END OF ACTIVATION PHASE
- Triggered effects, next character.

3 END OF TURN
- Change of active player.

CHARACTERISTICS

NAME	MOVEMENT Free cell ✓ Impassable ✗	LINE OF SIGHT No obstruction ✓ Obstruction ✗	ADDITIONAL SPELL EFFECTS Affected ✓ Unfazed ✗	HP
Crate	✓	✓	✗	3
Bush	✗	✓	✗	6
Tree	✗	✗	✗	12
Krosmaster	✗	✗	✓	Quick Card
Tofu token	✗	✓	✓	1
Other Mob	✗	✗	✓	Quick Card
Bomb token	✗	✓	✓	1
Trap 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 the line of sight (trees, characters, ...)



Clear line of sight.

No line of sight.

SPENDING MP AND AP

Moving	Cost
Move to a cell	1 MP

Action	Cost
Casting a spell	varies according to spell

Krosmaster only actions	Cost
Pick up a Kama	1 AP
Buy a GG	1 AP (+10 kamas)
Buy a GRANITE demonic reward	1 AP (+3 kamas)
Buy a JADE demonic reward	1 AP (+6 kamas)
Buy a GOLD demonic reward	1 AP (+12 kamas)
Reveal a demonic reward	0 AP (free action)
Punch someone	5 AP (page 6)

CASTING A SPELL

PREREQUISITES
- Check the cost
- Check the range
- Check the line of sight

1 PAY THE COST
2 ADDITIONAL EFFECTS
3 ROLL FOR CRITICAL (attack and healing spells only)
4 ROLL FOR ARMOUR (attack spells only)
5 INJURIES (attack and healing spells only)

DAMAGE



AREAS OF EFFECT



Cross Zone Square Zone Hammer Zone Staff Zone Shovel Zone

Using your unique code, activate your figures and fight against other players online! Will you become the Master of the Krosmoz?
www.KROSMASTER.com