

# TIME arena

## KAMIKAWAI



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Shan shan Zhu



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**Manaka Mikaze** : the art of parrying !

Each time *Manaka Mikaze* is attacked, by whatever means, roll a fight die and add the result to *Manaka's* attack number. If the total is equal to or greater than the opponent's attack, the parry is successful and both fighters stay in the arena.



**Example:** The *Slugosaur* attacks *Manaka Mikaze* from 4 spaces away with its special ability. It rolls a +1 on its attack die, which is added to its attack number of 3. *Manaka* tries to parry it and rolls a +1, giving her a defence of 3 (base attack 2 + 1 from the die). Her total is 1 less than the *Slugosaur* and she is knocked out.

If *Manaka* had rolled a +2 or KO on her fight die, she would have successfully parried and have stayed in the arena.



**Yoko Hakubamatata** : make a ranged attack with her shuriken at a distance of 3 (see base game rules).



**Nayuki Mono** : Counter (see base game rules).



**Shannon Shaku** : no special ability

### FIRST PRINT BONUS

**The Montmiral Blacksmith :**

His hammer can range attack from a distance of 3 spaces.

Before rolling the fight die, the player must boldly declare:

*«I Am the Montmiral Blacksmith. May the gods be my witness, by my hammer you'll hit the ground !»*

Boomerang Effect:

If the opponent is not KO'd by the attack or if the totem is not damaged or if the player forgot to make their declaration, **then the blacksmith is KO'd.**

*Reminder: the totem charge token is only moved when the fight die rolls a «Critical failure.»*

