Krosmaster Arena - Comprehensive Tournament Rules

Release 2.5 - Season 3

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This Release of the Comprehensive Tournament Rules replaces all the previous Releases. In order to avoid confusions, please destroy all previous - and thus obsolete - Release of this document.

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1. Game Fundamentals

1.1. Team Building

1.1.1. For a Constructed tournament, a Team has to comply with the following construction rules:

1.1.1.a. A Team must contain 3 to 8 Krosmaster.

1.1.1.b. The total Level of all the Krosmasters in a Team must be equal to 12.

1.1.1.c. A Krosmaster whose name is written in gold lettering on his card is a unique hero. A hero like this can only appear in your team once, but you can recruit several different unique heroes.

1.1.1.d. A Team can only contain one version of each unique hero Krosmaster.

1.1.1.e. Each Krosmaster whose name is written in white letters can appear in your team a maximum of two times.

1.1.1.f. Each Krosmaster whose name is written in black letters can appear in your team a maximum of three times.

1.1.1.g. A Team can only contain one Krosmaster with the Boss Type.

1.1.1.h. Each Krosmaster must be authorized for the tournament. He must belong to an expansion that is legal for that tournament, and must not be banned.

1.1.2. For a Limited (Sealed or Draft), a Team has to comply with the following construction rules:

1.1.2.a. A Team must contain 3 to 8 Krosmaster.

1.1.2.b. The total Level of all the Krosmasters in a Team must be equal to 12, if possible. If the player cannot build a Level 12 Team, he must build a Team with the highest possible Level, without exceeding 12.

1.1.2.c. All Krosmasters are legal, without any limitation. For example, it is legal to play two copies of a Krosmaster whose name is written in gold lettering.

1.1.3. If two or more of the same Krosmaster are used in the same Team, the player must customize or mark them in order to differentiate them easily.

1.2. Game Board

1.2.1. The game board represents the arena where combats take place. Each arena has special places for scenery (ex. Trees, Bushes, Crates), as well as Demonic Rewards Cells, Kama Cells and Starting Cells.

1.3. Starting the Game

1.3.1. Each player adds up the Initiative scores of their Krosmasters. The player whose team has the highest total will be the first to play, and is called the first player, and the one with the lowest total is called the second player.

1.3.1.a. If the initiative of both team are at a draw, players must compare the initiative of their Krosmaster, in order of timeline, until the compared Krosmasters have different initiatives. The player which controls the Krosmaster with the highest initiative between the two Krosmasters compared will become the first player.

1.3.1.b. If all individual initiatives are identical, the first player will be the one who has the most Krosmasters in his team.

1.3.1.c. If both teams have the exact same individual initiatives and the same number of Krosmasters (for example, if both teams are rigorously identical), the first player will be chosen by Rock-Paper-Scissor or a randomisation method agreed upon (roll a die, heads or tails,...).

1.3.2. The first player chooses the combat arena: he sets up the game board on the side he wants. The second player chooses one of the four sides of the board as his own and the first player positions themself opposite him. Tournaments usually force the side and the orientation of the board. During these tournaments, this step is thus ignored.

1.3.3. Once the arena has been chosen and oriented, the players place the scenery (Bushes, Trees and Crates). Then they place the Kamas on the Kama cells and the Demonic Rewards cells. Some cells show more than one Kama, so you must place that number of Kama tokens on them.

1.3.4. The remaining Kama tokens are placed alongside the arena with the MP, AP and Injury markers. They make up the reserve. Then each player takes his dice.

1.3.5. Each player then takes a number of GG depending of the format of the game:

1.3.5.a. For a Constructed tournament, each player takes 6GG.

1.3.5.b. For a Limited tournament, each player takes a number of GG depending on the total of the Levels on both Teams. Then the player whose Team has the lowest total Level steals GG from his opponent.

Total of Levels	Number of GG for each player
11 or less	Each player takes 3 GG
Between 12 and 15 (incl.)	Each player takes 4 GG
Between 16 and 19 (incl.)	Each player takes 5 GG
Between 20 and 24 (incl.)	Each player takes 6 GG

Difference of Levels	Number of GG Stolen
1 or less	No GG stolen
2 or 3	1 GG stolen
4 or more	2 GG stolen

1.3.6. One GG is then placed alongside the arena, between both players. This GG does not belong to a player and is called the wild GG.

1.3.7. Players then sort out the Demonic Rewards tokens by rank (GRANITE, JADE, SILVER) while keeping them face down. They form piles of 10 Demonic Rewards for each rank, in order to have 6 stacks of face down tokens.

1.3.8. Each player creates their Timeline by arranging his character cards from left to right in decreasing order of Initiative, on his side of the game board. See 2.4.3.

1.3.9. The second player positions his figurines 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 its Starting Cells. His opponent does the same on their Starting Cells, on the other side of the board.

1.3.10. Preparations are over and the fight begins. The first player triggers the powers that happen "At the beginning of the fight" from highest to lowest initiative. Then, the second player triggers his Krosmasters' powers the same way.

1.3.10.a. The Fight is over only at the end of the game. All the effects mentioning "Until the end of the fight" stay until the end of the game.

1.3.10.b. If it is necessary to choose the resolution order between several effects at this stage, it is the player whose effects are currently resolving who chooses in which order these effects are resolved.

1.4. Winning and Losing

1.4.1. To win a Krosmaster Arena game, you must be the only player to still have any Gallons of Glory (GG) left. This condition is checked constantly, from the moment the wild GG is no longer available. All that player's opponents are then considered as having lost the game. See 3.5.

1.4.2. It is possible that the wild GG is still in play and one player has no more GG. In this particular case, no player is declared the winner. The game continues until the Wild GG is no longer in play.

1.4.3. It is possible that only one player has one or more Krosmasters in play, yet his opponent still has one or more GG. In that particular case, the player who still has at least one Krosmaster in the arena is declared the winner.

1.5. Contradictions

1.5.1. Whenever a card's or a Demonic Reward's text directly contradicts a rule, the card or the Demonic Reward takes precedence. This is called the "Golden Rule".

1.5.2. When a rule allows something to happen, and another rule states that it cannot happen, the rule that states it cannot happen takes precedence.

1.6. Dice

1.6.1. Krosmaster Arena is played with special 6-sided dice. The sides display the following symbols:

- Critical
- Armour
- Lock
- Dodge
- Critical/Dodge
- Dofus

1.6.2. When a player has to roll dice, he must apply the following rules to the result of each dice:

1.6.2.a. If the result of the dice is Critical, Armour, Lock or Dodge, he must leave the dice as it is.

1.6.2.b. If the result of the dice is Critical/Dodge, he must rotate the dice on either the Critical side or the Dodge side.

1.6.2.c. If the result of the dice is Dofus, he must rotate the dice on either the Critical side, the Armour side, the Lock side or the Dodge side.

1.7. Simultaneous Effects

1.7.1. If several rules were to be resolved at the same time and if the order of resolution affects the final outcome, then the active player decides the order in which these rules are applied.

2. Parts of a Krosmaster Card

This is an example of Krosmaster Card. Each part of the card is detailed in its own section.

2.1. Name and Version

2.1.1. The name of a card is printed on its upper left corner, in capital letters.

2.1.2. The name of the Krosmaster is sometimes followed by the version of the Krosmaster, written in lowercase and preceded by a dash. Two Krosmasters with the same name but with a different version are considered as the same Krosmaster when it comes down to team composition.

<u>Example</u>: Percedal and Percedal - Percylax are two versions of the same Krosmaster. Since Percedal is a unique Krosmaster (his name is written in gold letters), you may either play Percedal, or Percedal - Percylax in your team, but not both.

2.2. Type

2.2.1. A Krosmaster's Type are printed directly below the character's name. A character may have multiple Types.

Example: Bill Tell possess the "Cra" type.

2.2.2. If a character has multiple Types, he is considered as having each of these Types individually, and is impacted by Powers or Spells that refer to at least one of his Types.

Example: The Stasis Terminatot is considered as a Terminatot and as a Boss. The Goldenrod Terminatot's Attack Krosmo-Lightninig will deal +4 FIRE Damage to him.

2.3. Illustration

2.3.1. The illustration is printed on the upper right part of the card and has no effect on game play.

2.4. Characteristics

2.4.1. A Krosmaster has multiple characteristics printed on his card. These characteristics are his Level, his Initiative, his MP, his HP and his AP.

2.4.2. A Krosmaster's Level is printed in the upper right corner of the card. It represents the overall power of the Krosmaster. When a Krosmaster is KO'd, the opposing player gains GG equal to the Level of the Krosmaster KO'd.

2.4.3. The Initiative of the Krosmaster is printed in the upper left corner of the card within a lightning symbol. This number represents how fast the Krosmaster is.

2.4.3.a. When you control multiple Krosmasters, you activate them one by one, always in the same order. The game order is defined by Initiative: your Krosmaster with the highest Initiative score will play first each turn, followed by your other Krosmasters ordered by decreasing Initiative scores.

2.4.3.b. If two or more of your Krosmasters have the same Initiative score, you determine the order in which these Krosmasters are placed relative to each other at the start of the game. This order must be maintained through the game.

2.4.3.c. The Initiative of a Team is equal to the sum of all the Krosmaster's Initiative scores in the Team. The player whose Team has the highest Initiative will be the first to play.

2.4.3.d. The line formed by all the Krosmaster cards ordered by decreasing Initiative score is called the Timeline.

2.4.4. MP (for Movement Points) represent the mobility of the Krosmaster on the board and are used to move.

2.4.4.a.

2.4.5. HP (for Health Points) represent 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: you record those using Injury markers that you place on the character card.

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

Example: Percedal is a Level 3 Krosmaster. He has an Initiative score of 2, 3MP, 10HP and 6AP. He will play after Evangelyne in the Timeline since Evangelyne has an Initiative score of 8.

2.5. Spells

2.5.1. A character has one or several Spells.

2.5.2. All the characteristics of a Spell are indicated in the Spell bar: Range, Name, Cost (usually an amount of AP to spend) and Damage (or Injuries healed). Many Spells also have additional text written under the Name. This text may describe a specific Area of effect, additional Spell generic effects, or additional Spell specific effects.

2.6. History

2.6.1. This short flavor text allows you to learn a little bit more about a Krosmaster's life. It has no impact on the game. Flavor text is italicized to distinguish it from Powers and Spells.

2.7. Powers

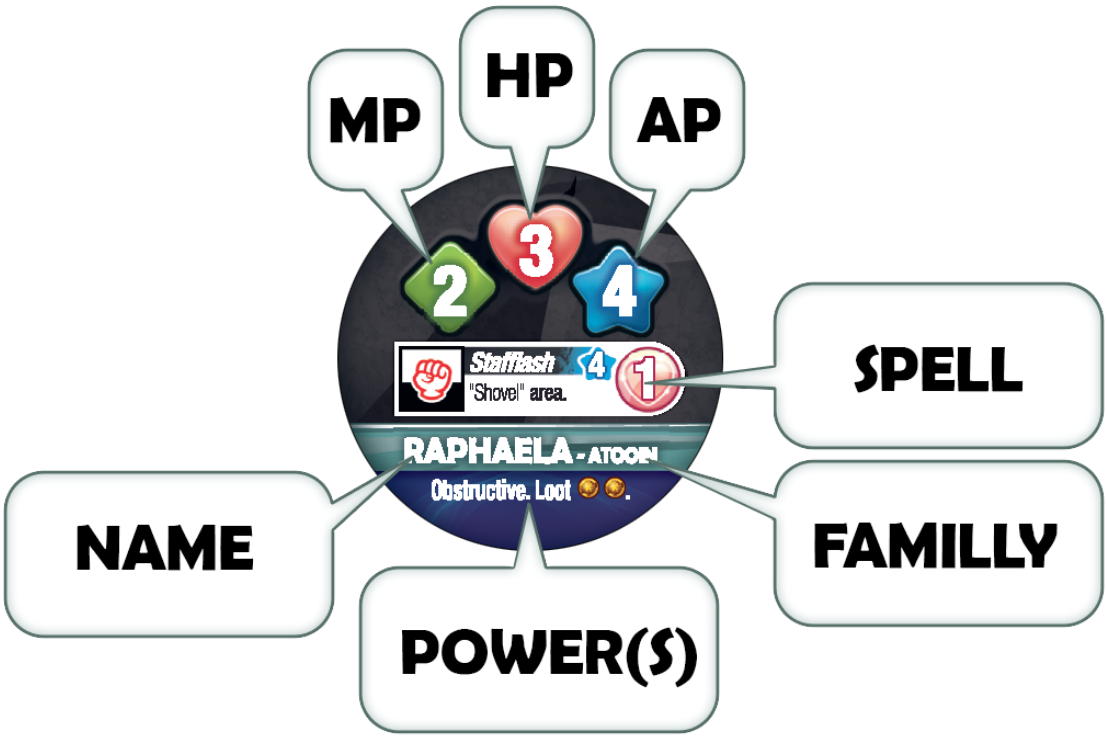
2.7.1. Powers represent the Krosmaster's special abilities. Powers are skills or talents that usually modify the rules.

2.8. Collection Information

2.8.1. Below the Powers box is printed the Collection Information. This information indicates to which collection the Krosmaster belongs. Collection Information has no impact on the game.

3. Parts of a Summon Token

This is an example of summoning token. Each part of the token is detailed in its own section.



3.1. Name and Family

3.1.1. The name of a Summon is printed on its upper left corner, in capital letters.

3.1.2. The name of the summon is sometimes followed by the family of the summon, written in lowercase and preceded by a dash.

3.2. Characteristics

3.2.1. A summon has multiple characteristics printed on his card. These characteristics are his MP, his HP and his AP.

3.2.2. A summon doesn't have a Level.

3.2.3. A summon doesn't have an Initiative.

3.2.4. MP (for Movement Points) represent the mobility of the summon on the board and are used to move.

3.2.5. HP (for Health Points) represent a summon's endurance and their ability to withstand blows. Over the course of the game, a summon will suffer injuries. These injuries will add up throughout the game: you record those using Injury markers that you place on the summon token.

3.2.6. AP (for Action Points) show the number of actions a summon can complete per turn. Just like MP, a summon starts each turn with full AP.

3.3. Spells

3.3.1. A summon has either one or no Spells.

3.3.2. All the characteristics of a Spell are indicated in the Spell bar: Range, Name, Cost (usually an amount of AP to spend) and Damage (or Injuries healed). Many Spells also have additional text written under the Name. This text may describe a specific Area of effect, additional generic Spell effects, or additional specific Spell effects.

3.4. Powers

3.4.1. Powers represent the summon's special abilities. Powers are skills or talents that usually modify the rules.

4. Game Concepts

4.1. Players

4.1.1. The player which is currently playing his turn is called the active player.

4.1.2. The notion of opposing player or opponent is relative. For a given player, any other player that isn't currently on his team is both an opposing player and an opponent. In a duel game, 1 vs 1, each player is the only member of his team.

4.2. Game Pieces

4.2.1. A game piece is a physical object in the arena: Krosmaster, Summon, Scenery or Kama.

4.2.2. A Krosmaster is represented in the arena by a figurine and by an associated reference card with a Level.

4.2.3. A Summon is usually brought to the game by a Krosmaster, is represented by a token whose characteristics are printed on the back,

and does not have a Level. The token may be replaced by an actual figurine of the Summon. In that case, the figurine has the same characteristics as the token.

4.2.4. A Scenery item is represented in the arena by cardboard pieces as provided in the Krosmaster Arena box, which may be replaced by approved 3D resin pieces.

4.2.5. A Kama is a cardboard token without characteristic, which may be replaced by a metal version.

4.3. Units

4.3.1. All Game pieces controlled by a player are called Units.

4.3.2. A Unit is defined by 3 different criterions; a unit always have a value for each of those 3 criterions.

4.3.3. A unit is either a Krosmaster or a summon. It's necessarily one or the other and never both.

4.3.3.a. A Krosmaster is chosen when you are putting together your team and has a Level on their character card.

4.3.3.b. A summon is put into play during the game, the more often by a Krosmaster. It doesn't posses a Level.

4.3.4. A unit is either Character or mechanism. It's necessarily one or the other and never both.

4.3.4.a. Any unit that possesses a MP characteristic is a character.

4.3.4.b. Any unit that doesn't possesses an MP characteristic is a mechanism. If a unit has a dash instead of a numerical value in its MP characteristic, then it doesn't have an MP characteristic.

4.3.5. A unit is either ally or opposing. It's necessarily one or the other and never both.

4.3.5.a. This criterion is subjective. In a game with two players, a unit who's an ally to a player will be an opposing unit for its opponent.

4.3.5.b. Any unit that a player put into play whether by placing his team or by using the capacity of an allied unit is an allied unit.

4.4. Allies

4.4.1. If a Spell or Power refers to a Unit, it refers to a Unit in the same Team as the Unit with the Spell or Power, including the latter.

4.4.2. If a Spell or Power refers to “other” Allied Unit, or “his” Allied Unit, it refers to Unitsin the same Team as the Unitwith the Spell or Power, excluding the latter.

4.4.3. If a Spell or Power refers to an Ally, it refers to a Unit in the same Team as the Unitwith the Spell or Power, including the latter.

4.4.4. If a Spell or Power refers to “other” Allies, or “his” Allies, it refers to Unit in the same Team as the Unit with the Spell or Power, excluding the latter.

4.5. Kamas

4.5.1. Kamas are the currency of Krosmaster Arena. Each player has a stock of Kamas that is shared between all the Krosmasters in his team. Kamas earned go in this stock, and Kamas are spent from the common stock.

4.5.2. Kama tokens have no HP and have the Power Unfazed, which makes them indestructible game pieces. On the ground, they can only be picked up by Krosmasters.

4.5.3. A player may spend his Kamas to buy GG or Demonic Rewards. A player cannot buy GG or Demonic Rewards he cannot afford.

4.6. Gallons of Glory

4.6.1. The Gallons of Glory, or GG, are used to determine the winner of a game. Each player starts with a predefined number of GG, and the winner is the last player to have at least one GG. In addition to these GG a "wild GG" is placed on the side of the arena.

4.6.2. When a Krosmaster is KO’ed, the opposing player wins a number of GG equal to the Level of that character. If the wild GG is still on the side of the game board, the opponent starts by taking the wild GG. He then steals the missing GG from his opponent.

4.6.3. Once per player's turn, a Krosmaster present on a Demon cell can buy a GG by spending 1 AP, and paying 12 Kamas from its stock to the reserve. The player then steals 1GG from his opponent, or the wild GG if it still present instead.

4.7. Demonic Rewards

4.7.1. Demonic Rewards used in tournament are those found in the KROSMASTER ARENA 2.0 starter box. It is possible to use their equivalent given in tournament kits. If you only have access to the original KROSMASTER ARENA starter box, please consult the 8.1 rule.

4.7.2. Demonic Rewards are sometimes called «DR».

4.7.3. Demonic Rewards are placed on the side of the game board at the start the game as described in 1.3.7.

4.7.4. When setting up the game, all the Demonic Rewards tokens are placed face down. During his first turn, the first player can only buy a DR randomly. At the beginning of the next player's turn, a DR of each rank is revealed. At the end of his turn, a second DR of each rank is revealed then placed face up next to the matching pile (you can't choose a pile that was already revealed). This is repeated until each pile has a revealed DR next to it.

4.7.5. There are three types of Demonic Rewards: Boosts, Buffs and Equipment.

4.7.5.a. A Boost is an instant advantage. The Demonic Reward has a Black background. Once the Demonic Reward is revealed, the Boost token is consumed: it provides its advantage to the Krosmaster who uses it, and then it is removed from the game.
If a boost gives access to a spell, this spell must be used before any other spell, otherwise it's lost.
If a boost gives a bonus to a spell, this bonus is consumed on the next spell cast, even if this spell doesn't benefit from the bonus.

In both cases, at the end of the Krosmaster's turn, if no spell was cast after the Boost's activation, its advantage is lost.

4.7.5.b. A Buff is a temporary improvement. The Demonic Reward has a Brown background. When a Krosmaster uses a Buff, the Demonic Reward token is turned face up on his character card: the Krosmaster then benefits from the effect of the Buff until the beginning of its next turn. At the start of the Krosmaster's next turn, during the Preliminary Phase, the Buff token is removed from the game.

4.7.5.c. An Equipment is a continuous improvement. The Demonic Reward has a White background. It takes effect when the Demonic Reward token is turned face up, and stays in place until the end of the game. If the Equipment provides a bonus to AP or MP, the value of the corresponding characteristics is increased. If the Equipment provide a Range bonus, the Range of all his Spells that aren't fixed (green icon) are increased. This gain is effective as soon as the Equipment token is turned face up. It therefore allows the Krosmaster to spend the additional AP or MP during the turn when the Equipment is revealed.

4.7.6. A Krosmaster present on a Demon cell can buy a face up or face down Demonic Reward by spending 1AP and paying Kamas from its stock to the reserve. The price of the Demonic Reward varies according to its rank:

- A GRANITE Demonic Reward costs 3 Kamas.
- A JADE Demonic Reward costs 6 Kamas.
- A SILVER Demonic Reward costs 9 Kamas.

4.7.7. When a Demonic Reward is bought face up, the first Demonic Reward from the corresponding stack is immediately turned face up to replace the Demonic Reward that has just been bought, before the purchased Demonic Reward is allocated to a Krosmaster.

4.7.8. Once the Demonic Reward token is bought and the next Demonic Reward from the corresponding stack is revealed if necessary (if the Demonic Reward was bought face up), the active player allocates the Demonic Reward to any legal Krosmaster in his Team (the one who bought the Demonic Reward or another one), whether or not that Krosmaster is on a Demon cell.

4.7.8.a. If the Demonic Reward is bought face down, the player may consult it before allocating it.

4.7.8.b. The Demonic Reward token is allocated face down. A face down Demonic Reward has no impact on the game. A player may consult the face down Demonic Rewards allocated to his Krosmasters at all times.

4.7.9. A Krosmaster may not receive more Demonic Rewards than his Level. A Krosmaster that has already received an amount of Demonic Rewards equal to his Level may not receive any additional Demonic Reward.

4.7.9.a. A Krosmaster who bought a Demonic Reward but can't allocate it due to lack of available space on his team's Krosmasters reveal it and then discards it.

4.7.10. A Krosmaster may reveal a Boost, a Buff or an Equipment anytime during his Activation Phase, if and only if he did not already reveal a Demonic Reward token during his Krosmaster's turn. This action does not cost any AP. The Demonic Reward is flipped face up and its effect is applied immediately.

4.7.10.a. Revealing a Demonic Reward is not considered as casting a Spell.

4.7.11. There are six types of Equipment: Weapons, Sets, Pets, Dofus, Trophies and Techniques

4.7.11.a. A Krosmaster can only have one face up Equipment of each type on his card (with the exception of Techniques).

4.7.11.b. If a Krosmaster already owns an Equipment of a given type, he cannot reveal another one of the same type. The type of the Equipment is indicated by a pictogram printed on the Demonic Reward token.

4.7.11.c. A Krosmaster can have either one Dofus or one Trophy, but not both a Dofus and a Trophy.

4.7.11.d. Techniques are a special kind of Equipment. Once revealed, they don't count for the number of DR on the Krosmaster owning it. It is possible to activate multiple Techniques on the same Krosmaster.

Example : A Level 1 Krosmaster that already has a revealed Technique is considered as not having DR on it. It is possible to give it a new DR despite the limitation due to its level, but it is also possible to activate a second Technique.

4.7.11.e. Each revealed Technique modifies the Punch Spell of the Krosmaster owning it by adding an additional Spell effect.

4.7.11.f. Each revealed Technique reduces the AP cost of the Punch spell for the Krosmaster owning it by 1 AP, down to a minimum of 0 AP.

4.7.12. Revealed or not, a Demonic Reward token can never leave the Krosmaster it was allocated to, and is removed from the game with the Krosmater when he is KO'd. Only Boost and Buff tokens are discarded once their effect is over. It is not possible to discard an Equipment to reveal another one of the same type.

4.8. Spells

4.8.1. A cost modification apply even if the modified value is not present in the initial spell cost.

Example : If Arthur Bine is adjacent to an opposing Shak Shaka, the cost of his spell Stowage is 2 MP and 1 AP even if there wasn't an AP value in the spell cost of Stowage.

4.8.2. If a spell has in its cost an AP icon with a dash instead of a numerical value, then the spell cost is not alterable.

Exemple : The spell cost of bomb's spell «Explosion » can't be altered.

4.8.3. A Spell whose Name is printed on a Black background has no usage limit, as long as the character can pay for the Spell costs. A Spell whose Name is printed on a Blue background may only be used once per turn. A Spell whose Name is printed on a Purple background may only be used once per turn and per target (it may be cast multiple times a turn as long as its targets are each time different). A Spell whose name is printed on a Red background may only be used once per game.

Example: Goultard The Barbarian's Black Steam Spell can be used once per turn. His Dark Cloud Spell can be used once per game.

4.8.4. Once a Spell whose name is printed in red has been cast, when the Spell is entirely resolved, it is no longer considered to be printed on the Krosmaster's profile.

4.8.5. Each Krosmaster has a Punch Spell that is not printed on his character's card. Punch may only be used once per turn and must be cast on an adjacent target (Close Combat Spell). Punch costs 5AP and deals 1 Neutral Damage, with no additional effect.

4.8.6. Each spell can be classified as either "Attack spell", "Healing spell" or "Special spell". In addition, any spell can be further classified as a Summoning spell.

4.8.6.a. An Attack spell inflicts Damage. It can be identified by the background color of its disk: Blue, Green, Orange, Purple or Grey.

4.8.6.b. A Healing spell does not inflict Damage, but heal Injuries. It can be identified by the pink color of its disk.

4.8.6.c. A Special spell doesn't inflict Damage, nor heal Injuries. It can be identified by the white color of its disk.

4.8.6.d. A Summoning spell can be identified by a number between brackets following its name.

4.9. Powers

4.9.1. A unit that already possesses a power doesn't gain additional powers with same name.

4.9.2. Some powers are not explained on the Krosmaster Card, or on the summon token. Their effects are explained below.

4.9.3. <u>Critical Hit</u>

4.9.3.a. This Power means: "When this Game Piece casts a Spell, during Step 4 of the Spellcasting procedure, roll one additional die when Rolling for Critical Hit".

4.9.4. <u>Armour</u>

4.9.4.a. This Power means: "When this Game Piece is the target of an Attack Spell, during Step 5 of the Spellcasting procedure, roll one additional die when Rolling for Armour".

4.9.5. <u>Lock</u>

4.9.5.a. This Power means: "During Step 2 of the Block procedure, roll 2 dice instead of 1 when this Game Piece Rolls for Lock". See 3.10.2.b.

4.9.6. <u>Dodge</u>

4.9.6.a. This Power means: "During Step 3 of the Block procedure, roll 2 dice instead of 1 when this Game Piece Rolls for Dodge". See 3.10.2.c.

4.9.7. <u>Resistance WATER</u>

4.9.7.a. This Power means: "When this Game Piece is the target of a WATER Attack Spell, during Step 6 of the Spellcasting procedure,

Damage inflicted by the WATER Spell to this Game Piece are decreased by 1".

4.9.8. Resistance AIR

4.9.8.a. This Power means: "When this Game Piece is the target of an AIR Attack Spell, during Step 6 of the Spellcasting procedure, Damage inflicted by the AIR Spell to this Game Piece are decreased by 1".

4.9.9. Resistance EARTH

4.9.9.a. This Power means: "When this Game Piece is the target of an EARTH Attack Spell, during Step 6 of the Spellcasting procedure, Damage inflicted by the EARTH Spell to this Game Piece are decreased by 1".

4.9.10. Resistance FIRE

4.9.10.a. This Power means: "When this Game Piece is the target of a FIRE Attack Spell, during Step 6 of the Spellcasting procedure, Damage inflicted by the FIRE Spell to this Game Piece are decreased by 1".

4.9.11. Resistance WATER AIR EARTH FIRE

4.9.11.a. This Power means: "This Game Piece has all 4 Resistance WATER, Resistance AIR, Resistance EARTH and Resistance FIRE Powers".

4.9.12. Immune

4.9.12.a. This Power means: "When this Game Piece is the target of a WATER, AIR, EARTH or FIRE Spell, during Step 6 of the Spellcasting procedure, Damage inflicted by the WATER, AIR, EARTH or FIRE Spell to this Game Piece are reduced to 0". See 6.2.7.

4.9.13. Itty-Bitty

4.9.13.a. This Power means: "This Game Piece is not affected by the Block rules".

4.9.14. Obstructive

4.9.14.a. This Power means: "This Game Piece blocks Lines of sight."

4.9.15. Counter

4.9.15.a. This Power means: "During opponent's turn, if an opposing Unit inflicts one or more Injuries to the Unit owning this power, then this opposing Unit suffers one Injury."

4.9.16. Heal

4.9.16.a. This Power means: "When this Game Piece casts a Healing Spell, during Step 6 of the Spellcasting procedure, the amount of Injuries Healed by the Healing Spell are increased by 1".

4.9.17. Unfazed

4.9.17.a. This power means: "A Spell or Power that doesn't belong to this Game Piece cannot apply an effect that will modify the number of AP, MP or Range markers on this Game Piece, or move this Game Piece."

Example: When Nox inflicts injuries to Count Frigost, "Master of the Eliacube" will not give him -AP markers, because he has Unfazed. However, Count Frigost's "Rolbak" power will give him +1 AP and -1 MP, because "Rolbak" is a power owned by Count Frigost.

Example 2: Theo can teleport himself with "Group Transfer". However, he will not teleport an adjacent Unfazed ally.

4.9.18. Interior Fire

4.9.18.a. This power only has an effect when playing with Frigost special rules.

4.9.19. Retribution X

4.9.19.a. This Power means: "Powers or Additional Effects written after this keyword are only applied if at least X Allied or opposing Avengers are in the arena".

4.9.20. Revenge X

4.9.20.a. This Power means: "Powers or Additional Effects written after this keyword are only applied if at least X Allied or opposing Villains are in the arena".

4.9.21. Chance

4.9.21.a. This Power means: "When this Game Piece casts a WATER Spell, during Step 4 of the Spellcasting procedure, roll one additional die when Rolling for Critical Hit. When this Game Piece is the target of a WATER Attack Spell, during Step 5 of the Spellcasting procedure, roll one additional die when Rolling for Armour".

4.9.22. Agility

4.9.22.a. This Power means: "When this Game Piece casts an AIR Spell, during Step 4 of the Spellcasting procedure, roll one additional die when Rolling for Critical Hit. When this Game Piece is the target of an AIR Attack Spell, during Step 5 of the Spellcasting procedure, roll one additional die when Rolling for Armour".

4.9.23. Strength

4.9.23.a. This Power means: "When this Game Piece casts an EARTH Spell, during Step 4 of the Spellcasting procedure, roll one additional die when Rolling for Critical Hit. When this Game Piece is the target of an EARTH Attack Spell, during Step 5 of the Spellcasting procedure, roll one additional die when Rolling for Armour".

4.9.24. Intelligence

4.9.24.a. This Power means: "When this Game Piece casts a FIRE Spell, during Step 4 of the Spellcasting procedure, roll one additional die when Rolling for Critical Hit. When this Game Piece is the target of a FIRE Attack Spell, during Step 5 of the Spellcasting procedure, roll one additional die when Rolling for Armour".

4.9.25. Wisdom

4.9.25.a. This Power means: "When this Krosmaster KO's an opposing Krosmaster, you win one additional GG. When an opposing Krosmaster KO's this Krosmaster, your opponent wins one additional GG".

4.9.26. Prospecting

4.9.26.a. This Power means: "When one of your Krosmasters KO's an opposing Krosmaster, take one Kama from the reserve and add it to your stock".

4.9.27. Crafter

4.9.27.a. This Power means: "The first time this Krosmaster buys a Demonic Reward during their Activation Phase, he does not have to spend any AP, a JADE Demonic Reward costs 5 Kamas, a GOLD Demonic Reward costs 10 Kamas and a RUBY Demonic Reward costs 15 Kamas (the GRANITE Demonic Reward still costs 3 Kamas)".

4.9.28. Farmer

4.9.28.a. This Power means: "At the end of the turn of this Krosmaster, if this Krosmaster picked up at least 1 Kama during this turn, take 1 Kama from the reserve and add it to your stock".

4.9.29. Loot X

4.9.29.a. This Power means: "If one of your Game Pieces KO's an opposing Game Piece with this Power, take X Kamas from the reserve and add them to your stock".

4.9.30. Wear

4.9.30.a. This power means: "At the beginning of its summoner's turn, this summon suffers 1 Injury.".

4.9.31. Profanation

4.9.31.a. This power means: "Each time a Krosmaster is moved on the unit owning this power, put an Injury Token on the unit owning this power. Furthermore, Injury Token can't be placed on or removed from the unit owning this power, except with the power «Profanation»."

4.10. HP, Damage, Injuries, Heal and KO

4.10.1. A Unit's HP represents the amount of Injuries the Game Piece can sustain. A unit is never able to have more Injury Tokens on his card than its HP value.

4.10.2. A Unit who receives an amount of Injuries equal to its HP is KO'ed. This condition is checked continuously.

4.10.2.a. When a Game Piece is KO'd, the following steps are applied in this order :

- This Game Piece's opponent take GG's equal to the level of the Game Piece KO'd.
- Non-Injury markers are removed from the KO'd Game Piece.
- Demonic Rewards are removed from the KO'd Game Piece without revealing them.
- The KO'd Game Piece is removed from the arena.
- Summons placed by the KO'd Game Piece are removed from the arena.
- Injury markers are removed from the Game Piece.

4.10.2.b. A KO'd Krosmaster is not removed from the timeline.

4.10.3. An Attack Spell deals Damage. The Base Damage of a Spell is printed on the Spell bar. There are two types of Damage: Elemental Damage and Neutral Damage. The type of Damage is indicated by the background color of the disk indicating the Base Damage of the Spell: blue for water, violet for air, orange for fire and green for earth.

4.10.3.a. An Attack Spell associated with the Water, Air, Earth or Fire Element is an Elemental Spell. Damage inflicted by an Elemental Spell is Elemental Damage. By extension, these Spells are respectively described as Water, Air, Earth or Fire Spells.

4.10.3.b. Some Attack Spells are not associated with an Element. These are Neutral Spells, and they deal Neutral Damage. It is never possible to roll more than one dice when rolling for Critical Hit with a Neutral Spell.

4.10.4. At the end of the resolution of a Spell, after rolling for Critical Hit and Armour, the target of the Attack Spell receives an amount of Injuries equal to the amount of Damage inflicted by the Spell, within the limits of his HP. For each Injury received, placed an Injury token on that character's card. A character is KO'ed as soon as he receives an amount of Injury tokens equal to his HP. Damage in excess of his HP are lost and are not considered as being inflicted.

<u>Example</u>: Oscar Kass (10HP, 2 Injuries) casts Con on Bill Tell (6HP, 5 Injuries). Con is a Spell that Steals Health. Thanks to a Critical Hit, Con deals 2 Damage to Bill Tell. A first Injury marker is placed on Bill Tell, who is then immediately KO'ed. The second Injury is lost. A single Injury marker is removed from Oscar Kass's card.

4.10.5. A Healing Spell deals no Damage, but removed Injury tokens to the target of the Spell instead. The target of a Healing Spell never rolls for Armour. A Healing Spell may never remove more Injury tokens than the amount of Injury tokens present on the target's card. Heal in excess of the Injury tokens are lost and are not considered as being received.

<u>Example</u>: Merkator (17HP, 1 Injury) casts his Spell Foggone Conclusion and Rolls a Critical Hit. Foggone Conclusion should Heal 2 Injuries from Merkator. A first Injury marker is removed from Merkator. Since there are no more Injury markers on Merkator, the second point of Heal is lost, and Merkator is only Healed of 1 Injury.

4.10.6. To place an Injury is equivalent to take an Injury marker from the stock, and to place it on a Game Piece.

4.10.6.a. All Injuries placed on a Game Piece are considered suffered or received by this Game Piece, except Injuries placed to pay the cost of a spell.

4.10.6.b. Each Injuries are further considered as inflicted by a Source. This source, unless specified otherwise, is the unit owning the Spell, or the Power at the origin of the injuries.

<u>Example:</u> Naz Rael **inflicts** Injuries with "Claw Attack" because the power mentions that it is Naz Rael who causes the injuries. He would trigger the power "Rolbak" by rolling a lock roll against a Count Frigost.

<u>Example:</u> Injuries placed by Dark Vlad's "Iopinism" are inflicted by Dark Vlad even if its power doesn't specify that's the case..

4.10.6.c. When an effect that is triggered by placing Injuries on a Game Piece imposes conditions on the Game Piece applying the Injuries, then this effect is triggered only by inflicted Injuries.

<u>Example:</u> Dark Vlad's "Iopism" applies Injuries to Srammy at beginning of the fight, even if Srammy is not adjacent to Dark Vlad.

4.10.6.d. Injuries placed by the cost of a spell are neither considered inflicted nor suffered.

4.10.7. When an exchange of Injuries occurs, those Injuries are not considered to be placed, but moved. As a consequence, those Injuries are neither considered inflicted nor suffered.

<u>Example:</u> "Krobust" from Merkator will not limit the number of Injuries exchanged by Djaul's attack.

4.10.8. A Game Piece cannot have more Injury markers than its HP stat. If it should receive or possess an exceeding amount of Injury markers, this excess is not applied to the Game Piece and simply put back in the stock.

4.11. AP, MP, AP tokens, MP tokens

4.11.1. All the Krosmasters and most of the Summons have AP and MP characteristics. The numbers printed on the Krosmaster's card or on the back of the Summon token are his MAX AP and MAX MP.

4.11.1.a. If a unit has a dash instead of a numerical value in its MP characteristic, then it hasn't a MP gauge. MP modifications doesn't affect it, whether they are immediate or given as tokens.

4.11.1.b. If a unit has a dash instead of a numerical value in its AP characteristic, then it hasn't a AP gauge. AP modifications doesn't affect it, whether they are immediate or given as tokens.

4.11.2. During his Activation Phase, a Krosmaster or a Summon fills a virtual gauge with as many AP as his AP characteristic, and another virtual gauge with as many MP as his MP characteristic. The AP MAX and MP MAX values printed on the Krosmaster's card may be modified, especially by Demonic Rewards.

4.11.3. When a Krosmaster or a Summon has to spend AP or MP, he spends them from these gauges. When the AP gauge is empty, it is not possible to spend AP anymore. When the MP gauge is empty, it is not possible to spend MP anymore. If AP or MP are left in the AP or MP gauges at the end of a Krosmaster's or Summon's turn, these AP or MP are lost: both gauges are emptied at the end of the turn.

4.11.4. Some effects will offer an immediate gain or a loss of AP and/or MP. In that case, this gain or this loss can only happen if the unit on which it applies is the active unit.

4.11.5. +1/-1 AP and +1/-1 MP tokens are used to represent temporary modifications of the AP MAX and MP MAX values of a character. A character that starts his Activation Phase with one or more of these tokens sees his AP MAX and MP MAX characteristics modified for the rest of the turn.

4.11.5.a. At the start of his Activation Phase, the AP gauge of a character is filled up to his AP MAX characteristic, modified by the +1AP or -1AP tokens present on his character's card (or token, for Summons). These tokens are then discarded.

4.11.5.b. At the start of his Activation Phase, the MP gauge of a character is filled up to his MP MAX characteristic, modified by the +1MP or -1MP tokens present on his character's card (or token, for Summons). These tokens are then discarded.

4.11.6. A game piece that does not have an AP MAX characteristic may not receive +1AP or -1AP tokens. A game piece that does not have a MP MAX characteristic may not receive +1MP or -1MP tokens.

4.11.7. A character may not receive more -1AP tokens than his AP MAX characteristic. A character may not receive more -1MP tokens than his MP MAX characteristic.

4.11.8. A +1AP tokens cancels a -1AP token, and conversely. This cancellation happens once the marker is placed: remove both markers at this time. In the end, a character can only have either +1AP tokens or -1AP tokens or no +1/-1AP tokens at all. A +1MP tokens cancels a -1MP token, and conversely. This cancellation happens once the marker is placed: remove both markers at this time. In the end, a character can only have either +1MP tokens or -1MP tokens or no +1/-1MP tokens at all.

4.11.9. With its MP, a character can move from cell to cell. By spending 1 MP, the active character can move to an adjacent free cell.A character benefits of all its MP each turn

4.12. Range tokens

4.12.1. During its Activation phase, a Unit must add its Range tokens to determine their range modification value. These markers are then discarded, and until the end of turn, all spells from this unit with alterable range are affected by this value.

Example: Lilotte has a +1 Range marker on her at the beginning of the turn. During the Activation phase, this marker is removed and all of her spells with alterable range have +1 max range until the end of turn.

4.13. Special markers

4.13.1. Some Krosmasters are able to put special markers on a Krosmaster. The special markers are always named specifically in the text of the Spell or Power. There can be only one marker with the same name in play per team.

Example: Puny Vampire has the spell "Certain Death" which puts a "Bleeding" marker on the targeted Krosmaster.

4.13.2. Each Krosmaster can only apply a single special marker at a time. If a spell demands to put a special marker on a Krosmaster, then this marker is put on this Krosmaster, even if it was already placed on another Krosmaster. A player cannot remove a marker that he hasn't placed himself.

Example: Puny Vampire uses his "Certain Death" spell on an opposing Queen of the Tofus. If on the next turn, the Puny Vampire uses his spell again on an opposing, Yugo, the "Bleeding" marker is removed

from the Queen of the Tofus and placed on Yugo.

4.13.3. When a Krosmaster is KO'd, all special markers he has put on other units are removed at the same time as AP, MP and Range markers.

4.13.4. A special marker has no effect by itself, but is usually used as a reminder for an Effect a Krosmaster possess.

Example: If the Puny Vampire is adjacent to an opposing Malee Burhrum,even if Malee has a Bleeding marker on her, she will be able to heal herself. As the Puny Vampire as temporarily no powers, the Bleeding marker has no effect.

4.14. Block, Lock and Dodge

4.14.1. When a character wishes to spend 1MP to leave a cell adjacent to one or more enemies (also known as disengaging or quitting close combat), one or more Blocks occur. Each enemy character adjacent to the active character who attempts to move tries to Lock it.

4.14.2. The Block procedure is:

4.14.2.a. **Step 1**. The active player indicates the cell in which he wants to move his character. This character must have at least 1MP in its gauge, but is not moved yet.

4.14.2.b. **Step 2**. One of the enemy characters adjacent to the active character (the active player choses which one) makes a Lock roll and records the amount of successes. Each dice on the Lock side is considered as a success.

4.14.2.c. **Step 3**. The active character makes a Dodge roll and records the amount of successes. Each dice on the Dodge side is considered as a success.

4.14.2.d. **Step 4**. Compare results to determine the state of the active player

Locked : If the Lock Roll has more successes than the Dodge Roll, the active character is Locked: it loses immediately 3 MP and 3 AP.

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

4.14.2.e. **Step 5**. For each enemy character adjacent to the active character and who has not yet made a Lock roll, repeat Steps 4.14.2.b. and 4.12.2.c.

4.14.2.f. **Step 6**. If the character still has at least 1 MP in its gauge, itis moved to the cell that was indicated by the active player in 4.14.2.a. and continues its turn as normal.

4.14.3. A character who suffers the "Locked" result from a summon at point 4.14.2.d suffers the "Caught" result instead.

4.14.4. Suffering from a succesful Block does not end the turn of the active character.

4.14.5. A character with the Lock Power rolls one additional dice during the Lock roll performed in 4.14.2.b.

4.14.6. A character with the Dodge Power rolls one additional dice during the Dodge roll performed in 4.14.2.c.

4.14.7. A character with the Itty-Bitty Power ignores the Block rules.

4.15. Range and Lines of Sight

4.15.1. The Range of a Spell represents the distance at which a character must be from the caster of the Spell, counting only using adjacent cells (diagonals do not count), to become a legal target of the Spell. A Spell may have a Fixed Range, or a Minimal Range (MIN Range) and a Maximum Range (MAX Range). This Range is indicated in the Spell bar.

4.15.2. A Spell whose Range is represented by fist-shaped icon is called a Close Combat Spell. This Spell has a Range of 1 that cannot be modified: it can only target a cell that is adjacent to the caster of the Spell. A Close Combat Spell has no MIN Range and no MAX Range.

Example: Oscar Kass's Spell Con is a close combat spell; it has a range of 1, and cannot be increase.

4.15.3. A Spell whose Range is represented by a target-shaped icon is a Ranged Spell. The two numbers visible under the icon represent its MIN Range and its MAX Range: the Spell can only target a cell located a number of cells away between these two numbers.

Example: Oscar Kass's Deviousness Spell is a Ranged Spell with MIN Range 2 and MAX Range 3. This Spell cannot target a cell adjacent to Oscar Kass, or a cell located more than 4 cells away from Oscar Kass.

4.15.4. A Spell whose Range is represented by an arrow-shaped icon is a Line Attack Spell. The two numbers visible under the icon represent its MIN Range and its MAX Range: the Spell can only target a cell located a number of cells away between these two numbers, on the same row (line or column) as the caster of the Spell.

Example: Anna Tommy's Assault Spell is a Line Attack Spell with MIN Range 1 and MAX Range 2. This Spell cannot target a cell located on a diagonal from Anna Tommy.

4.15.5. A Spell whose Range is represented by a cross-shaped icon is a Spell without Line of Sight. The two numbers visible under the icon represent its MIN Range and its MAX Range: the Spell can only target a cell located a number of cells away between these two numbers. Furthermore, this Spell ignores the Lines of Sight.

<u>Example</u>: Count Harebourg's Oscillation Spell is a Spell without Line of Sight. It can be cast on any Spell within range, ignoring the Lines of Sight.

4.15.6. A Spell whose Range is represented by a blue oval icon is a Personal Spell. The cell where is located the game piece that casts a Personal Spell is the only legal target for the Spell. A Personal Spell has no MIN Range and no MAX Range.

<u>Example</u>: Merkator's Foggone Conclusion Spell is a Personal Spell. It can only be cast targeted the cell where Merkator is located.

4.15.7. A Spell whose Range icon is in green color is a Spell with alterable Range. Its MAX Range can be increased or diminished. A Spell whose Range icon is in red color is a Spell with a non-alterable Range. Its MAX Range cannot be increased or diminished.

<u>Example</u>: Anna Tommy's Assault Spell is a Spell with a non-alterable Range. Oscar Kass's Deviousness Spell is a Spell with alterable Range; its MAX Range can be increased or decreased.

4.15.8. Krosmasters, summons with the Obstructive power and some pieces of scenery prevent the characters to see all the cells of the arena. A Game Piece can only target a cell if it has a Line of Sight towards this cell.

4.15.9. A Game Piece is considered as having a Line of Sight towards a given cell if it is possible to draw an imaginary line from the center of the cell on which the character is standing to the center of the given cell, without this imaginary line cutting any cell containing a game piece blocking Lines of Sight.

4.15.9.a. Cells occupied by a Krosmaster, a summon with the Obstructive power or a Tree block Lines of Sight.

4.15.9.b. Free Cells, Cells occupied by a Bush or a Crate, and Cells occupied by a character with the Itty-Bitty Power do not block Lines of Sight. Itty-Bitty is an exception to Rule 3.11.9.a.

4.16. Areas of Effect

4.16.1. Some Spells affect more than one cell: these are Spells with an Area of Effect. The target for a Spell with an Area of Effect is determined normally: it is called the main target of the Spell. All the other potential targets located inside the Area of Effect of the Spell become additional targets.

4.16.2. The main target and the additional targets are all affected in the same way. Dice are only rolled once for Critical Hit, and the result is used for all the targets of the Spell. However, each target makes a separate Armour roll.

4.16.3. There are multiple Areas of Effect, based on the position of the game piece casting the Spell and the orientation of its Attack.

- **Cross Area of Effect**. The 4 cells adjacent to the targeted cell are included in the Area of Effect of the Spell.
- **Square Area of Effect**. The 4 cells around the targeted cell (4 adjacent cells, 4 diagonals) are included in the Area of Effect of the Spell.
- **Hammer Area of Effect**. The 3 cells "in T" around the targeted cell are included in the Area of Effect of the Spell.
- **Staff Area of Effect**. The 2 adjacent cells "on the left" and "on the right" of the targeted cell are included in the Area of Effect of the Spell.
- **Shovel Area of Effect**. The adjacent cell "behind" the targeted cell is included in the Area of Effect of the Spell.
- **Hand Area of Effect**. The 2 adjacent cells "behind" the targeted cell are included in the Area of Effect of the Spell.
- **Breath Area of Effect**. The 3 cells "in a cone behind" the targeted cell are included in the Area of Effect of the Spell.
- **Multiple targets**. Once the targeted cell is selected, every other cell that could have been targeted are included in the Area of effect of the spell.

4.16.4. By default, a Spell targets a single cell only. If a Spell has a specific Area of Effect, this Area of Effect is mentioned in the text box of the Spell bar.

Example: Amalia's Spell Defensive Brambles has a Cross Area of Effect.

4.16.4.a. An Area of Effect is not considered as an additional effect of the Spell.

4.17. Cells and Scenery

4.17.1. The board is made up of cells. These cells are organized in rows and columns.

4.17.2. Two cells are said adjacent when they have a side in common. A character can only move from the cell he is standing on towards an adjacent cell.

4.17.3. A cell that contains no Tree, Bush or character is called a free cell. A free cell can also be called an empty cell. These two terms are synonymous. A character can only move towards a free cell.

4.17.4. A cell that contains an obstacle is called an Impassable cell. It is impossible to move towards that cell. The characters, Trees, Bushes and some Summons are obstacles.

4.17.5. The Scenery is placed in the arena before starting the game. Pieces of Scenery are not characters, they do not have HP. Unless otherwise stated, pieces of Scenery have the Unfazed Power. For the classic board, there are three types of Scenery: the Bushes, Trees and Crates.

4.17.5.a. A Bush is an Impassable obstacle that does not block the Lines of Sight.

4.17.5.b. A Tree is an Impassable obstacle that blocks the Lines of Sight.

4.17.5.c. A Crate does not block the Lines of Sight. A cell that contains a Crate is considered as a Free cell. If a character is standing on a Crate, the MAX Range of all his Spells with alterable Range is increased by 1.

Example: Oscar Kass is standing on a Crate. His Deviousness Spell has a MIN Range of 2 and a MAX Range of 4.

4.18. Effects

4.18.1. An Effect is what is produced by the application of the text of a Spell, or the text of a Power. Some Effects may be produced by other effects.

4.18.2. Effects may have some loose formulations. In these cases, the following rules apply.

4.18.2.a. If an effect refers to the first time an event happens without any other context of time, it refers to the first time it happened during the fight.

Example: The power "Shadow of the jungle" of Darkli Moon can only trigger once per fight. On the contrary, the power "Laid Low" from the Monks can trigger at each of the player's turn as a specific time context ("During your turn") is established.

4.18.2.b. If an effect refers to another event, it refers to an event that happened during the current turn of the active character, unless specified otherwise.

Example: to check if Remington Smisse's power "Shushus a-Gogo" heals him, we only take the Injuries he inflicted during his turn into account. So, inflicting an Injury during the first turn of the game won't guarantee that he will be healed every turn afterwards.

4.18.2.c. If an effect refers to a adjacent cell or unit, it refers to a cell or unit adjacent to the active character, unless specified otherwise.

Example: When the Nun casts her "Fatebook" spell, she can select an ally adjacent to herself to apply the effect.

4.18.2.d. If an effect refers to an allied or opposing unit, the subjectivity of the effect is always the one of the player controlling the effect, unless specified otherwise.

Example: The Monks power "Laid Low" only triggers when a opposing Krosmaster (to the player controlling the Monk owning this power) is KOd during this player's turn.

4.18.3. When a Spell is cast, or when a Power or Effect is triggered, it can create one or more punctual Effects.

4.18.3.a. A punctual effect must be resolved to have an impact on the game. Sometimes, the effect cannot be resolved immediately or must be resolved later. In these cases, the effect is put on standby.

Example: the additional effect of spell "Pierces armor" is created during step 3, but cannot be resolved until step 5.

4.18.3.b. When two punctual effects should be resolved simultaneously or during the same step, both are put on standby, and the active player select in which order they are resolved. The only exception to this this rule happens during step 3: the additional effects of spell are resolved in the order printed on the card.

4.18.3.c. A punctual effect on standy will not be resolved if the Power which it came from is lost by the game piece who owns it.

Example: Yugo – Young King suffer enough Injuries to lose his Counter power. Since this power is no longer owned by Yugo, its effect doesn't trigger.

4.18.3.d. The resolution of a punctual effect can apply a continuous effect on a game piece. Unless specified otherwise, the resolution of a punctual effect can only apply a continuous effect on a game piece currently on the board.

Example: *Doo Rex uses his "Backlash" spell. He applies to himself a continuous effect until the end of the turn that increases the next "Backlash" damage by 1.*

Example: *Djaul's power "Descendre Prank" triggers a punctual effect, at the beginning of the fight. The resolution of that effect applies a continuous effect on Djaul which reduces him to level 0. That is why, even if his power is cancelled, the effect remains.*

4.18.3.e. When a pucntual effects demands to make a choice during its resolution, this choice is made without checking if the effect can be applied or not.

Example: The Nun uses her "Fatebook" spell with an ally owning the "Unfazed" power adjacent to her. When the spell resolves, the player can choose this ally for the displacing effect of the spell. The effect will place a Tombstone into play, then, since the ally is Unfazed, it will not be moved at all.

4.18.4. A continuous effect applies on one or more game pieces on the field (unless specified otherwise). A continuous effect can be applied by the presence of a power, or by the resolution of a punctual effect for a specified or unspecified duration.

4.18.4.a. Some powers generate continous effects, which are called continuous static effects. "Armor" or "Stain" are examples of powers generating continuous static effects.

4.18.4.b. Units affected by a continuous effect are determined when this effect starts, if that effect alters units. This rule does not apply on continuous static effects.

Example: Buck Anear casts his spell "Turt Hell". This effect alters units, therefore, if later during the same turn, a allied Summon is put into the game, it will not gain the "Immune" power.

4.18.4.c. Continuous effects that do not alter units alters the rules of the game themselves. They can be applied to units that were not affected when the continuous effect started.

4.18.4.d. When a game piece comes into play, continuous effects which could be applied on that game piece are applied before any punctual effect resolution.

4.18.4.e. Whenever the conditions required by a continuous effect are met, the effect is instantly applied.

4.18.4.f. Whenever a power is gained, the continuous effect is instantly applied.

4.18.4.g. When it comes to the application of continuous effects, the loss of power have priority over any other continuous effects.

Example: *Kriss Krass targets a Krosmaster with his "Fraud" spell. When this spell is resolved, "Fraud" applies a continuous effect on the target that makes it loses all of his powers. If the target is or become adjacent to Doo Rex, it will not gain any elemental resistance from "Feca Shield", because the loss of powers effect has priority over the bonus given by "Feca Shield".*

4.18.5. If an effect tries to apply something impossible to resolve, it will still apply as much of this effect as possible.

Example: *The spell has "Pushes back 2 cells". If there is an obstacle 2 cells behind the target, the spell will still push the target back 1 cell.*

4.18.6. Effects apply only on game pieces that are currently in play, unless specified otherwise.

4.18.7. Powers or Additional Effects of Spells that refer to the name of the card it is printed on only refer to that card, and not to other cards with the same name.

4.18.8. If a power is copied, each reference to the name of the game piece owning the original power is replaced by the name of the Game Piece using the copy.

Example : When Darkness Knight copies an allied Grougaloragran's power, Darkness Knight gains all types from all Krosmasters in play.

4.18.9. If a power or Additional Effect of a Spell mention something else (Name or Type) than the Game Piece's name which owns that Power or Spell, it refers to all Krosmasters or summons with that type and all summons with that name.

Example: King of the Gobballs "Gobbolob" attack inflicts +2 damage if

there is at least one GOBBALL adjacent to the target of the spell. This attack is reinforced if a Gobball (the summoned mob) – even an opposing one – is adjacent to the target, but also if the Royal Gobball (which has the Gobball type) is adjacent to the target.

4.19. Summoning, Summoning Spell, Summons tokens

4.19.1. A Summon is usually brought to the game by a Krosmaster using a Summoning Spell; it is represented by a token whose characteristics are printed on the back.

4.19.1.a. A summon can only be summoned on a free cell.

4.19.1.b. A summon can only be summoned on a cell that contains no other unit.

4.19.1.c. A summon has no level, and doesn't reward the player with GG when it is KO'd.

4.19.1.d. There are two types of summons: Mobs and Mechanisms.

4.19.1.e. A summon without a MP stat belongs to the Mechanisms category. By this definition, Bombs, Traps, Turrets, Kokonuts and Immature Dreggons are examples of units that are mechanisms..

4.19.1.f. A summon doesn't block the line of sight unless it has the Obstructive power.

4.19.1.g. A summon is inserted in the Timeline and takes its turn just after the character who Summoned it. If a character puts in play several summon tokens, the active player chooses the order in which they play after the turn of this character.

4.19.2. Summons can be part of a family. When a summons belongs in a family, it is considered to have a Type corresponding to the name of that family. Here is an exhaustive list of existing families and the summons belonging to them.

4.19.2.a. Bomb family: Water Bomb, Grenado, Firebomb

4.19.2.b. Trap Family: Lethal Trap, Tricky Trap

4.19.2.c. Turret Family: Harpooner, Tacturret, Lifesaver

4.19.2.d. Sinistro Family: Bubotron

4.19.2.e. Gobbal Family : Gobbal

4.19.2.f. Tofu Family : Tofu

4.19.2.g. Atooin Family : Donatella, Léonardawa, Raphaela, Michelangela

4.19.3. A Summon is represented by a token. This token may be replaced by an actual representation of the Summon (for example, using a figurine). This representation keeps the same characteristics as the token.

4.19.4. Mobs are characters. Mob Summons have HP, usually also have AP, MP and a Spell, and sometimes also have Powers.

4.19.4.a. A Mob does not block the Lines of Sight.

4.19.4.b. A Mob can only spend its AP and MP to move and cast its Spells. A Mob cannot pick up Kamas on the board or buy Demonic Rewards.

4.19.4.c. A Mob is an obstacle; the cell it occupies is Impassable.

4.19.5. A Bomb is a mechanism. This Summoned Mechanism has 1HP. Each Bomb has the Explosion Spell it casts when it is KO'ed.

4.19.5.a. A Bomb cannot Lock characters since it is not a character itself.

4.19.5.b. A Bomb is an obstacle; the cell it occupies is Impassable.

4.19.5.c. At the beginning of the turn of the character who Summoned it, a Bomb automatically suffers 1 Damage and therefore casts its Explosion spell, since it's been KO'ed.

4.19.5.d. The Explosion Spell is a Personal Spell that targets the cell occupied by the Bomb, and also affects all additional targets in a Square Area of Effect around the Bomb (thus, not only the Bomb itself).

4.19.6. A Turret is a mechanism. This Summoned Mechanism has a HP characteristic (the amount depends on the Turret). Each Turret also has a Spell.

4.19.6.a. A Turret cannot Lock characters since it is not a character itself.

4.19.6.b. A Turret is an obstacle; the cell it occupies is Impassable.

4.19.7. A Trap is a mechanism. This Summon Mechanism does not have an HP characteristics. Each Trap has a Click Spell it casts when a character occupies its cell.

4.19.7.a. A Trap cannot Lock characters since it is not a character itself.

4.19.7.b. A Trap is not an obstacle, the cell is occupies is a Free cell.

4.19.7.c. A Trap casts its Click Spell if:

- A character moves on its cell.

- A character is moved on its cell by the additional effect of a Spell and ends this special move exactly on the Trap.
- A Mob is directly Summoned on the Trap.

4.19.7.d. A Trap does not cast its Click Spell if:

- A character is moved on its cell by the additional effect of a Spell but does not end this special move exactly on the Trap.
- A Bomb is Summoned on the Trap (a Bomb is not a character).

Example: Oscar Kass is adjacent to a Trap, "in front of" the Trap. Luk Ylook targets Oscar Kass with his Repelling Arrow Spell (Pushes Back 2 cells) and places Oscar Kass "behind" the Trap. Since Oscar Kass did not end its move on the Trap, the Trap does not cast its Click Spell.

4.19.7.e. A Trap is removed from the arena after casting its Click Spell.

4.19.8. Tombstones are mechanisms.

4.19.8.a. A Tombstone cannot Lock characters since it is not a character itself.

4.19.8.b. A Tombstone is not an obstacle, the cell is occupies is a Free cell.

4.19.8.c. Tomsbtones all have the Profanation power. This power means: "Each time a Krosmaster is moved on the unit owning this power, put an Injury Token on the unit owning this power. Furthermore, Injury Token can't be placed on or removed from the unit owning this power, except with the power «Profanation»."

4.19.9. A Summon Spell is usually a Special spell, but can be an Attack or Healing spell. As all Spells, it has a Name, but in this particular case the name is followed by a number in brackets.

4.19.9.a. A Summon Spell can only put summons into play, and therefore never refers to a Krosmaster.

Exemple: The "Summon Gobball" spell from the King of the Gobballs cannot put a Royal Gobball into play because it is a Krosmaster, even if it has the Gobball type.

4.19.9.b. Each Summon Spell summons a number of tokens as described in the spell effect, regardless of the number between brackets.

4.19.9.c. For a Summon Spell that Summons a Mob, the number in brackets indicates how many Summons of that type can be controlled simultaneously by the Team of the Krosmaster who is casting the Spell. If an effect puts one or more Mobs into play, the effect puts as many Mobs as possible into play without exceeding both the Krosmaster's personal and team's Summons Limit for that kind of Mob.

Example: Elogio has the Summon Crackstone (2) Spell. You play 2 Elogio in your Team. If the first Elogio Summons and controls 2 Crackstones, the second Elogio won't be allowed to Summon another one.

Example: *The Black Crow has the spell "Crobak Nosedive (3)" which is an Attack Summon spell. He can target and deal damage with this spell even if he already has 3 Crobak in play; however, when he does so, no new Crobak will be summoned, as it would exceed the Summons limit.*

4.19.9.d. For every type of Mob, the team's limit is equal to the highest personal limit for this Mob between the Krosmasters in your team.

Example: *In your team, you have both the Minotoror and the Queen of Tofus. The summon limit for the Minotoror's "Tofu Throwing" is 2; the summon limit for the Queen's "Summoning of Tofu" is 3. Therefore, the team summon's limit is equal to 3 in regards to the Tofus.*

4.19.9.e. For a Summon Spell that Summons a Mechanism, the number in brackets indicates how many Summons of that type can be controlled simultaneously by the Krosmaster who is casting the Spell. A Krosmaster cannot cast that type of Summon Spell if he already controls the maximum number of Mechanisms. If an effect puts one or more Mechanism into play, the effect puts as many Mechanisms as possible into play without exceeding the Summons Limit for that kind of Mechanism.

Example: *If you play 2 Chrissy Entrinch in your Team, each Chrissy Entrinch can Summon up to two Harpooner Turrets, for a maximum number of 4 Harpooner Turrets controlled by your Team.*

4.19.9.f. Summons that have been removed from the arena can be Summoned again if the maximum number of Summons is not reached.

Example: *The Queen of the Tofus controls 3 Tofus. She cannot Summon another one using her Summon Tofu (3) Spell. During his turn, the opposing player KO's a Tofu, which is removed from the arena. The Queen of the Tofus can now cast her Summon Tofu (3) Spell again.*

5. Game Turn Structure

5.1. General

5.1.1. Once everything is set up properly, the first player takes his game turn. When he has finished his turn, his opponent takes his turn, and so on until one player wins the game.

5.1.2. The player whose turn it is is known as the active player.

5.1.3. A player's game turn consists of multiple phases:

- Roll for Tension
- Inspiration

- Refund!
- Game Pieces Turns (once for each Game Piece controlled by the active player in the Timeline)
- End of Game Turn

5.2. Roll for Tension

5.2.1. The active player rolls 2 dice: this is the Roll for Tension.

5.2.2. If the roll doesn't suit him, he can reroll. In this case, the result of the two dice previously rolled is ignored, and the player roll only one die for the reroll.

5.2.3. If there was no reroll, and if the two dice show the same side after applying Rule 1.6.2. , each player loses one of his GG. If a player loses his last GG this way, his opponent wins and the game is over.

5.2.4. The first player does not Roll for Tension on the first turn of the game.

5.3. Inspiration

5.3.1. Each Tension die can be placed on a Krosmaster card to give him a Power until the end of the next turn. These dice are called the Inspiration Dice.

5.3.1.a. A character who is given an Inspiration Die on the Critical Hit side gains the Critical Hit Power.

5.3.1.b. A character who is given an Inspiration Die on the Armour side gains the Armour Power.

5.3.1.c. A character who is given an Inspiration Die on the Dodge side gains the Dodge Power.

5.3.1.d. A character who is given an Inspiration Die on the Lock side gains the Lock Power.

5.3.2. It is possible to place no Inspiration Die, a single Inspiration Die only, or two Inspiration Dice, either to the same Krosmaster, or to two different Krosmasters.

5.3.3. The Inspiration Dice remain on the Krosmaster cards until the start of the next turn of the player who is placing them. The Krosmaster loses the Power conferred by the Inspiration Die when the die is removed from his card.

5.4. Refund!

5.4.1. If there's two Inspiration Dice left after the Inspiration phase from the active player, this player takes 3 Kamas from the reserve and adds it to his stock. Those dice are considered sold.

5.4.2. If there's one Inspiration Die left after the Inspiration phase from the active player, this player takes 1 Kama from the reserve and adds it to his stock. This die is considered sold.

5.5. Game Pieces Turns

5.5.1. During his turn, the active player plays each Game Piece in his Timeline, in the order of the Timeline, from left to right. Once the first Game Piece's turn is over, he moves on to the Game Piece who is second in the Timeline, and son on until the last Game Piece at the right of the Timeline.

5.5.2. The turn of a Game Piece in the Timeline consists of multiple phases, described in details in Section 5:

- Preliminary Phase
- Activation Phase
- End of Activation Phase

5.6. End of Game Turn

5.6.1. Once a player has activated all the Game Pieces in his Timeline, his turn ends. His opponent becomes the new active player and starts his own turn.

6. Turn Structure of a Game Piece in the Timeline

6.1. General

6.1.1. The Game Piece in the Timeline whose turn it is is known as the active Game Piece.

6.2. Preliminary Phase

6.2.1. During the Preliminary Phase of the turn of the active Unit, some game effects are applied or disappear. These effects are processed in the following order:

6.2.1.a. All Buffs put face-up on the active Krosmaster's card are discarded.

6.2.1.b. The current active Unit fills up its **AP** and **MP** gauges (it has them) as described in 4.11.2. Then all +1/-1 **AP** and +1/-1 **MP** markers on the card are discarded.

6.2.1.c. The active Unit applies the range alteration due to its Range markers (which will apply until the end of turn), then discard all Range markers on its card.

6.2.1.d. Finally, all the effects that trigger "At the start of the turn" are triggered. For example, this is when the Bombs lose 1HP and then cast their Explosion Spell. If several effects are triggered at the same time, the active player chooses the order in which they are resolved, and then resolves them one by one in that order.

6.3. Activation Phase

6.3.1. Then, the active Game Piece can spend its AP and MP to carry the following actions, in any order it likes, alternating as often as it wants (while still taking any limitation mentioned below into account), and as long as it can spend the mandatory AP and MP:

- Move one cell
- Collect a Kama
- Buy a GG
- Cast a Spell
- Buy a Demonic Reward
- Use a Demonic Reward

Example: A Krosmaster can move 1 cell, and then collect 1 Kama, then move 1 cell again...

6.3.2. **Move one cell**. By spending 1MP, the active Game Piece can move to an adjacent Free cell. A Game Piece without a MP gauge cannot move.

6.3.3. **Collect a Kama**. This action can only be carried by a Krosmaster. By spending 1AP, the active Krosmaster can pick up 1 Kama from the cell on which he is standing. If there are more than one Kama on the cell, it costs 1AP for each Kama the Krosmaster wants to pick.

6.3.4. **Buy a GG**. This action can only be carried by a Krosmaster, and only once per player's turn. A Krosmaster located on a Demon cell can buy a GG by spending 1AP and by paying 12 Kamas to the reserve. The active player then steals a GG from his opponent, or takes the Wild GG if it is still available.

6.3.5. **Cast a Spell**. This action is described in Section 6. Each Game Piece has its own Spells.

6.3.6. **Buy a Demonic Reward**. This action can only be carried by a Krosmaster. A Krosmaster located on a Demon cell can buy a Demonic Reward by spending 1AP and paying Kamas to the reserve according to the price in Kamas of the Demonic Reward. See 3.6.4. A Krosmaster can perform this action multiple times per turn, as long as it can pay for the AP and Kama costs.

6.3.7. **Use a Demonic Reward**. This action can only be carried by a Krosmaster, and only once per Krosmaster's turn. A Krosmaster may flip a Demonic Reward that was assigned to him face-up. See section 3.6.8. This action does not have an AP cost.

6.3.8. A Game Piece does not have to spend all its AP or MP during its Activation Phase. However, at the end of the Activation Phase, the remaining AP and MP are not transferred to the next turn, or to the next Game Piece: they are simply lost.

6.4. End of Activation Phase

6.4.1. During the Preliminary Phase of the turn of the active Game Piece, some game effects are applied or disappear, for example the effects that last during "This Turn". If several effects are triggered at the same time, the active player chooses the order in which they are resolved, and then resolves them one by one in that order.

Example: The effect of Bill Tell's Long Shot disappears during Bill Tell's End of Activation Phase.

6.4.2. Once all the triggered effects are resolved, the active Game Piece's turn ends. If the active player controls other Game Pieces after the active Game Piece in the Timeline, the turn of the next Game Piece starts. Otherwise, if the active Game Piece is the last one in the Timeline, the active player's turn ends, and his opponent starts his turn.

7. Casting Spells

7.1. Checking Prerequisites

7.1.1. A Unit can only cast a Spell if all the Prerequisites to cast the Spell are checked. A Unit cannot start to cast a Spell if one or more Prerequisites are not checked.

7.1.2. The Prerequisites check takes into account all the targets (both Unitsand cells) that would be affected by the spell if it were to be cast.

7.1.3. If the Spell has Spellcasting restrictions, the Unit can only cast the Spell if all the restrictions are fulfilled:

7.1.3.a. It is a Spell that can only be cast once per turn, and it has not already been cast by the active Unit this turn. See 4.8.3.

7.1.3.b. It is a Spell that can only be cast once per turn and per target, and it has not already been cast on this target by the active Unit this turn. See 4.8.3.

7.1.3.c. It is a Spell that can only be cast once per game, and it has not already been cast by the active Unit this game. See 4.8.3.

7.1.4. If the Spell has a cost, the Unit casting the Spell has to be able to pay for all the costs of the Spell:

7.1.4.a. If the Spell has an AP cost, the Unit has enough AP in his AP gauge.

7.1.4.b. If the Spell has a MP cost, the Unit has enough MP in his MP gauge.

7.1.4.c. If the Spell has an Injury cost, the Unit can receive at least as many Injuries as the Injury cost of the Spell.

<u>Example</u>: Goultard the Barbarian (25HP) has received 24 Injury markers. He cannot cast his Black Steam Spell since he cannot receive 2 additional Injury markers.

7.1.5. The cell that was designated as the principal target of the Spell is within Range of the Unit casting the Spell.

7.1.6. There is a Line of Sight between the caster's cell and the targeted cell.

7.1.6.a. If the Spell cast by the game piece is a Spell without Line of Sight, this restriction is ignored.

7.1.7. If an effect applies additional prerequisites on the casting of a spell, the casting of that spell must check all of those prerequisites as well.

7.2. Casting and Resolving an Attack Spell

7.2.1. Casting and Resolving an Attack Spell are split in several Steps. All these Steps are always performed in the order listed below:

- Step 1 - Pay the costs
- Step 2 - Determine the targets
- Step 3 - Resolve Additional Effects
- Step 4 - Roll for Critical Hit
- Step 5 - Roll for Armour
- Step 6 - Compute Damage
- Step 7 - Place Injury markers
- Step 8 - Resolve Effects on Standby

7.2.1.a. A Unit cannot perform a new action, such as spending AP or MP, using a Demonic Reward, picking up a Kama, buying a Demonic Reward, buying a GG, casting a Spell (...), until all Steps (1 to 8) of a Spell cast by that Unit are fully performed.

7.2.1.b. A Spell is fully resolved once all the Effects on Standby have been resolved during Step 8 - Resolve Effects on Standby.

7.2.2. <u>Step 1 - Pay the costs</u>

7.2.2.a. The active character spends as many AP and MP from his AP and MP gauges as printed on the Spell bar. An amount of Injury markers equal to the Injury cost of the Spell is then placed on the active character's card. These Injuries are not considered as being inflicted or as being suffered.

7.2.2.b. A Krosmaster can be KO'ed when paying the Injury cost of a Spell. In that situation, he is removed from the arena at the end of this Step 1. The opponent of the active player immediately gains an amount of GG according to the Level of the Krosmaster. If no player is then declared winner, the following Steps of the Spell are performed normally. If a player is declared winner, the game is immediately stopped and the Spell does not resolve.

<u>Example</u>: Coa Gulary (7HP) has received 6 Injuries. She casts her Punition Spell, a Spell with an Injury cost. An Injury marker is placed on Coa Gulary. Coa Gulary is KO'ed at the end of this Step 1, her figurine is removed from the arena and the opposing player gains 1GG. If this GG was the last GG of Coa Gulary's controller, the opposing player wins the game and Punition does not resolve. Otherwise, the following Steps of the Punition Spell are performed normally, even if Coa Gulary was removed from the arena.

7.2.3. <u>Step 2 - Determine the targets</u>

7.2.3.a. The cell that was designated during the check of the prerequisites becomes a target of the Spell. By extension, each Unit located on that cell also becomes a target of the Spell. The targeted cell and all the Units in this cell are called the main targets of the Spell.

7.2.3.b. Some Spells have an Area of Effect. All the cells located inside the Area of Effect become targets of the Spell during this Step. By extension, each Unit located on these cells also becomes a target of the Spell. All these targeted cells and the Units in these cells are called the additional targets of the Spell..

7.2.3.c. Some Spells have Multiple Targets. Multiple Targets defines a specific type of Area of Effect: once the main target of the Spell has been determined, all the other cells that could have been targeted by the Spell, and by extension each Unit located on these cells, become additional targets of the Spell.

7.2.4. Step 3 - Resolve Additional Effects

7.2.4.a. Most Additional Effects written in the Spell bar are applied during this Step, such as "Retreat 3", "Pushback 1" or "Steals 1MP to the target". By default, an Additional Effect is applied during this Step, unless the description of the Additional Effect specifies otherwise. It is possible that the application of Additional Effects triggers other effects. These other effects will only be resolved during Step 8.

Example: The "Push Back 2" Additional Effect of Luk Ylook's Repelling Arrow is resolved during Step 3. If the target of the Spell is pushed on a Trap by this Additional Effect, the Click Spell of the Trap triggers and will be resolved during Step 8 of Repelling Arrow.

7.2.4.b. Additional Effects are mandatory effects. A player cannot elect to ignore an Additional Effect of a Spell. If an Additional Effect attempts to do something that cannot be done entirely, it does only as much as possible.

Example: A Krosmaster standing on a cell that is 2 cells away from a Tree (an Impassable game piece) is the target of a Spell with Additional Effect "Push Back 3". It is not possible to push the Krosmaster 3 cells away from its current cell. The Additional Effect of the Spell will do as much as possible, pushing the Krosmaster 2 cells away.

7.2.4.c. When an Additional Effect of a spell doesn't specify restrictions on its application, it is considered that the Additional Effect of the spell is applied on targeted Units and/or targeted cells.

Example: Katar cast his "Degobillage" spell on a cell, which means he summons a Katar's Offspring on the targeted cell if it's free.

7.2.4.d. A Krosmaster can be KO'ed during the resolution of the Additional Effects. In that case, it is removed from the arena at the end of this Step 3. The opposing player immediately gains an amount of GG according to the Level of the Krosmaster. If no player is then declared winner, the following Steps of the Spell are performed normally. If a player is declared winner, the game is immediately stopped and the Spell does not resolve.

Example: Quentin Flush (6HP) has received 4 Injuries. He casts his Lottery Spell and gets 1 Head and 2 Tails. Two Injury markers are placed on Quentin Flush. Quentin Flush is KO'ed at the end of this Step, his

figurine is removed from the arena and the opposing player gains 1GG. If this GG was the last GG of Quentin Flush's controller, the opposing player wins the game and Lottery does not resolve. Otherwise, the following Steps of the Lottery Spell are performed normally, even if Quentin Flush was removed from the arena, and Lottery will still deal 1 additional Damage thanks to the Head coin flip.

7.2.4.e. If a spell has more than one Additional Effect, they are resolved in the order printed on the card.

7.2.5. Step 4 - Roll for Critical Hit

7.2.5.a. The active player Rolls for Critical Hit for the active Game Piece, rolling one die. A die on the Critical Hit side is considered as a success for the Critical Hit Roll.

Example: The Additional Effect of Darkness Knight's Vile Age Spell is applied during the Critical Hit Roll in this Step.

7.2.5.b. A Unit that has the Critical Hit, Chance, Agility, Strength or Intelligence (depending on the Element of the Spell) rolls one additional die when Rolling for Critical Hit.

7.2.5.c. A single Critical Hit Roll is performed for a Spell with an Area of Effect. The result of the roll is used for all the targets of the Spell.

7.2.6. Step 5 - Roll for Armour

7.2.6.a. Each Unit with an HP characteristic located in a cell targeted by the Spell performs an Armour Roll, rolling one die. A die on the Armour side is considered as a success for the Armour Roll.

7.2.6.b. A Unit that has the Armour, Chance, Agility, Strength or Intelligence (depending on the Element of the Spell) rolls one additional die when Rolling for Armour.

7.2.6.c. A Unit that is targeted by a Spell with the Pierce Armour Additional Effect rolls one less die when Rolling for Armour.

Example: Argon Gass is targeted by Oscar Kass's Deviousness Spell. Argon Gass Rolls 1 die when Rolling for Armour: 1 base die, increased by 1 because Argon Gass has Armour, decreased by 1 because Deviousness has Pierce Armour.

7.2.7. Step 6 - Compute Damage

7.2.7.a. Once both players have Rolled for Critical Hit (once) and Armour (once for each target of the Spell with an HP characteristic), the total Damage inflicted by the Spell to each target of the Spell with an HP characteristic is determined.

7.2.7.b. A Damage modifier is applied depending on the results of the Critical Hit and Armour Rolls. If the number of successes of the Critical Hit Roll is higher than the number of successes of the Armour Roll, the total Damage is increased by 1. If the number of successes of the Armour Roll is higher than the number of

successes of the Critical Hit Roll, the total Damage is decreased by 1. No Damage modifier is applied if the same number of successes have been Rolled.

7.2.7.c. The total Damage is then equal to:

The Basic Damage of the Spell (printed on the Spell bar)
+ The additional Damage described in the Additional Effects of the Spell
+ The additional Damage related to the Game Piece's Powers
+ The additional Damage related to the Demonic Rewards
+ The Damage modifier from the Critical Hit and Armour Rolls
- The Damage reduced by the Powers of the target of the Spell

Example: The Queen of the Tofus flips the Demonic Award Aero Boost, then casts her Dan To Fu Spell on the opposing Cloud Knight. Two Tofus are adjacent to the Cloud Knight. The Queen of the Tofus Rolls 1 success on her Critical Hit Roll, and the Cloud Knight also Rolls 1 success for his Armour Roll. The Dan To Fu Spell will deal 1 (Basic) + 2 (adjacent Tofus) + 0 (the Queen of the Tofus has no specific Power impacting Damage) + 2 (from the Aero Boost, since Dan To Fu is an AIR Spell) + 0 (modifier from the Critical Hit and Armour Rolls) - 1 (the Cloud Knight has Resistance AIR) = 4 AIR Damage.

7.2.7.d. A Spell cannot deal "negative Damage". If a Spell would deal a negative amount of Damage, it deals 0 Damage instead.

7.2.7.e. For a Spell with an Area of Effect, the amount of Damage dealt by the Spell may be different for each target, depending on the outcome of the Armour Rolls and the Powers of the targets.

7.2.8. Step 7 - Place Injury markers

7.2.8.a. During this Step, each target of the Spell receives as many Injury markers as the total Damage inflicted by the Spell to this target. All the Injury markers placed during this Step are considered as Injuries inflicted by the Spell. By extension, these Injury markers are considered as Injuries inflicted by the Unit that cast the Spell. Similarly, all the Injury markers placed during this Step are considered as Injuries suffered by the target(s) of the Spell.

Example1: At the end of Step 7 of the resolution of Goultard's Celestial Sword Spell, two Water Bombs have received 1 Injury marker (they have 1HP). Both Bombs are KO'ed, and both trigger their Explosion Spell which become Effects on Standby. They will be cast and resolved during Step 8.

7.2.8.b. A Spell with a total Damage of 0 deals no Injury. By extension, the Unit that cast the Spell deals no Injury, and the target(s) of the Spell suffer no Injury.

7.2.8.c. A Krosmaster can be KO'ed after placing the Injury markers on the targets of the Spell. In that case, it is removed from the arena at the end of this Step 7. The opposing player immediately gains an amount of GG according to the Level of the Krosmaster. If no player is then declared winner, the following Steps of the Spell are performed normally. If a player is declared winner, the

game is immediately stopped and the Step 8 of the Spell does not resolve.

<u>Example2</u>: Bad Aboum casts Retreat Shot on Fraktor (12HP, 11 Injuries). Bad Aboum is moved one cell during Step 3 of Retreat Shot thanks to the "Retreat 1" Additional Effect, and ends up located on Fraktor's Lethal Trap Spell. The Lethal Trap is triggered during Step 3, the Trap token is immediately removed, but the Lethal Trap's Click Spell is postponed to Step 8 of Retreat Shot, as an Effect on Standby. Retreat Shot deals 1 Damage to Fraktor during Step 6. During Step 7, an Injury marker is placed on Fraktor, and Fraktor is KO'ed at the end of this Step. Bad Aboum's controller immediately gains 4GG. If that player wins the game, the game ends and Step 8 of Retreat Shot does not resolve. If that player does not win the game, the resolution of Retreat Shot continues to Step 8, where the Lethal Trap's Click Spell is resolved.

<u>Example3</u>: Both players have 2GG and the Wild GG is still in play. Jems Blond (8HP, 7 Injuries) deals 2 Damage to a Maskun John wearing a Prespic Set (13HP, 11 Injuries, Counter Power) using his Blazing Arrow Spell. During Step 7 of Blazing Arrow, 2 Injury markers are placed on Maskun John (13 Injuries). The Counter Power triggers and is postponed to Step 8, becoming an Effect on Standby. At the end of Step 7, Maskun John is KO'ed and removed from the arena. The active player gains 2GG (the Wild GG and 1GG stolen). The active player know has 4GG, his opponent 1GG. That is not enough to win the game!

<u>Example4</u>: Oscar Kass (10HP) has 8 Injuries and cast his Con Spell on a Fire Bomb. It was determined during Step 6 that Con would deal 3 WATER Damage. During this Step 7, Con deals 1 WATER Damage to the Fire Bomb, since it has only 1HP. At the end of Step 7, the Fire Bomb is KO'ed, it is removed from the arena and triggers its Explosion Spell which becomes an Effect on Standby: it will be resolved during Step 8. The Steals Health Additional Effect also triggers at that moment and also becomes an Effect on Standby.

7.2.8.d. Some Powers modify the number of Injury markers that can be placed on a Unit during the resolution of a Spell. These Powers are applied during Step 7 and replace the number of Injury markers placed on the Game Piece.

<u>Example</u>: Thanks to miscellaneous Damage modifiers, Oscar Kass deals 5 Damage (determined during Step 6) to Merkator using his Con Spell, a Spell that Steals Health. Merkator's Krowsome Power is applied during Step 7, and only 3 Injury markers are placed on Merkator. At most 3 Injury markers will be removed from Oscar Kass thanks to the Steals Health Additional Effects (up to his current number of Injuries suffered).

7.2.9. <u>Step 8 - Resolve Effects on Standby</u>

7.2.9.a. If multiple effects have to be resolved during this Step, they are resolved one by one, in the order chosen by the active player. While resolving one of these effects, the other ones remain on Standby.

7.2.9.b. If an Effect on Standby chosen by the active player cannot be resolved during this Step, it disappears from the list of Effects on Standby.

7.2.9.c. If the resolution of an Effect on Standby generates a new effect, this new effect also becomes an Effect on Standby and is added to the list of Effects on Standby.

7.2.9.d. If an Effect on Standby is a Spell, this Spell has no Step 8 and all the new Effects on Standby that would be generated by this Spell are added to the list of Effects of Standby of the first Spell (Effects on Standby form a single list, no matter how they were generated).

<u>Example1</u> (continued from Step 7): During Step 8 of the resolution of Celestial Sword, there are two Spells in the Effects on Standby list, the two Explosion Spells cast by the Water Bombs. The active player choses one of the Explosion Spells and resolves it: this Explosion Spell Deals 1 Damage to two Fire Bombs that also explode. The Explosion Spells of these two Fire Bombs become Effects on Standby, and are added to the list of Effects on Standby with the remaining Explosion Spell (from the other Water Bomb). There are now 3 Effects on Standby: one Water Bomb Explosion and two Fire Bombs Explosion, and the active player can chose to resolve any of these first.

<u>Example2</u> (continued from Step 7): There is only the Lethal Trap's Click Spell on Standby, it is thus resolved. Poor Bad Aboum …

<u>Example3</u> (continued from Step 7): Maskun John's Counter Power is on Standby and has to be resolved. Jems Blond receives 1 Injury, is thus also KO'ed, and the opposing player steals 4GG from the active player. The active player has no more GG and the Wild GG is not on the board, the game ends.

<u>Example4</u> (continued from Step 7): The Steals Health Additional Effect of Oscar Kass's (10HP, 8 Injuries) Con Spell and the Fire Bomb's Explosion Spell are on Standby. The active player chooses to resolve the Explosion Spell first. After going through Steps 1 to 7 of this Explosion Spell, the Fire Bomb Deals 2 Damage to Oscar Kass, who is KO'ed. The Steals Health Additional Effect is still on Standby, but cannot be resolved since Oscar Kass is no more in play. If the active player had chosen to resolve the Steals Health Additional Effect first, Oscar Kass would have gone down to 7 Injuries, then up to 9 Injuries after the Explosion, and would not have been KO'ed!

7.3. Casting and Resolving a Healing Spell

7.3.1. A Healing Spell deals no Damage, but heals Injuries instead. It is identified by the pink background of its circle in the Spell bar.

7.3.2. Casting and Resolving a Healing Spell is similar to Casting and Resolving an Attack Spell, except for the following specificities:

7.3.2.a. A Unit targeted by a Healing Spell does not Roll for Armour during Step 5.

7.3.2.b. During Step 6, once the Critical Hit Roll has been rolled, the total Injuries Healed by the Spell to each target of the Spell with an HP characteristic is determined. This total is then equal to:

The Basic Heal of the Spell (printed on the Spell bar)
+ The additional Heal described in the Additional Effects of the Spell
+ The additional Heal related to the Game Piece's Powers
+ The additional Heal related to the Demonic Rewards
+ 1 if at least one success was Rolled on the Critical Hit Roll

7.3.2.c. Injury markers are not placed but removed from the target. All the Injury markers removed during this Step are considered as Injuries Healed by the Spell. By extension, these Injuries are considered as Injuries Healed by the Unit that cast the Spell. When Injury markers are removed by a Healing Spell, the Unit that cast the Spell Heals Injuries to the target.

7.4. Casting and Resolving a Special Spell

7.4.1. A Special Spell deals no Damage, neither does it heal Injuries. It is identified by the white background of its circle in the Spell bar.

7.4.2. Casting and Resolving a Special Spell is similar to Casting and Resolving an Attack Spell, except that steps 4, 5, 6 and 7 are not performed.

7.5. Additional Effects of a Spell

7.5.1. <u>+X MP</u>

7.5.1.a. This Additional Effect means: "Place X +1MP tokens on each targeted Game Piece".

7.5.2. <u>-X MP</u>

7.5.2.a. This Additional Effect means: "Place X -1MP tokens on each targeted Game Piece".

7.5.3. <u>+X AP</u>

7.5.3.a. This Additional Effect means: "Place X +1AP tokens on each targeted Game Piece".

7.5.4. <u>-X AP</u>

7.5.4.a. This Additional Effect means: "Place X -1AP tokens on each targeted Game Piece".

7.5.5. <u>+X WATER</u>

7.5.5.a. This Additional Effect is applied in Step 6 instead of Step 3. It means: "During Step 6 of this Spell, this Spell deals +X WATER Damage to each targeted Game Piece".

7.5.6. <u>+X AIR</u>

7.5.6.a. This Additional Effect is applied in Step 6 instead of Step 3. It means: "During Step 6 of this Spell, this Spell deals +X AIR Damage to each targeted Game Piece".

7.5.7. <u>+X EARTH</u>

7.5.7.a. This Additional Effect is applied in Step 6 instead of Step 3. It means: "During Step 6 of this Spell, this Spell deals +X EARTH Damage to each targeted Game Piece".

7.5.8. <u>+X FIRE</u>

7.5.8.a. This Additional Effect is applied in Step 6 instead of Step 3. It means: "During Step 6 of this Spell, this Spell deals +X FIRE Damage to each targeted Game Piece".

7.5.9. <u>Push Back X</u>

7.5.9.a. This Additional Effect means: "Each Game Piece targeted by this Spell is moved X cells in a straight line away from the Game Piece casting the Spell".

7.5.9.b. If at least one of the X cells is an Impassable cell, the targeted Game Piece is moved as much as possible, as long as no Impassable cell is reached.

7.5.10. <u>Attract X</u>

7.5.10.a. This Additional Effect means: "Each Game Piece targeted by this Spell is moved X cells in a straight line towards the Game Piece casting the Spell".

7.5.10.b. If at least one of the X cells is an Impassable cell, the targeted Game Piece is moved as much as possible, as long as no Impassable cell is reached.

7.5.11. <u>Pierce Armour</u>

7.5.11.a. This Additional Effect is applied in Step 5 instead of Step 3. It means: "During Step 5 of this Spell, each target Rolls one less die when Rolling for Armour".

7.5.12. <u>Steals X MP</u>

7.5.12.a. This Additional Effect means: "Place X -1MP tokens on each target of the Spell. For each -1MP tokens actually placed on a target, place a +1MP token on the Game Piece casting the Spell".

7.5.13. Steals X AP

7.5.13.a. This Additional Effect means: "Place X -1AP tokens on each target of the Spell. For each -1AP tokens actually placed on a target, place a +1AP token on the Game Piece casting the Spell".

7.5.14. Immediately Gains +X MP

7.5.14.a. This Additional Effect means: "Add X MP to the MP gauge of the Game Piece casting this Spell".

7.5.15. Immediately Gains +X AP

7.5.15.a. This Additional Effect means: "Add X AP to the AP gauge of the Game Piece casting this Spell".

7.5.16. Retreat X

7.5.16.a. This Additional Effect means: "The Game Piece casting the Spell is moved X cells in a straight line away from the targeted Game Piece".

7.5.17. Move Closer X

7.5.17.a. This Additional Effect means: "The Game Piece casting the Spell is moved X cells in a straight line towards the targeted Game Piece".

7.5.18. Steals Health

7.5.18.a. This Additional Effect is applied in Step 8 (where it becomes an Effect on Standby) instead of Step 3. It means: "For each Injury marker placed on the target of the Spell during Step 7, remove one Injury marker from the Game piece casting the Spell".

7.5.19. Replace

7.5.19.a. Whenever a Game Piece is replaced by another, the character's card is replaced at the same time as the figurine. All the markers (including Injuries markers), Demonic Rewards and ongoing Effects are transferred from the original profile to the new one.

7.5.20. Exchange of markers

7.5.20.a. An exchange of markers is not considered as a placement of markers. No markers are created by this effect, it is just a handling of the existing markers.

Example: Merkator's power "Krobust" is not triggered by Djaul's attack "Black Humour".

8. Other

8.1. *Original starter box*

8.1.1. If you're playing with the original starter box, here are certain points you must take into account for adapting these rules.

8.1.2. The Demonic Rewards setup is different from the rules described 1.3.7: they are set in 2 piles of GRANITE DR, 2 piles of JADE DR and 2 piles of GOLD DR. Each of those piles is made of 10 Demonic Rewards.

8.1.3. A GOLD Demonic Reward costs 12 kamas.

9. Multiplayer Rules

9.1. General

9.1.1. Krosmaster Arena can be played by 4 players instead of 2, either Free-for-All or 2 versus 2. Four player Rules are identical to the 2 player Rules, with exceptions noted below.

9.1.2. Each player plays with 2 Krosmaster.

9.2. Free-for-All

9.2.1. Players determine the Initiative score of the Teams. The player with the highest total becomes player 1, and then the other players become players 2, 3 and 4, by decreasing order of Initiatives. Players sit clockwise around the table and will play in this order: 1 - 2 - 3 - 4.

9.2.2. Player 4 choses the arena. Player 1 turns the arena.

9.2.3. Each player starts with 3GG. Place 3 Wild GG alongside the arena. A player who KO's another player's last Krosmaster steals all this opponent's GG.

9.2.4. The first player positions his figurines in the arena, on the Set-up Cells in the two rows of cells on his side of the board. His opponents do the same on their Starting Cells, on the other sides of the board, in Turn order.

9.2.5. A player who KO's one of his own Krosmasters must give a number of GG equal to the Level of the Krosmaster to one of his opponents. A player who loses all his GG is not eliminated as long as it controls a Krosmaster in play.

9.2.6. If a double is Rolled when Rolling for Tension, the active player choses an opponent who loses 1GG. Then this opponent choses another player who also loses 1GG (the opponent may chose the active player).

9.3. 2 vs. 2

9.3.1. When playing 2 vs. 2, the specific Free-for-All Rules also apply, with exceptions noted below.

9.3.2. The only Team that still has a GG when there are no more Wild GG win the game. If all the Krosmasters in a Team are KO'ed, the opposing Team wins the game.

9.3.3. Players determine the Initiative score of the Teams. The player with the highest total becomes player 1, his teammate becomes player 3. The player in the opposing team with the highest total becomes player 2, his teammate becomes player 4.

Credits

Krosmaster Arena Original Game Design:

Game Design:

Rules:

Initiation Rulebook Editing:

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