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 came 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!
**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.

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

**Level**: that's the character's overall power.

**AP**: Action Points enable you to attack your opponents and carry out various actions.

**Spell Damage**: this is the number of Injuries inflicted on the opposing character. Some spells don't cause damage.

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

**Powers**: these are the character's special abilities.

**Initiative**: that's how fast the character is.

**MP**: Movement Points are used to move around.

**Range**: the Range of the spell indicates the distance from the target in number of cells.

**History**: this short background text allows you to learn a little bit more about a character's life.
**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.
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 Tofofs 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.
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.

**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 Gobbals 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 Gobbals on their Starting Cells. The Queen of the Tofus plays first because she has a higher Initiative score (4) than the King of the Gobbals (2).
Tutorial 2
MY VERY FIRST SPELL

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

All 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 Gobbals’ 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 Gobbals 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 Gobbals 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 Gobbals 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 Gobbals is within range of the Dan To Fu 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.

POWERS

Powers are special abilities or talents that change the rules. The King of the Gobbals has the Armour and Lock powers, while the Queen of the Tofus has the Critical Hit and Dodge powers.

King of the Gobbals’ Powers

Armour: when the King of the Gobbals 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 Gobbals 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 Gobbals’ 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 Gobbals, 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 Queen, if she’s far away and you play first, you play first, you move more quickly and you shoot further. So it’s you who decides the first blow.

**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 Gobbals 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 Gobbals on their starting cells. The Queen of the Tofus plays first because she has a higher Initiative score (6) than the King of the Gobbals (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.
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 cards. 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.

The number in brackets indicates how many of this type of creature can be present in the arena at the same time. The Queen can control 3 Tofus, the King can control 1 Gobball.

**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.

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**THE GOBBALL TOKEN**
- **Health Points:** the Gobball has 5 HP, it dies from the first injury received.
- **Movement Points:** the Gobball has 3 MP, it 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**
- **Gobbolob**
  - Inflicts 2 extra Damage when a Gobball is adjacent to the target of this spell.
  
  **Additional effect:** when the King of the Gobballs attacks with his Gobball, 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!

- **Dan To Fu**
  - Inflicts 1 extra Damage per TOFU adjacent to the target.

  **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).
Another advantage for your strength in numbers! Surround that big cat 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 tofus!

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 Gobbals 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 Gobbals on their Starting Cells. The Queen of the Tofus plays first because she has a higher Initiative score (enthalp) than the King of the Gobbals (enthalp).

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 Gobbals; the first player has an undeniable advantage.

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

**OSCAR KASS’ SPELLS AND POWER**

**Con**
- Range: the opponent must be adjacent
- **Action Points (AP) Cost**: 1
- **Con inflicts 1 Damage.**

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

**Deviousness**
- Range: the opponent must be 2 to 3 cells away. Deviousness is, therefore, useless against an adjacent opponent!
- **Action Points (AP) Cost**: 1
- **Deviousness inflicts 0 Damage.**

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**
- Range: the opponent must be 1 or 2 cells away. The little arrow indicates that the targeted enemy must be in the same row of cells as Anna Tommy.
- **Action Points (AP) Cost**: 2
- **Assault inflicts 1 Damage.**

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**
- Range: the opponent must be 1 to 3 cells away. The red color indicates that the range cannot be increased.
- **Action Points (AP) Cost**: 3

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 Kromsmaster range
Oh dear! It's starting to get a bit cramped in this little arena. For your brave Krosmasters! You still have the advantage of mobility, but you'll have a tough job getting through your opponent's columns. Any way, there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. However, stay as far away as possible from there's a good chance they'll try to eliminate here for you. 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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 Masquerader 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.
- **Action Points (AP) Cost**: 3
- **Spell damage**: 1

**Long Shot**
- Bill Tell can only cast this spell once per turn (blue background)
- **Action Points (AP) Cost**: 1
- **No Damage, this is not an attack spell.**

**Long Shot**
- Long Shot is a personal spell, it only affects Bill Tell himself.
- **For this turn, BILL TELL’s spells gain +3 max Range, but he loses all his hearts.**

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 KAO’s SPELLS AND POWER**

**Irritating Dart**
- **Range**: the enemy must be 1 to 5 cells away
- **Action Points (AP) Cost**: 5
- **Spell damage**: 1

**Puff**
- Kassius Kaos can only cast this spell once per game (red background), so make sure you time it right!
- **Action Points (AP) Cost**: 1
- **Puff inflicts 3 Damage.**

**Puff**
- 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.

**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 crate 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:

- 4 + 4 = 8 for the Sacier-Cra duo
- 6 + 3 = 9 for the Sram-Masquerader 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.
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! Krole, 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 Toftus, Sacrier Anna Tommy, Sram Oscar Kass, Cra Bill Tell and Masqueroider 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!

Action Points (AP) Cost: 4
Forbidden word inflicts 1 Damage.

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.

Health 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.

Action Points (AP) Cost: 3
This spell heals one Wound.

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.

Action Points (AP) Cost: 3
Retreat Shot inflicts 1 Damage.

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).

Action Points (AP) Cost: 3
Water Bomb Throw is not an attack spell.

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

Health Points: A Water Bomb is K.O’d by the first injury it receives.

Action Points: A Water Bomb does not have any AP.

Movement Points: A Water Bomb does not have MP, so it cannot move.

Spell Bar: Explosion is a special spell. (see below)

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
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.
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.
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 , Bill Tell , Oscar Kass and Bad Aboum . Player 2, WAKFU team: Anna Tommy , Kassius Kaos , King of the Gobballs and Lil Healey .

**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:**

- Queen of the Tofus (+6)
- Bill Tell (+5)
- Oscar Kass (+4)
- Bad Aboum (+2)

**WAKFU Team:**

- Anna Tommy (+3)
- Kassius Kaos (+2)
- King of the Gobballs (+1)
- Lil Healey (+0)

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.
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 (إشارة). 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.

申し込み 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 Initiative ⚡ scores of their Krosmasters. The player whose team has the highest total will be the first to play. If it’s a draw, the team with the 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:
**1. START OF THE GAME TURN**

When the game starts, the active player (whoever has the active character) can choose to do something or pass. If they choose to pass, the game moves to the next active player. If they choose to do something, they must choose from the following actions:

- **Fight**: Choose an enemy to attack.
- **Search**: Look for hidden items or clues.
- **Cast Spell**: Use a spell that requires a specific action or effect.

Once the active player has taken their action, the game moves to the next active player. If there are no more active players, the game is over.

**2. CHARACTER TURNS**

Each character takes a turn in the game. A character's turn consists of three phases:

- **1. Preliminary Phase**: The character chooses a preliminary action, such as running, jumping, or attacking.
- **2. Activation Phase**: The character activates their abilities. For example, they might use a power that requires them to roll a die.
- **3. End of Turn**: The character decides whether to spend any remaining AP or MP on actions or items.

During their turn, the character's active powers and special abilities are activated. Each character has a set of powers that they can use during their turn. These powers can be used to attack enemies, heal wounds, or gain new abilities.

**3. END OF TURN**

At the end of each character's turn, the active character is removed from the game. The game then moves to the next active character, and the process repeats until all characters have taken their turns.
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 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 $ is 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 cost.

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.
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 1 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 1 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.
- Long Shot: Their spell name is on a black background.
- Blow Fun: A spell whose name is on a blue background can only be cast once per character turn.

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 Gобball (1) With this spell, you can have 1 Gобball 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:

Fear Action Points (AP) Cost

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

Percilol MP Cost + AP Cost

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:

Punishment Injuries Cost + AP Cost

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.

**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 spell 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 token. 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+1: place \(X\) +1MP markers on the targeted character’s card.
-\(X\) AP-1: place \(X\) -1AP markers on the targeted character’s card.
-\(X\) AP+1: place \(X\) +1AP markers on the targeted character’s card.

**Steals MP**: place a 0MP marker on the target and a +1 MP marker on the character who cast the spell.

**Steals AP**: place a -1AP 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.
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.

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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 0: damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance 0: damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance 0: damage dealt by a Fire spell is automatically reduced by 1 point against this character.
Resistance 0: 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, 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.

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:

BUSHERS

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.
**Boosts**

A boost is an immediate advantage. Once the 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.

- **Pyro Boost**
- **Terra Boost**
- **Aqua Boost**
- **Aero Boost**

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**
- **Glue**
- **Confuse**
- **Sicken Potion**

- **Shame Rade**
- **Recall Potion**
- **Enrissa Style**

When your Krosmaster uses the Enrissa Style, they immediately gain 2 MP and you add 2 Komas to your stock, taken from the reserve.

- **Xelor Style**
- **Legends Style**
- **Samodas Style**

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

When a Krosmaster uses Samodas 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.

- **Rogue Style**
- **Sacriert Style**
- **Sadida Style**

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

When a Krosmaster uses Sacriert 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. Sacriert 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.

- **Eclipstyle Style**

When a Krosmaster uses Eclipstyle Style, play heads or tails. Tails: Eclipstyle 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 Eclipstyle Style.

- **Masquerader Style**

When a Krosmaster uses Masquerader 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.

- **Demon Spirit**

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

- **Wakfu Spout**

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.

- **Flash Crystal**

As long as the Flash 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.

<table>
<thead>
<tr>
<th>Equipment Type</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Set: Arkane</strong></td>
<td>Increases the wielder's AP by 1 point.</td>
</tr>
<tr>
<td><strong>Set: Elemental</strong></td>
<td>Increases the wielder's MP by 1 point.</td>
</tr>
<tr>
<td><strong>Set: Enchant</strong></td>
<td>Increases the wielder's HP by 1 point.</td>
</tr>
<tr>
<td><strong>Set: Arcane</strong></td>
<td>Increases the wielder's AP by 2 points.</td>
</tr>
<tr>
<td><strong>Set: Meteor</strong></td>
<td>Increases the wielder's HP by 2 points.</td>
</tr>
<tr>
<td><strong>Set: Thunder</strong></td>
<td>Increases the wielder's MP by 2 points.</td>
</tr>
</tbody>
</table>

**Example Equipment Descriptions**

- **Dagger of the Light**
  - As long as this Set token is face-up on a Krosmaster's card, their AP is increased by 1 point.
- **Hammer of the Earth**
  - As long as this Set token is face-up on a Krosmaster's card, their HP is increased by 1 point.
- **Dagguereos of the Sky**
  - As long as this Set token is face-up on a Krosmaster's card, their MP is increased by 1 point.
- **Wisp Staff**
  - As long as this Set token is face-up on a Krosmaster's card, their critical hit power is increased by 1 point.
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 3 GG. 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.

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 choose the order in which their characters will be activated. They must then stick to this Timeline until the end of the game.
F.A.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?

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.

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

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.

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?

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.

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?

No. Feca Style will prevent all elemental damage.

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 Treach Set: -1 MP, +5 HP, +2 AP. What will happen?

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 Treach Set had been revealed when the Krosmaster still had some MP remaining, they would have immediately lost 1 MP.

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

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

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?

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 KO and the spell could have taken effect.

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?

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.

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?

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.

My Goul'tard costs the «Charge» spell with the additional effect «Move 2 cells closer to the targeted character». Can he pass through impassable cells?

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

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

The trap will only be activated if Goul'tard finishes his special movement on that cell.

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?

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.


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!
**KING OF THE GOBBALLS**

Osmodes

**Gobbolob**
Inflicts 2 when a Gobbball is adjacent to the target of this spell.

**Summon Gobbball (1)**
Summons a Gobbball on target empty cell.

**Gobball it all up**
This farmer, who also happens to be a fervent protector of the countryside, has declared himself the King of the Gobballs! He spends so much time with his dear beasts that he’s become just as stubborn as they are! His mood swings have earned him the nickname “Grumpy Wumpy”.

**Powers**
- Armour, Lock.

**QUEEN OF THE TOFUS**

Osmodes

**Dan To Fu**
Inflicts 1 per TOFU adjacent to the target.

**Summon Tofu (3)**
Summons TOFU on target empty cell.

**The more Tofus, the merrier!**
Since she was a nipper, the Queen of the Tofus jubyl has just loved her creatures. She knows all there is to know about them: the number of feathers they have, the size of their beaks, and to top it all off, she speaks fluent Tofu too! Her dream is to reach her Diamond Jubilee.

**Powers**
- Critical Hits, Dodge.

**BILL TELL**

Cra

**Plaguing Arrow**
3

**Long Shot**
For this turn, BILL TELL’s spells gain 3 max Range, but he loses all his.

**Keep a cool head**
Bill Tell didn’t have an easy childhood... Growing up, he was nicknamed “Cawed Tep”. Being the good sport that he was, he never fought back! But today, Bill is a changed man: the bullies that teased him are soon going to be pulled out like rotten apples!

**Powers**
- Dodge.

**KASSIUS KAOS**

Masquerader

**Irritating Sting**
5

**Puff**
1

**So mean he makes skeletons sick!**
Kasses Kaos wanted to be a minstrely, but his voice made ears bleed and birds flee... Now he makes music on the battlefield, slinging like a beer! Remember, your spells can’t hit what your eyes can’t see...

**Powers**
- Critical Hits.
**BAD ABOM**

**Rogue**

| 3 | 9 | 6 | AP |

**Retreat Shot**
Bad Abom retreats 1 cell.

**Water Bomb Throw** (2)
Places a WATER BOMB on the targeted empty cell.

**Smoke on the water**
This Rogue has an explosive temperament... So much so that his family sent him down to the tunnels under their temple where he now escorts people from Astrub to Arakna and back. He keeps the home fires burning...

**Powers**
- Dodge
- Lock

---

**ANNA TOMMY**

**Sorceror**

| 3 | 12 | 6 | AP |

**Assault**
Switches position with the targeted character.

**Transposition**
Switches position with the targeted ally.

**Hit ‘em where it hurts**
This Sorceror has studied the human body in such depth that she knows exactly where the weak points are! This skill has made her one of the most formidable, feared warriors in the World of Twelve. When she decides to strike, Anna Tommy literally atomizes her enemies!

**Powers**

---

**OSCAR KASS**

**Sram**

| 3 | 10 | 6 | AP |

**Con**
Steals health.

**Deviousness**
Pierces armour.

**Steal the show**
Being the bad guy doesn’t mean that you can’t have fun! Oscar Kass’s dream is to become one of the World’s greatest petty thieves. There’s no doubt about it, if there were an award for the best con man, Oscar would have already won it hands down!

**Powers**
- Armour

---

**LIL HEALEY**

**Enira**

| 3 | 12 | 6 | AP |

**Forbidden Word**
Pierces armour.

**Healing Word**

**Couldn’t care more**
Lil Healey is always ready to lend a helping hand - the smallest grazes and she’s there! Whether it’s for a gap in the head or a sprained big toe, her allies can count on her. So much so that she can become a pain in the neck herself...!

**Powers**

---
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

<table>
<thead>
<tr>
<th>NAME</th>
<th>MOVEMENT</th>
<th>LINE OF SIGHT</th>
<th>ADDITIONAL SPELL EFFECTS</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Free cell</td>
<td>No obstruction</td>
<td>Affected/Unfazed</td>
<td></td>
</tr>
<tr>
<td>Crate</td>
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<td>Bush</td>
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<td>Other Mob</td>
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<td>Bomb token</td>
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<td>Trap token</td>
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<tr>
<td>Kama token</td>
<td>✓</td>
<td></td>
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</tr>
<tr>
<td></td>
<td>Scenery</td>
<td>Character</td>
<td>Other</td>
<td></td>
</tr>
</tbody>
</table>

SPENDING MP AND AP

Moving: 1 MP
Move to a cell: 1 MP

Action
Casting a spell: varies according to spell
Krosmaster only actions
Pick up a Kama: 1 AP
Buy a GG: 1 MP +10 kamas
Buy a GRANITE demonic reward: 1 MP +3 kamas
Buy a JADE demonic reward: 1 MP +6 kamas
Buy a GOLD demonic reward: 1 MP +12 kamas
Reveal a demonic reward: 0 AP (free action)
Punch someone: 5 AP (page 6)

CASTING A SPELL

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

INJURIES INFLICTED
BASIC DAMAGE (Printed on the spell)
CRITICAL HIT DAMAGE (from rolling dice)
CANCELED DAMAGE (from opponent’s roll of dice)

AREAS OF EFFECT

Cross Zone  Square Zone  Hammer Zone  Staff Zone  Shovel Zone

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