

TIME arena

SCOTS



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Shan shan Zhu



ALSO AVAILABLE :
KAMAIKAWAII
EXPANSION SET



McEliot: When this character is KO'd, her two «pet monsters» are let off their leashes. *McEliot's* player places one of them on *McEliot's* square and the other monster on one of the eight squares nearby it. They move like any other character but do not attack opponents. Their only goal is to reach the opponent's totem. If they do, automatically remove one energy token and place the monster back near the red portal. When *McEliot* enters the arena again, immediately remove any of her monsters and place them near the red portal.



McKurgan: He can attack 3 spaces in a line, starting with the one closest to him. Roll the fight die for each square with a Fighter on it (ally or opponent). With this power it is possible to carry out 3 attacks, one after the other.



McKurgan still attacks all the Fighters in the line even if he is knocked out during the first or second attacks - his caber does the damage for him!



Example: *McKurgan* tosses the caber diagonally. It lands on the 3 green squares, which all have Fighters on them. He attacks each square, one at a time.

1st square: The player rolls +1 on the fight die, giving *McKurgan* a total attack of 2. The *Wildling* only has 1 defence and is KO'd. As she is close she can counter attack with her special ability. She rolls a +2 on her fight die and crushes *McKurgan*, but in this case the caber still hits the 2 other squares.

2nd square: Oh no! The *Boxer* is an ally! Never mind, the player rolls the fight die and gets a +1. Phew! The *Boxer* is safe and stays in the arena.

3rd square: The player rolls a +0 on the fight die. With his 3 defence, the *Black Knight* is unfazed by the attack and stays in the arena.



McMickmak ghost: When she is KO'd, she utters a cry of terror, petrifying her opponents. Her hourglass is placed on her space and all opponents on (or entering) the 8 adjacent squares cannot move or attack until the cry ends. When the hourglass finishes it is placed back on the portal by the active player and the Fighters are released.

PLEASE NOTE: If you use the app instead of the hourglasses, use the hourglass as a token and ignore the sand in it. The time on the app is the correct one.



Example: The *Black Knight* knocks out *McMickmak* and the green hourglass is placed on the spot of her ghost. From now on the *Black Knight* can't move or attack until the hourglass ends. However, the *Boxer* is an ally of *McMickmak* and is not affected by the cry, so he can freely move and attack on the 8 blocked squares.



McCartney: No special ability.
(but plays with his bagpipes «All you need is love» like no one else).