



## MASTER WIN CHIU WOO

AQUILLA

### MASTER'S INFLUENCE

All Monk Squad figures you control may leap an additional 13 levels up or down when using their Stealth Leap special power. All Monks you control within 2 clear sight spaces of Master Woo add 1 to their attack dice and 1 to their defense dice.

### MASTER'S ASSAULT

Master Woo may attack any or all figures adjacent to him. Roll each attack separately.

### STEALTH LEAP 25

Instead of his normal move, Master Woo may use Stealth Leap 25. Stealth Leap 25 has a move of 3. When counting spaces for Stealth Leap 25, ignore elevations. Master Woo may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Master Woo may not leap more than 25 levels up or down in a single leap. If Master Woo is engaged when he starts his Stealth Leap 25, he will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

MONK

DISCIPLINED

MEDIUM 5

5

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

140

POINTS



**MASTER  
WIN CHIU WOO**



**Earth**  
The Master's Arrival  
1/1

**MOVE** 5  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 4  
DICE

**DEFENSE** 6  
DICE

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