





An endless winter.

After a short excursion to the frozen continent of Frigost, the Demons of the Hours and Minutes have selected the coldest, driest and most dangerous places for you... for their own entertainment! Once again, your Krosmasters will find themselves flung into the combat arenas and will have to fight to survive. This time, those malicious demons have gone all out: the arenas are more tactical, the bonuses are more powerful and the stakes are higher. Because they've managed to get their hands on a guest of honour: Gallifree Yan, better known as Count Harebourg. It is, after all, a little bit his fault that Frigost is so... frosty. Without his genius watch-making abilities, the inhabitants of this continent would be living peacefully in harmony with the passing seasons.

The short story is that Jiva, the protector of the month of Javian, used her charm and pushed the Count to get rid of winter using his titanic water clock, a complex combination of mechanical power and magic. But destiny had other plans, and Djaul, the protector of the month of Descendre, cast a curse on the water clock and made it run backwards: instead of getting rid of winter, the whole continent of Frigost was condemned to relive the icy month of Descendre for all eternity! Djaul is such a joker!

But, for the Krosmasters of the Outer World, Frigost now represents yet another occasion to shine in the eyes of the demons. All of them hope to be able to return to their original worlds eventually. So, wax your skis, freeze your ice cubes and, above all, don't forget to wrap up warm, because it's going to be a long winter.

Welcome to the rules of Frigost, the totally cool extension for Krosmaster Arena.

SUMMARY

An Endless Winter..... Page 2

Box Contents..... Page 3

Rules of Frigost.....Pages 4-5

Demonic Rewards.....Pages 6-7

Game Help.....Page 8

BOX CONTENTS



x1 Krosmaster Figure and his character card: COUNT HAREBOURG

Gallifree Yan de Harebourg, Count of Frigost, is one of Xelor's disciples and is wanted for crimes against the authority of winter, unseasonal chilling, assault against heat, disruption of the climate, and loads of other cold-hearted crimes. In the game, he's a level 6 character, so his figurine can replace two level 3 characters from the Krosmaster Arena box.



x72 Demonic Reward Tokens

The Frigost Demonic Reward tokens will send a shiver down your spine. Especially the Ruby ones: you'll be trembling with delight!



x15 Summons Tokens

Power freezing with the new Frigost mobs. That'll put your enemies on ice!



x18 Backgrounds to set up

You can carefully pop out and set up ice cubes, geysers and trees. Even if it's not winter.



x6 +1/-1 Frozen AP

Frozen Action Point Markers



x6 +1/-1 Frozen MP

Frozen Movement Point Markers.



x21 Frozen Injury Markers

These frozen markers allow you to keep tabs on a character's health.



x1 Two-sided game board

These two new combat arenas will make you melt with pleasure.

RULES OF FRIGOST

The demons took a liking to the frozen continent. The result is a snowy game, with chilled backgrounds, frozen damages, icy demonic rewards, biting summons, cool new powers... The list goes on!

START OF THE GAME

Starting a fight on Frigost is slightly different.

Team Construction

A team can contain, at most, one «Boss» figure.

Choice of Arena

New continent, new horizons! Keep an eye out when choosing the arena and its orientation, because the 2 new combat arenas that the demons took from Frigost are more technical to play.

Backgrounds

Place the backgrounds on the locations shown on the game arena.



Demonic Reward Tokens

At the start of the game, sort the Demonic Reward tokens by rank: GRANITE (brown), JADE (green), GOLD (yellow) and RUBY (red).

Make two piles with the demonic rewards of each Rank. Turn over the token on the top of each pile and place it face up on the side. You should now have 8 piles of Demonic Rewards (2 of each Rank) and 8 tokens with the Boost, Buff or Equipment face visible. When a face up Demonic Reward token is bought, it is immediately replaced by another one from the corresponding pile.

FROZEN DAMAGES

On Frigost, your Krosmasters will occasionally suffer from frozen injuries!

Frozen Spells

If an attack spell inflicts frozen damage, it is called a frozen spell.



Frozen spells inflict frozen damage: instead of placing normal Injury markers (red), use frozen Injury markers (blue). A character is K.O.'d when they have received as many Injuries (frozen or otherwise) as they have HP.

Frozen Injury Markers (blue)

A frozen Injury marker cannot be removed from a character like a normal Injury marker: a frozen injury cannot be healed. Certain games rules state that a frozen injury can be healed or removed; this is the only way of removing a frozen Injury marker.

Frozen +IMP/-IMP markers (green)

These frozen markers are applied like the +IMP/-IMP markers, but are not removed from the character card. A frozen +IMP and a frozen -IMP on a character will cancel each other out and both be removed from the character.

Frozen +IAP/-IAP markers (blue)

These frozen markers are applied like the +IAP/-IAP markers, but are not removed from the character card. A frozen +IAP and a frozen -IAP on a character will cancel each other out and both be removed from the character.

New Krosmaster Action: DEFROST (2 AP)

A Krosmaster can free themselves from frozen Injury markers, frozen -IMP markers and frozen -IAP markers thanks to this action. Defrost is not a spell. A Krosmaster can spend 2AP to benefit from the 3 following effects:

- Turn a frozen injury into a normal injury.
- Replace a frozen -IMP marker on their character card with a -IMP marker.
- Replace a frozen -IAP marker on their character card with a -IAP marker.

Automatic Defrost

At the end of a Krosmaster's activation phase:

- Turn a frozen injury into a normal injury
 - Replace a frozen +1/-IMP marker on their character card with a +1/-IMP marker.
 - Replace a frozen +1/-IAP marker on their character card with a +1/-IAP marker.
- Automatic Defrost does not affect Summons tokens or backgrounds.

Frozen - Unfrozen Compatibility

If a spell's damage is modified by a frozen damage bonus or penalty, the spell will deal frozen damage.

If a frozen spell's damage is modified by a damage (frozen or otherwise) bonus or penalty, the spell will end up dealing frozen damage.

AREAS OF EFFECT

Certain Frigost spells are cast on an area and use new areas of effect.



For the «Axe» area, the active player chooses which pattern they wish to use.

For the «Hand» area, all the additional targets must be in line with the character who casts the spell and be further away from him.

SUMMONS TOKENS

Frigost's Summons tokens are all mob tokens.

The Bubotrons are part of the Sinistro family, mechanical and magical creatures constructed by Count Harebourg. For all intents and purposes, they behave exactly as if they were named «Sinistro». When a Sinistro is brought into play, you can, therefore, use a Bubotron token.

The Frozen Tofus are members of the Tofu family. For all intents and purposes, they behave exactly as if they were named «Tofu». In the Frigost arena, the Queen of Tofus can only summon Frozen Tofus. Use the Frozen Tofu Mob token, rather than the normal Tofu tokens.

The Mastogob is from the Gobball family. For all intents and purposes, they behave exactly as if they were named «Gobball». In the Frigost arena, the King of the Gobballs can only summon the Mastogob. Use the Mastogob token rather than the normal Gobball token.

The other Mob tokens can be brought into play using Frigost's Demonic Reward tokens. Use the token which matches the description of the demonic reward.

POWERS

Frigost has its own arsenal of powers!

Frostbite: this character's attack spells become frozen spells, so they inflict frozen damage rather than normal damage. Does not work against targets with the Internal Fire power.

Splicing: if a spell's additional effect would result in the placement of one or more **+1 MP** markers on the spell's target, use the frozen **+1 MP** markers instead.

Desplicing: if a spell's additional effect would result in the placement of one or more **-1 MP** markers on the spell's target, use the frozen **-1 MP** markers instead.

Akseleraktion: if a spell's additional effect would result in the placement of one or more **+1 AP** markers on the spell's target, use the frozen **+1 AP** markers instead.

Glaciaktion: if a spell's additional effect would result in the placement of one or more **-1 AP** markers on the spell's target, use the frozen **-1 AP** markers instead.

The additional effects Splicing, Desplicing, Akseleraktion and Glaciaktion do not work against targets with the Internal Fire power.

Internal Fire: this character cannot receive frozen Injury markers, frozen **MP** or frozen **AP** markers; if they would receive some, they will be given an equal number of normal markers instead. Additionally, their heal spells can heal frozen injuries as if they were normal injuries.

Fragility: this character suffers 1 additional damage each time they suffer damage (Water, Air, Earth, Fire or Neutral), frozen or not.

Endurance: this character suffers 2 fewer Damage each time they suffer Damage (Water, Air, Earth, Fire or Neutral), frozen or not.

Farmer: at the end of this character's turn, if he has picked up at least 1 Kama during his turn, he can take 1 additional Kama token from the reserve.

Blinding: this character's spells can only target the cells adjacent to him.

Numb (modified rule): The targets that possess this power ignore the additional effects of spells, with the exception of those which inflict additional damage or injuries. Personal spells are not affected by the Numb power.

BACKGROUNDS

Dead Trees and Snowy Fir Trees.

Dead trees and snowy fir trees are subject to the same rules as other trees: they are impassable and they obstruct the line of sight.

Geysers

Geysers are like bushes: they are impassable and do not obstruct line of sight.

Ice Cubes

Ice Cubes are a bit like boxes: a cell occupied by an ice cube is considered to be free, and the max. Range of a character's spells when he is on an ice cube is increased by 1 cell.

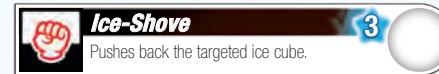
However, an ice cube does not have the Numb power, like the other backgrounds, and it can only be found on an Ice Rink cell.

Ice Rink Cells:



New Krosmaster spell: ICE-SHOVE

A Krosmaster adjacent to an ice cube can cast the following spell:



When an ice cube is pushed back using this spell, it moves as many cells as possible in a straight line, but without ever leaving the Ice Rink cells. If an impassable cell or another ice cube is in its path, it stops just in front of it.

Additionally, if a Krosmaster, a Mob token or a Bomb token ends up on an ice cube that has been moved using Ice-Shove, they remain on the cube and are moved along with it (even if they have the Numb power). The Trap tokens and Kama tokens are not, however, moved with the cube.

Optional rule: Background Destruction

Using this optional rule, here are the characteristics of the Frigost backgrounds.



DEMONIC REWARDS

The Demons of the Hours and Minutes have given you ample opportunity to surpass yourselves in the Frigost arenas. Your Krosmasters will be able to acquire new skills that will make your blood run cold: the Ruby rank demonic rewards. They will also have access to a new type of equipment, Trophies.

Ruby Demonic Rewards

Get a cool reward on the frozen continent! The Ruby rank Demonic Reward tokens cost 18 Kamas, so you're going to have to save up if you want to buy some. But it's worth the putting your spending on ice, because they really can lead you to victory!

The Trophies

Considered in every way a Dofus token, a Trophy token can be activated only if the Krosmaster has neither a Dofus token nor a Trophy token already revealed. In the same way, a Dofus token can only be revealed under the same conditions. But the trophies have to be earned! And the demons have a funny idea about how to earn them: a Krosmaster can only reveal a Trophy token if you have less GG than each of your opponents!



DEMONIC REWARDS

Stand up Krosmasters, and heave! Put on your Gobboots, because you're walking on thin ice. Here, you're always walking on thin ice.

FRIGOST BOOSTS



The effects of these 4 Demonic Rewards are similar. A Krosmaster who uses one of these Boosts immediately gains 2 AP; Additionally, the next elemental close combat attack spell of the appropriate type they cast will be frozen and deal +2 Damage.



Iced Lightning is a single-use spell. To cast it your Krosmaster chooses a target 1-3 cells away in a straight line and spends 2 AP. Iced Lightning inflicts 3 frozen neutral Damage.



Ice Field is a single-use spell. To cast it, your Krosmaster chooses a target 0-3 cells away in a straight line and spends 2 AP. Ice Field inflicts 0 frozen neutral Damage and one -1 MP marker to the target.»



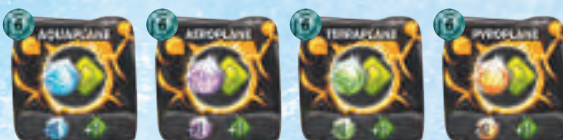
Quick Freeze is a single-use spell. To cast it, your Krosmaster chooses a target 1-3 cells away in a straight line and spends 2 AP. Quick Freeze inflicts 1 frozen neutral Damage and one frozen -1 AP marker to the target.



Hot Air is a single-use spell. To cast it, your Krosmaster chooses a target 0-3 cells away in a straight line and spends 2 AP. Hot Air heals 3 Injuries, frozen or not, from the target.»



When your Krosmaster uses Gullipop Egg, summon a Gullipop. Place the Gullipop Mob token on an adjacent free cell. The Gullipop plays its turn after the Krosmaster who summoned it.



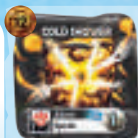
The effects of these 4 Demonic Rewards are similar. A Krosmaster who uses one of these Boosts immediately gains 1 MP. Additionally, the next elemental attack spell of the appropriate type they cast will be frozen and deal +1 Damage.



Cold Snap is a single-use spell. To cast it, your Krosmaster chooses a target 1-3 cells away, ignoring line of sight, and spends 2 AP. Cold Snap inflicts 1 frozen neutral Damage. Additionally, choose a Demonic Reward token (reveled or not) from the target and discard it. The max Range of this spell cannot be increased.



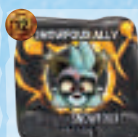
When your Krosmaster uses Flew Shot, summon a Shaman Pingwin. Place the Shaman Pingwin Mob token on an adjacent free cell. The Shaman Pingwin plays its turn after the Krosmaster who summoned it.



Cold Shower is a single-use spell. To cast it, your Krosmaster chooses a target 1-3 cells away, ignoring line of sight, and spends 6 AP. Cold Shower inflicts 1 frozen neutral Damage. Additionally, all of the target's Demonic Reward tokens (revealed or not) are discarded. The max Range of this spell cannot be increased.



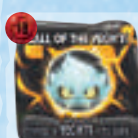
Ice Era is a single-use spell. To cast it, your Krosmaster chooses a target 0-3 cells away and spends 0 AP. Replace all Injury, AP, and MP markers on the targeted character with the same number and type of frozen markers.



When your Krosmaster uses Snowfoux Ally, summon a Snowfoux. Place the Snowfoux Mob token on an adjacent free cell. The Snowfoux plays its turn after the Krosmaster who summoned it.



When your Krosmaster uses Frigost Style, the next elemental attack spell they cast this turn will be frozen and deal +4 Damage.



When your Krosmaster uses Call of the Yech'Ti, summon a Yech'Ti. Place the Yech'Ti Mob token on an adjacent free cell. The Yech'Ti plays its turn after the Krosmaster who summoned it.»



Deicing is a single-use spell. To cast it, your Krosmaster chooses a target 0-3 cells away and spends 0 AP. Remove all frozen markers from the targeted character.

FRIGOST BUFFS



The effects of these 4 Demonic Rewards are similar. As long as one of these Buff tokens is face up on their card, your Krosmaster benefits from the following effects:

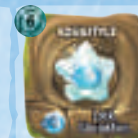
- The max Range of all their spells is increased by one cell.
- The associated element attack spells (Water, Air, Earth, Fire) inflict +1 Damage.
- They gain the Frostbite power.



While the Bubotron Style token is face up on a Krosmaster's card, the max Range of their spells is increased by one cell and they gain the Internal Fire and Frostbite powers.



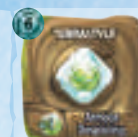
While the Chokokoko token is face up on a Krosmaster's card, they gain the Numb and Armour powers.



While the Aquastyle token is face up on a Krosmaster's card, their Water attack spells are frozen and inflict +1 Damage. Additionally, they gain the Lock and Glaciaktion powers.



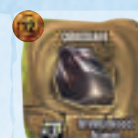
While the Aerostyle token is face up on a Krosmaster's card, their Air attack spells are frozen and inflict +1 Damage. Additionally, they gain the Dodge and Splicing powers.



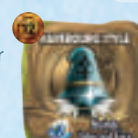
While the Terrastyle token is face up on a Krosmaster's card, their Earth attack spells are frozen and inflict +1 Damage. Additionally, they gain the Armour and Desplicing powers.



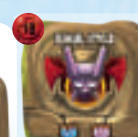
While the Pyrostyle token is face up on a Krosmaster's card, their Fire attack spells are frozen and inflict +1 Damage. Additionally, they gain the Critical Hit and Akseleraktion powers.



While the Obsidian token is face up on a Krosmaster's card, the max Range of their spells is increased by 3 cells and they gain the Immune and Numb powers.



While the Harebourg Style token is face up on a Krosmaster's card, their elemental attack spells are frozen and deal +2 Damage. Additionally, they gain the Numb and Internal Fire powers.



While the Djaul Style token is face up on a Krosmaster's card, gain the following effects:
-Each time this Krosmaster K.O.'s an opposing Krosmaster during your turn, gain 1 extra GG.
- If this Krosmaster is K.O.'d during an opponent's turn, they gain 0 GG.

FRIGOST EQUIPMENT



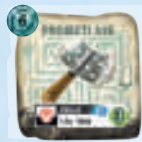
The Krosmaster bearing this Weapon can cast a new spell from 2-6 cells away in a straight line. Attacking with the Ice Pick costs 3 AP and inflicts 0 frozen neutral Damage to each target in the Hand Zone.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Chill Axe costs 6 AP and inflicts 2 frozen neutral Damage to each target in the Axe Zone.



While this Familiar token is face up on a Krosmaster's card, they gain the **Farmer** power.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Projects Axe costs 6 AP and inflicts 3 **frozen earth** Damage to each target in the **Axe Zone**.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Sabre Aces costs 3 AP and inflicts 3 **frozen neutral** Damage. You may only use Sabre Aces once per turn.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with Professors Xa's Shovel costs 4 AP and inflicts 3 **frozen fire** Damage to each target in the **Shovel Zone**. Optional rule: if your name is Charles or Xavier, you may look at the top token of each Demonic Reward stack at any time.



While this Set token is face up on a Krosmaster's card, they gain +1 **HP**, +1 **max Range**, and the **Internal Fire** power.



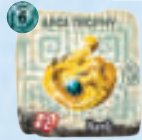
While this Set token is face up on a Krosmaster's card, they gain the **Critical Hit**, **Armour**, **Dodge** and **Lock** powers.



While this Set token is face up on a Krosmaster's card, they gain +7 **HP** and the **Blind** power.



While this Familiar token is face up on a Krosmaster's card, they gain the **Critical Hit** and **Frostbite** powers.



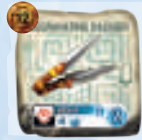
While this Trophy token is face up on a Krosmaster's card, they gain +2 **HP** and the **Numb** power.



The Krosmaster bearing this Weapon can cast a new spell from 2-6 cells away in a straight line. Attacking with the Midnight Hand costs 3 AP and inflicts 1 **frozen air** Damage to each target in the **Hand Zone**.



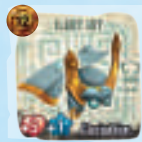
The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Oracular Hammer costs 6 AP and inflicts 2 **frozen earth** Damage and one frozen -1 MP marker to each target in the **Hammer Zone**.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Aggravating Daggers costs 2 AP and inflicts 2 **frozen water** Damage and one frozen -1 AP marker to the target. You may only use the Aggravating Daggers once per turn.



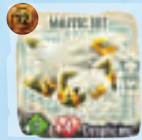
The Krosmaster bearing this Weapon can cast a new summons spell. Using the Shaman Pingwin Staff costs 3 AP and summons a Pingwinkle to an adjacent free cell. Pingwinkles play their turns after the Krosmaster who summoned them. You may control 3 Pingwinkles at a time.



While this Set token is face up on a Krosmaster's card, they gain +5 **HP**, +1 **AP** and the **Glaciaktion** power.



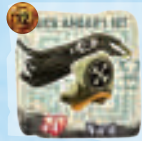
While this Set token is face up on a Krosmaster's card, they gain +3 **HP**, +1 **AP** and the **Akseleraktion** power.



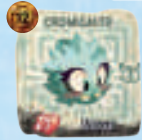
While this Set token is face up on a Krosmaster's card, they gain +4 **HP**, +1 **MP** and the **Desplicing** power.



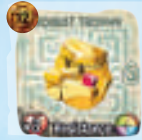
While this Set token is face up on a Krosmaster's card, they gain +2 **HP**, +1 **MP** and the **Splicing** power.



While this Set token is face up on a Krosmaster's card, they gain +4 **HP** and the **Numb** power.



While this Familiar token is face up on a Krosmaster's card, they gain +7 **HP** and the **Armour** power.



While this Trophy token is face up on a Krosmaster's card, they gain +3 **HP** and the **Resistance**, **Resistance**, **Resistance** and **Resistance** powers (the Robust Trophy does not affect neutral damages).



While this Trophy token is face up on a Krosmaster's card, their elemental attack spells are frozen and inflict +1 **Damage**. Additionally, they gain the **Critical Hit** power.



The Krosmaster bearing this Weapon can cast a new spell from 2-5 cells away. Attacking with the Contemporary Bow costs 5 AP and inflicts 2 **frozen air** Damage. Additionally, choose a Demonic Reward token (revealed or not) from the target and discard it. The max Range of this spell cannot be increased.



The Krosmaster who carries this Weapon can cast a new close combat spell: attacking with the Bearbaric Sword costs 3 AP and inflicts 3 **frozen fire** Damages on the target; additionally, the Bearbaric Sword applies the additional **Steals health** effect.



The Krosmaster bearing this Weapon can cast a new spell from 2-6 cells away in a straight line. Attacking with the Makabra Hand costs 3 AP and inflicts 2 **frozen water** Damage to each target in the **Hand Zone**.



The Krosmaster bearing this Weapon can cast a new close-combat spell. Attacking with the Axe Cidental costs 6 AP and inflicts 7 **frozen neutral** Damage to all targets in the **Axe Zone**.



While this Set token is face up on a Krosmaster's card, they gain +3 **HP**, +3 **AP** and the **Numb** and **Internal Fire** powers.



While this Set token is face up on a Krosmaster's card, they gain +8 **HP** and the **Lock** and **Counter** powers.



While this Set token is face up on a Krosmaster's card, they gain +6 **HP** and the **Armour** and **Heal** powers.



While this Set token is face up on a Krosmaster's card, the max Range of their spells is increased by 2 cells and they gain +2 **MP**, and the **Critical Hit** and **Dodge** powers.



While this Familiar token is face up on a Krosmaster's card, their **water attack spells** are frozen and inflict +2 **Damage**.



While this Familiar token is face up on a Krosmaster's card, their **fire attack spells** are frozen and inflict +2 **Damage**.



While this Familiar token is face up on a Krosmaster's card, their **air attack spells** are frozen and inflict +2 **Damage**.



While this Familiar token is face up on a Krosmaster's card, their **earth attack spells** are frozen and inflict +2 **Damage**.



While this Trophy token is face up on a Krosmaster's card, their elemental attack spells inflict -1 **Damage**. Additionally, they gain the **Armour** and **Endurance** powers.



While this Trophy token is face up on a Krosmaster's card, their elemental attack spells are frozen and inflict +2 **Damage**. Additionally they gain the **Critical Hit** and **Fragility** powers.



While this Dofus token is face up on a Krosmaster's card, their elemental attack spells are frozen and inflict +1 **Damage**; and their **neutral attack spells** are frozen and inflict +2 **Damage**. Additionally, they gain the **Critical Hit** and **Numb** powers.

..... SPENDING MP AND AP

Movement	Cost
Move one cell.....	1 PM
Action	Cost
Cast a spell.....	Depends on the spell
Actions limited to the Krosmasters	Cost
Pick up a Kama.....	1 AP
Defrost.....	2 AP
Buy a GG.....	1 AP (+10 kamas)
Buy a GRANITE demonic reward.....	1 AP (+3 kamas)
Buy a JADE demonic reward.....	1 AP (+6 kamas)
Buy a GOLD demonic reward.....	1 AP (+12 kamas)
Buy a RUBY demonic reward.....	1 AP (+18 kamas)
Reveal a Trophy (have the least GG).....	0 AP (free action)
Reveal another demonic reward.....	0 AP (free action)
Punch someone.....	5 AP
ICE SHOVE (be adjacent to an ice cube).....	3 AP

..... CAST A SPELL

- PREREQUISITES:** check the cost, the range and the line of sight.
1 PAY THE COST: spend the AP, MP and suffer the Injury costs.
2 AREA OF EFFECT: determine any additional targets in the spell's area of effect.
3 ADDITIONAL EFFECT: apply the spell's text
4 CRITICAL: throw the Critical Hit roll (attack and heal spells)
5 ARMOUR: throw an armour roll for each target (attack spell)
6 INJURIES: place or remove injuries (attack and heal spells)
7 ACTIVATED EFFECTS: Order is the choice of the active player (bomb explosion, trap activation, Retaliation, Stealth Health...)

..... CHARACTERISTICS

NAME	MOVE Free cell ✓ Impassable ✗	LINE OF SIGHT Not blocked ✓ blocked ✗	ADDITIONAL SPELL EFFECT Affected ✓ Numb ✗	HP
Ice Cube	✓	✓	✓	1
Geyser	✗	✓	✗	3
Frigost Trees	✗	✗	✗	6
Krosmaster	✗	✗	✓	Check Card
Frozen Tofu Gullipop	✗	✓	✓	1
Pingwinkle	✗	✓	✓	2
Other Mobs	✗	✗	✓	Check Card
Bombs	✗	✓	✓	1
Traps	✓	✓	✗	-
Kamas	✓	✓	✗	-

Scenery Character Other

..... F.A.Q.

- Q** My Clide Eelgaz has the Numb power thanks to the Chokokoko buff. Does this mean he won't gain AP anymore when casting Say Line?
- A** Clide always earns AP because Numb is not applied to personal spells.
- Q** And if Clide has the Internal Fire and Akselektion powers thanks to Bubotron Style and a Sinistrofu Set, do I have to place frozen markers on him?
- A** No, because the Internal Fire power prevents him from receiving frozen markers.
- Q** Remington has the Numb power thanks to the Count Harebourg Set. Does this mean he no longer loses MP and AP when he casts Pulsar?
- A** Remington still loses all his MP and AP because he is not the target of the spell.
- Q** Dofka Talys has the Splicing power thanks to the Tengu Snowfoux Set. Are the bonus MPs he gets thanks to his Rapid Aura power therefore frozen MPs?
- A** No, because Splicing is only applied to the targets, and only on MP markers obtained from the spells' additional effects. So that doesn't work with his Rapid Aura.
- Q** Nox has the Glaciaktion power thanks to the Aquastyle buff. Does he steal frozen AP when he casts his Time Thief spell?
- A** The additional effect Steal 1 AP will inflict 1 frozen -1AP marker to the target, but Nox will only win a normal +1AP marker because he is not the spell's target.

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Thank you to all those who contributed to the making of this extension and thank you again to our customers!

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