

# KROSMASTER<sup>®</sup> ARENA

## MAPS SPECIAL RULES

### KROSMASTER NATIONAL CHAMPIONSHIP

2014



D

**Lava squares** are impassable and can't be targeted.

### KROSMASTER NATIONAL CHAMPIONSHIP

2015



E

**The fog squares** cut the line of sight like a tree, but do not hinder movement.

These are free spaces anyway.

In addition, they decrease by 1 square the range of a unit inside (the opposite of a crate).

# KROSMASTER® ARENA

## MAPS SPECIAL RULES

### KROSMASTER NATIONAL CHAMPIONSHIP

2016



F



**Rickshaw**



Push back 1 the targeted stall, then **Attract 1** to the targeted stall.



### KROSMASTER NATIONAL CHAMPIONSHIP

2018



G

The frozen squares (resembling a block of solid ice) have a special rule. When a character moves to one of these spaces by spending a MP, he “slides” and continues to move one more square in the same direction.

Other moves (such as those created by spells) are not affected by this rule.

# KROSMASTER® ARENA

MAPS  
SPECIAL RULES

## KROSMASTER WORLD CHAMPIONSHIP

2015



H

**Shovel squares** - Before deploying their units, players can choose 2 decor elements from trees or bushes. The first player places two in two places with a shovel of his choice, then the second player does the same.

The game can start normally. (trees and bushes that are set up by default for each game).

## KROSMASTER WORLD CHAMPIONSHIP

2017



Each box on this map is considered to be either Ice (white) or Grass (green).

# KROSMASTER® ARENA

MAPS  
SPECIAL RULES

KROSMASTER  
WORLD CHAMPIONSHIP

2018

K



There are two separate areas : the arena (dark squares) and the surroundings (light squares). The special rules for this map are as follows :

At the start of the game, players can place their figurines on all deployment squares on their half of the field ; they are not limited to the usual 2 first lines.

Dark squares (arena) cannot be targeted, primary or secondary, by a spellcaster located on a light square (surroundings). A character who moves during his turn from the light zone to the dark zone can no longer

leave the dark zone for the rest of the turn.

A character cannot be moved from a light square to a dark square outside of his turn.



Ankama  
Convention

**Celestial Holes** - Those holes are impassable and can't be targeted.

L